

WBF Convention Card 2.19

OVERCALLS (Style; Responses; 1/2 Level; Reopening)		LEADS AND SIGNALS			Category: GREEN Country: EGYPT Event: ALL EVENTS Players: Sherif NOSHY - Moaz HAMMAM
AGGRESSIVE IF NV, SOUND IF VUL (8-15 HCP)		OPENING LEADS STYLE			
RESP: NEW SUIT = NF, NEW SUIT JUMP = FI, CUE = F,			Lead	In Partner's Suit	
JUMP CUE = MAX INV IN SUIT w/ 4 CARDS FIT, NT = NAT,		Suit	3RD-5TH	3RD-5TH	
RAISE = NAT, JUMP RAISES = PRE		NT	4TH	4TH	
		Subseq			
		Other: MUD OR 2ND TOP IN BAD SUITS			
INT OVERCALL (2ND/4TH Live; Responses; Reopening)					
2ND = 15-18 w/ STOPPER, RESP: SYSTEM ON		LEADS			
4TH = 12-17, RESP: 2 ♣ ASK FOR STRENGTH: 2 ♦ = 12-14, ANY = 15-17		Lead	Vs. Suit	Vs. NT	
SYSTEM ON		Ace	AKx(+) ,Ax(+)	AKxx	
		King	AK-AKJ10(+)-KQ-KQ(J/109)(+)	AKJ10(+)-KQ-KQ(J/109)(+)	
		Queen	QJ10/9-KQx(+)	AQJx(+)-QJ10/9-KQx(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J10-J10x(+)-Jx	J10x(+)	
1-Suit: WK EXPECT VUL VS NV, 2NT = HI + LO, 3 ♣ = 2 LO		10	109-109x(+)-KJ10x(+)-10x	109-109x(+)-AJ10x(+)-KJ10x(+)	
2-Suit:		9	9x-K109x(+)-Q109x(+)	98x(+)-H109x(+)	
Reopen: NAT		Hi-x	HxxS-HxS-Sx-xSxx	HxxS-HxS-Sx-xSxx	
		Lo-x	HxxS-HxS-Sx-xSxx	HxxS-HxS-Sx-xSxx	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1 ♣ / ♦ - 2 ♦ = MAJORS, 1 ♣ - 2 ♣ = NAT			Partners Lead	Declarer's Lead	Discarding
1M - 2M = 2 HI UNBIDDED SUITS		Suit:1st	ATT		LO = ENCRG
1 ♣ - 3 ♣ = 2 LO UNBIDDED SUITS		2nd	COUNT		HI = DISCG
1x - 3 SAME x = STOPPER ASKING (EXCEPT 1 ♣ - 3 ♣)		3rd	S/P		
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	ATT		LO = ENCRG
2ND: X=1 m, 2 ♣/♦=4♥/♠+5 ANY, 2♥/♠/3♣/♦=NAT, 2NT= BOTH m, 3♥/♠=6♥/♠+5♣/♥		2nd	COUNT		HI = DISCG
4TH: SAME AS 2ND		3rd			
OVER 2 ♣: 2 ♦ EQUAL M LENGTH		Signals (including Trumps): LOW ALWAYS SHOWS INTEREST			
VS WEAK NT (NOTE # 1)		UDCA			
AFTER INTERVENTION OVER INT: LEBENSOHL		SMITH SMALL ENCRG			
		DOUBLES			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O DBL=STR, ANY BID = OPENING HAND, NT = NAT,		ACCEPTING UNBID SUITS - COULD BE WK w/ SHAPE			
CUE = ASK STOPPER		RESP: INT = 8-11, JUMP IN SUIT = 8-10 HCP,			
4 ♣/♦ OVER 3 ♣/♦ = MAJORS, 4 ♦/♣ OVER 3 ♣/♦ = M+om,		CUE = GAME INV, RESP DBL AFTER RAISES,			
4 ♣/♦ OVER 3 ♣ = 5 ♣/♦ + 5♥, 4 ♣/♦ OVER 3♥ = NAT,		DBL JUMP = 9-11 w/ 5 CARD S			
4♥/♠ OVER 3y/z = TO PLAY					
(2 ♦ MULTI): 4 ♣ = ♥ + m, 4 ♦ = ♠ + m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
(WK 2M): 4 ♣ = ♣ + OM, 4 ♦ = ♦ + OM		NEGATIVE DBL THRU 4 ♣			
(WK 2 ♦): 4 ♣ = ♣ + M, 4 ♦ = ♥ + ♠		PROTECTIVE DBL UP TO LEVEL 2			
VS. ARTIFICIAL STRONG OPENINGS		X OVER OPP O/C = ALMOST THE 2 OTHER SUITS			
Over 1 ♣: X=RED OR BLACK, 1♦=♠+♦ OR ♥+♠, 1♥/♠=NAT, INT=♣ OR ♦+M, 2♣=♦		MAX O/C X			
2♦=♥ OR ♠+m, 2♥=♠ OR ♥+m, 2NT=♣+♦		XX OVER A NT DBL = 5 CARDS m (XX SOS)			
VS 1♦ ANY DISTRIBUTION : (NOTE # 2)		SUPPORTIVE X & XX			
OVER OPPONENTS' TAKE OUT DOUBLE		4NT - P - 5 ♦ - X = L/D, 4NT - P - 5 ♦ - X - XX = 1ST CTRL			
CAPPELETI OVER 1M DBL		RESPONSIVE DBL, LIGHTNER DBL			
RDBL = 10+ SEEKING PENALTY		DEFENSIVE AND COMPETITIVE BIDDING			
GENERAL APPROACH AND STYLE					
5 CARDS M, 1 ♣ = MIN 2 CARDS, 1♦ = 4 CARDS, INVERTED m RAISE					
INT RESP OVER 1M = FI, STR NT OPENING, 2♣ = ART. FG					
STR 4♣ / ♦ SHOWING ♥ / ♠, 2 OVER 1 = FG					
WK 2♦ / ♥ / ♠ SHOWS 1 SUIT 6-11					
LEVEL 3 PREMPT TRF (1ST & 2ND) CONST IN SAME OR BAD VUL					
INT Openings: 15-17 HCP BAL OR SEMI					
2 OVER 1 Response FG					
2♦ / ♥ / ♠ = 6♦ / ♥ / ♠, 6-11 HCP					
LEVEL 3 (1ST & 2ND) = CONST, 3x (3RD & 4TH) = PRE					
3NT = SOLID m					
4 ♣ / ♦ = GOOD SUIT ♥ / ♠ w/ O/S VALUES					
1M-P-3 ♣ = 4 CARDS FIT, 7-9 HCP OR SPL ANY 12-15 HCP					
1M-P-3 ♦ = 4 CARDS FIT, 10-11 HCP					
1M-P-3OM = SPL ANY, w/ 4 CARDS FIT, LESS THAN 12 HCP					
1M-P-2NT/3 SAME M = 4 CARDS FIT, 13+/0-6 HCP					
1M-P-4 ♣/♦ = 5 CARDS FIT + PICTURE					
1M (3RD AND 4TH)-P-2/3OM/3♣/3♦ = DIRECT SPL FIT w/ 4 CARDS					
1x-2 SAME x = 2 HIGHEST UNBID SUITS 5/5, EXCEPT 1 ♣ - 2 ♣ = NAT					
1x-2NT = HIGHEST + LOWEST UNBID SUITS 5/5					
1x-3 ♣ = 2 LOWEST UNBID SUITS 5/5					
1 ♣ - 2 ♦ = MAJORS 5+/5+					
LEBENSOHL AFTER OPP WEAK 2 AND MULTI					
SPECIAL FORCING PASS SEQUENCES					
OVER OPPT'S SAVE = WILLING TO BID ON					
AFTER INTERVENTION OVER 2 ♣ / ♦ BY OPPT					
AFTER FG SITUATION					
AFTER INT - X (EQUIVALENT OR PENALTY)					
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
INT-P-2 ♣-X-P = NO STOPPER, XX = 5CARDS IN DBLED SUIT,					
ANY BID = STOPPER + ORIGINAL MEANING					
INT-P-2♦/♥-X-XX = FIT WITHOUT STPR, 2♥/♠ = STPR + FIT, P = NO FIT					
4NT/L4 PRE IS T/O w/ 2 SUITS					
Psychics: RARE					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	1♣ (YES)	2	4M	11+ BAL OR UNBAL	1♦ = MAY BE 2 CARDS, 1♥/♠ = NAT, INT = 9-11 HCP NO M	IF BAL, REBID INT=11-13 & 2NT=17-18 HCP, CB	OVER 1♣: 2♥/♠ = WJS
1♣	1♣ (YES)				2♣ = INVERTED, 2♦ = 5♣+ 10-11 HCP UNBAL	REBID OF A HIGHER RANK SUIT (CONT')	
1♣	1♣ (YES)				2NT = 5♣+ 0-6 HCP, 3♣ = 5♣+ 7-9 HCP	(CONT') IN LEVEL 2=REVERSE, UNBAL, 17+	
1♦	1♦	4	4M	SAME AS 1♣	2♣ = FG, 2♦ = INVERTED, 3♣ = 5♦+ 10-11 HCP UNBAL	SAME AS 1♣	SAME AS 1♣
1♦	1♦				OTHER-SAME AS 1♣		
1♥	1♥	5	4♣	SAME AS 1♣	1♠=NAT, INT=FI, 2♣/♦=FG, 2♥=NAT, 2NT=12+ JTB	SAME AS 1♣, 3NT = SOL♥ 12-16, OVER 1♥: 2♣ = WJS	2♣/♦ = FIT w/ 3-4 CARD
1♥	1♥				3♣=7-9 FIT w/ 4 OR SPL ANY 12-15, 3♦=10-11 FIT w/ 4	1ST STEP OVER 3♣ = (R) - RESP: LO,MID,HI	2♣/3♣/♦ = SPL♣/♣/♦
1♥	1♥				3♠=SPL ANY FIT w/ 4 LESS THAN 12, 4♣/♦ = PICTURE	1♥-3NT=FIT w/ 3 BAL 3♣ 3♥(43)	2NT = MINORS
1♠	1♠	5	4♥	SAME AS 1♣	SAME AS 1♥	SAME AS 1♥	2NT = MINORS, SAME
INT	INT			14-16 BAL OR SEMI BAL	2♣=STAY, 2♦/♥=TRF, 2♠=TRF♣, 3NT=TO PLAY	INT-2♣-2NT/3♣ = BOTH M MIN/MAX	
INT	INT				2NT=TRF♦, 3♣=5♣+5♦ STR OR 5♣+4♦, 3♦=3 SUITED HAND	INT-2♦/♥-3♥/♠ = FIT w/ 4 CARDS MIN/MAX	
INT	INT				3♥=5♦+4♣+3♣+S/♥, 3♠=5♦+4♣+3♥+S/♠, OTHER	2♦ = NO 4 M, 2♥/♠ = NAT, ROB OVER INTERVENTION	
2♣	2♣ (YES)			22+ OR 3.5 LOSERS	2♦ = R, 2♥/♠ / 3♣/♦ = GOOD SUIT	2♣ - 2♦ - 2NT = 22-23 HCP BAL OR SEMI	
2♣	2♣ (YES)					2♣ - 2♦ - 2♥ - 2NT = 24-25 HCP BAL OR SEMI	
2♦	2♦ (YES)			WEAK 1 SUIT, 6-11 HCP	2NT = STR (R)	3♣ = MIN, 3♦/♥/♠/NT = GOOD HAND w/ N/L/M/H	
2♥	2♥			WEAK 1 SUIT, 6-11 HCP	SAME AS 2♦	SAME AS 2♦	
2♠	2♠			WEAK 1 SUIT, 6-11 HCP	SAME AS 2♦	SAME AS 2♦	
2NT	2NT			19-21 BAL OR SEMI	3♣ = PUPP STAY, 3♦/♥ = TRF♥/♠, 3♠ = TRF♣, 3NT = 5♣-4♥	OVER 3♣: 3♦ = 1 OR 2 M, 3♥/♠ = 4♣/♥,	
2NT	2NT					3NT = NO M, OVER M TRF: 3M=NO FIT, 3NT=FIT	
3♣	3♣	7		6-11, CONST IN 1ST & 2ND	LEVEL 3 = FI		NATURAL IN 3RD & 4TH
3♦	3♦	7		6-11, CONST IN 1ST & 2ND	LEVEL 3 = FI		NATURAL IN 3RD & 4TH
3♥	3♥	7		6-11, CONST IN 1ST & 2ND	LEVEL 3 = FI		NATURAL IN 3RD & 4TH
3♠	3♠	7		6-11, CONST IN 1ST & 2ND	LEVEL 4 = FI		NATURAL IN 3RD & 4TH
3NT	(YES)	7		SOLID m	4♣/♦ = P/C		
4♣	4♣ (YES)			GOOD♥ w/ O/S DEFENCE	4♥ = TO PLAY, 4♦ = GOOD HAND, SLAM INTEREST		
4♣	4♣ (YES)			8-9 TRICKS	4NT = RKCB, 5♣/♦ = CUE		
4♦	4♦ (YES)			GOOD♠ w/ O/S DEFENCE	4♠ = TO PLAY, 4♥=GOOD HAND, SLAM INTEREST		
4♦	4♦ (YES)			8-9 TRICKS	4NT = RKCB, 5♣/♦ = CUE		
4♥	4♥	7		TO PLAY	4NT = RKCB		
4♠	4♠	7		TO PLAY	4NT = RKCB		
4NT	(YES)			2 SUITED HAND IN m, 6/5	5♣/♦ = TO PLAY		
5♣	5♣	8		TO PLAY			
5♦	5♦	8		TO PLAY			

HIGH LEVEL BIDDING

DIPO - RIPO

RKCB = 1-4 / 0-3 / 2-5 / 2-5 WITH Q / ODD + VOID / EVEN + VOID

1ST STEP AFTER REPLY = Q OF TRUMP ASKING

VOIDWOOD, SPLINTER

