DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				Standard Egyptian Convention Card (S.E.C.C)
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				
8- 15 HCP	Le	ead	In Partner'	s Suit	CATEGORY: GREEN
5+ good suit	Suit 4 ^t	th	4 th		NCBO: EGYPT
Jump CUE = FIT + SPL	NT 4 ^t	th	4 th		PLAYERS: Ahmed Bakly moataz Fouda
	Subseq				
	Other: Mud or 2	nd best in bad suits			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
$2^{nd} = NAT (14.5 - 17.5)$, System on	L and N	s. Suit	Vs. NT		-
$2^{th} = \text{NAT}(14.5 - 17.5)$, System on $4^{th} = \text{BAL}, 11 - 14$		K(x), Axxx . A	AK(x) , A		GENERAL APPROACH AND STYLE
$4^{cn} = \text{DAL}, 11 - 14$		K(x) , Axxx . A K , KQ(x) , Kx , K		, Kx , AK	5 Cards M , 4 Cards •
		K , OJ10x , QJ9, Q>			Inverted minor raise
		L09x, Jx , J , JQ	J109x, J		1M / 1 NT = F1
		J10(x) , 109xx , 10			1NT = 15-17 balanced or semi balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)					
Weak		109(x),98x)x),9		, 98x)x) , 9x	2 over 1 = GF
2NT = either NAT or Egyptian Micheals		ven	Even		O/C = 8 - 15 HCP
		dd	Odd		2NT = 20 – 22 Balanced or semi
Reopen: BAL	SIC	GNALS IN ORDER (of Priorit	ſY	Bergin raises
DIRECT & JUMP CUE BIDS (Style; Response;	Partner's	Lead Declarer's L	lead Dis	scarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Reopen)					
Egyptian Micheals	1 Hi = EN		IN		WJS
1X - 2X = 2 highest unbid suits	Suit 2 Count	Count , S,			1♣ - could be 2 cards
1X - 3♣ = 2 lowest unbid suits	3 Count	Count , S	/P IN	D	3 NT = Solid minor
1X – 2NT = highest & lowest unbid suits	1				NAMYATS ,
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				Lebenshol after Opps Wk 2 & Multi.
Cappilitti in 2 nd	3				<mark>2♦ wk</mark>
NAT in 4 th	Signals (including Trumps): Attitude / Smith				<mark>2▼ =1suit WK</mark>
	InDirect , HI = E	ENC		<mark>2♠ = WK ♠</mark>	
				2♠ = ART GF	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		UT DOUBLES (Style; Res	ponses; Reop	1♣ - 2♣ = Majors	
T/O DBLS	T/O General sty				
Optional DBLS	ACCEPTING UNE	BID SUIS			
Crow Hurst Vs 2 Multi					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2					SPECIAL FORCING PASS SEQUENCES
NAT O/C	SPECIAL, A	RTIFICIAL & COM	PETITIVE D	OVER OPPS SAVE WILLING TO BID ON	
NAT T/O DBLS	RESP DB LS			2♠ OPENER PASS AFTER INTERV.	
	OPTIONAL DBL	S			
OVER OPPONENTS' TAKEOUT DOUBLE	LIGHTNER DBL	S		IMPORTANT NOTES	
Suits bid = NAT , NF	SUPP DBLS				
RDBL = ONLY FORCE					
Bergin raises apply , all supports bids = PRE					PSYCHICS: RARE

	TIC	MIN. NO.	NEG. DBL THR U						
OPENI NG	k if Art Ifici Al	OF CAR DS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 秦	х	2	4♦	11 - 21 HCP	L1 = NAT , 2♣=inv m GF , 2 X = WK 1NT = 8-10	Over inv m = Stoppr(s), 2♥/♠ = stopper ♥♠ , 2 NT = stoppers both M			
1•		4	4 ♠	11 - 21 HCP	L1=NAT , 2♦ = inv m GF , 2X = wk , NT=8-10	Same like 1			
1♠		5	4♦	11 – 21 HCP ; 5 cards	1NT = F1 , 2♠ = 8-10 , 2X=GF , Bergin raise	, SPL , PRE			
1♥		5	4♦	11 – 21 HCP ; 5 cards	1NT = F1 , 2 = 8-10 , 2X=GF , Bergin raise	, SPL , PRE , 2♠ = WK			
INT				15 – 17 , BAL or Semi Bal	2♣ = asking for M , TRF , Jacoby & ms , level 3 = NAT and Slam trial				
2.4	2 ♣ X 0		24+ or 3-3.5 losers	2♦=R , 2♥/♠ = G.Suit ; ST , 3♣/♦ = G.S; S.T	2 ♣ -2♦ , 2♥ = ♥ or 25+ , 2 ≜ = R	X = NEG , PASS = POS			
2*		0	4♠		2 NT = S.T , 8+ HCP or 2 KEY Cards	2NT = 25+ , 3♥ = ♥ , 3X = ♥ +X			
2.	2♦ X 0	0	0 4♠		2♥ = R , 2♠ = R + short ♠ , 3♣/♦ = NAT ; NF	3♣ = G ♥ suit , 3♦ = G ♠ suit			
2•		0		Wk	2NT = F1 , 3 or 4 / ♥ = P/C ; PRE				
2♥			4♦	Wk 1 suit	2♠ = P/C , 2 NT = F1	3♥ over 2 NT = ♥ + ♠			
2♠		5	4♦	Wk 1 suit	2NT = F1 , 3/4/5 ♣ = P/C				
2NT			4♦	19 – 21 HCP , could have 5 M , BAL or Semi Bal	Puppet Stayman , TRF , Jacoby m 3_{\clubsuit} = ms ; one or both	3NT = to play			
3♣		6	4♦	6 – 10 , Preempts	NEW Suit = F1				
3♦		6	4♦	6 – 10 , Preempts	NEW Suit = F1				
3♥		6	4♦	6 – 10 , Preempts	NEW Suit = F1				
3♠		6	4♦	6 – 10 , Preempts	NEW Suit = F1				
3NT		7	4♦	Solid m ; 8 tricks	4/5/6/7 ♣ = P/C				
4♣	х	7	4♦	11+ pts , Good ♥ suit , 8- 8.5 tricks ; 2 Aces	4 ♥ = to play Any = cue				
4♦	х	7	4♦	11+ pts , Good ♠ suit , 8- 8.5 tricks ; 2 Aces	4 = to play Any = cue		J		
4♥		8	4♠	TO PLAY, COULD BE ANY	,	1			
4♠		8		TO PLAY, COULD BE ANY		HIGH LEVEL BIDDING			
4NT				Both minors ; 7+ pts					
5♣				TO PLAY , COULD BE ANY		1			
5♦				TO PLAY , COULD BE ANY		5 KCB			
						DOPI , ROPI			
				Q of Trump asking					
					Splinter , Josephine , CUE-bids				
						Control asking bids			