DEFENSIVE AND COMETITIVE BIDDING	TIVE BIDDING LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE: STANDARD					WBF Convention Card		
AGGRESSIVE IF NV, SOUND IF VUL.					er's Suit			
RESP: NEW SUIT= NF, NEW SUIT JUMP= F1, CUE= F	Suit	3RD & 5TH			INTERSTING.	Category: Green		
JUMP CUE= MAX INV IN SUIT + 4 CARDS FIT, NT= NAT.	NT			LOW IS INTERSTING.		Country: UNITED ARAB EMIRATES.		
RAISE= NAT, JUMP RAISE = PREEMPT.	Subseq					Event: ALL EVENTS.		
	Other:			1		Players: Hesham Attef/Akiel AlMadi		
		_						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2ND=15-17 + STOPPER.	Lead	d Vs.Suit V		Vs. NT		GENERAL APPROACH AND STYLE		
1NT-2♣-2♦/♥/♠/2NT = Staymen and Transfers Ace AKx(+		AKx(+)	Kx(+)			5 CARD MAJOR, ♦ BY 4, ♠ BY 2, INVERTED MINOR, BAD RAISE, GOOD RAISE, MINORWOOL		
	King	AK-AKJx(+), KQ, K	Q(J/10)(+)	AKJ, KQ.	J, KQ10	1NT=1RF OVER MAJOR, BERGIN, SPLINTERS, JACOBY, RKCB, .		
	Queen	QJ10/9,QJ/x		QJ10/9,	QJ/x	STAYMEN, TRANSFER, PUPPET STAYMEN, MICHAELS, CAPPELITTI		
	Jack	J10(9/8)x(+)		J109, J109		3RD SUIT = SHOWING, 4TH SUIT = ASKING + GF.		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	KJ10x(+), 10X KJ10x(+), 109, 10X		-), 109, 10X	UDCA			
1-Suit: NON VUL= PREEMPT, VUL= SOUND.	9	(K/Q)109, 98, 9X		(K/Q)10)9, 98, 9X	1NT Openings: 15-17 BAL. / SEMI BAL.		
2-Suit:						2 OVER 1 Respon: GAME FORCING.		
						SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: NAT.	SIGNAL	S IN ORDER OF PE	RIORITY			1∳-1NT=10-11PTS, 1∳-2NT= GOOD RAISE, 1∳-3∳=PREEMPT		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's I	_ead	Discarding	2∳= 22+ PTS OR 3.5 LOSERS.		
1 - 2 d + 1 - 2 = MAJORS.	Suit:1st	ATT			LO=ENCRG	2♦= weak in a major (5-10 pts) or 20-22 unbalanced		
DIRECT CUE= 2 HIGHER UNBID SUIT.	2nd	COUNT			HI=DISCRG	2H=H+any / 2SP=SP+Mnor		
2NT=HIGHER+LOWER UNBID SUIT, 3♦= 2 LOWER UNBID SUIT.	3rd					3ANY= CONSTRUCTIVE 1st and 2nd, PREEMPT 3rd and 4th.		
1X-3X = STOPPER ASKING.	NT: 1st	ATT			LO=ENCRG	3NT = GAMBLING		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	COUNT			HI = DI SCRG			
2ND: CAPPELITTI	3rd	rd			MICHEALS: 1♦-2d + 1♦-2♦= MAJORS, 1ANY-2NT= HIGHEST+LOWEST, 1ANY-3♦=2 LOWES			
AGAINST WEAK NT AT NOTES.		(including Trumps):	NO.					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Cue-bids; Jumps; NT bids) UDCA							
T/O DBL= STRONG, ANY= NATURAL + NF, NT=NAT.		ES						
	TAKEOUT DOUBLES(Style;Responses;Reopening)							
	ACCEPTING UNBID SUIT.							
	RESP: 1NT= 8-10 W STOPPER, JUMP=8-10 + 4CARDS, DBL JUMP=8-10 + 5 CA							
	RESP: CUE= GF							
	SPECIA	L,ARTIFICIAL AND	COMPETIT	IVE DOL	JBLES/REDOUBLES			
	NEGATIVE DBL THRU 4 MAJOR. PROTECTIVE DBL UPTO LEVEL 2. RESPONSIVE DBL.							
	SUPPORTIVE X AND XX= 3 FIT							
ANY DBL OVER CUE XX=ACE.								
	4NT - 5♠-X=0-3 ACES, 4NT - X-XX=0-3 ACES.							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
l 🏚	I ♣ X 2		4 M	13+ PTS, BAL OR UNBAL	1♦/♥ / ♠ 6-7 PTS, 1NT=11 PTS BAL OR SEMI BAL	I ♦ -2 • -2 • = REVERSE, 2 • / • = NAT.	
					2♣ = INVERTED 13+ PTS, 3ANY= WEAK		
					2NT= ♣ GOOD RAISE 10-11 PTS, 3 ♣= BAD RAISE		
					3NT = TO PLAY.		
I+	I	4 M	13+ PTS, BAL OR UNBAL	1♥/♠ 6-7 PTS, 1NT= 6-9 PTS BAL OR SEMI BAL	I ♦-2♦-3♣= REVERSE, 2♥ / ♠ = NAT.		
					2 ♦= INVERTED 13+ PTS, 3ANY= WEAK		
					2NT= NAT 10-11 PTS, 3 ◆= BAD RAISE		
					3NT = TO PLAY.		
♥/♠		5	4♥	11+ PTS, BAL OR UNBAL	1NT= 1RF, 3♣=7-9 +4FIT OR SPLINTER ANY 13-15, 3♦=10-11+4FIT,		2 ∳ =DRURY+3FIT
					2NT=12+PTS+ 4FIT, 3♥/♠= WEAK + 4FIT, 4 ♠/♦/♥/3♠ SPLINTER + 4	FIT	2♠/3♠/3♦/3♥ = SPLINTER+4FIT.
I NT				BAL 15-17	2♣= STAYMAN, 2♦/♥/♠/NT= TRANSFER, 3NT= TO PLAY	3♣= EXT. STAYMEN.	
2 ♠	Х			23+ ANY DISTRIBUTION	2♦=0-2 entrls, 2♥ 5card= 3-4-entrls, 2♠ 5card= 3-4 entrls, 2NT= 3-4 ent	2 ∳ -2♦-2NT=23-24 PTS.	
					A= 2 entrls, K= 1 entrl	2 -	
2 ♦	Х	6		6 M WEAK (6-10 pts), 20-22 unbalanced	2♥= P/C, 2NT=FORCING RELAY.		
2♥	Х			♥ +any 6-10 HCP any distribution	2NT= FORCING RELAY.		
2 ♠	Х			♠+minor 6-10 HCP any distribution	2NT= FORCING RELAY.		
2 NT				20-22 BAL OR SEMI BAL	3♠=P.S., 3♦/♥=TRF ♥/♠, 3♠= TRFm, 3NT=5♠+4♥	OVER 3 ⊕ : 3♦=4 OR 4-4 M	
3 ♠		7		6-11 HCP, CONST 1ST AND 2ND.	3♦=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 ♦		7		6-11 HCP, CONST 1ST AND 2ND.	4♣=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 ♥		7		6-11 HCP, CONST 1ST AND 2ND.	4♠=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 ♠		7		6-11 HCP, CONST 1ST AND 2ND.	4♣=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 NT	Х	8		GAMBLING, SOLID MINOR	4-5♣/♦=P/C, ANY IS TO PLAY, 4NT=RKCB.		
4 ♠		8		TO PLAY ♥	4♥=TO PLAY, 4♦=SLAM INTEREST, 4NT=RKCB.		
4 ♦		8		TO PLAY •	4♠=TO PLAY, 4♥=SLAM INTEREST, 4NT=RKCB.		
4 ♥		8		▼ + OUTSIDE DEFENCE.	4NT=RKCB.		
4♠		8		◆ + OUTSIDE DEFENCE.	4NT=RKCB.		
4NT	Х			2 SUITED HAND IN MINORS 6-5	5♠/♦= TO PLAY		
5♠		9		TO PLAY.			
5 ♦		9		TO PLAY.			
5 ♥		9		TO PLAY.			
5 🏚		9		TO PLAY.			
5NT	Х			2 SUITED HAND IN MINORS 6-5			