DEFENSIVE & COMPETITIVE BIDDING	LEADS & SIGNALS			WBF CONVENTION CARD	

WBF CONVENTION CARD

CATEGORY	Green
COUNTRY	United Arab Emirates
EVENT	All Events
PLAYERS	Tamer Eissa (**WBF**: UAE&500024)
	Mohamed Said (**WBF**: UAE&500053)

"Bridge for Peace"

OVERCALLS

AGGRESSIVE IF NV, SOUND IF VUL.
RESP: NEW SUIT= F1, NEW SUIT JUMP= F1, CUE= F
JUMP CUE= MAX INV IN SUIT + 4 CARDS FIT, NT= NAT.
RAISE= NAT, JUMP RAISE = PREEMPT

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

4TH=11-15 PTS, 1NT-2♣-2♦/♥/♠=MIN+NATURAL
1NT-2♣-2NT=MAX FOLLOWD BY PUPPET STAYMEN

JUMP OVERCALLS

MICHEALS
Weak 6+ aggressive non vul
1-Suit: NON VUL= PREEMPT, VUL= SOUND.
Reopen: Nat.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♣-2♦ , 1♦-2♦= MAJORS.

DIRECT CUE= 2 HIGHER UNBID SUIT.
2NT=HIGHER+LOWER UNBID SUIT, 3♣= 2 LOWER UNBID SUIT.
1X-3X = STOPPER ASKING.

VS. NT (vs. Strong/Weak; Reopening)

2ND & 4TH WEAK NT: Suction
OVER 1NT: X= Penalty, 2♣ =♦ OR ♥+♠, 2♦=♥ OR ♣+♠, 2♥=♠ OR
♣+♦, 2♠=♣ OR ♦+♥, 2NT= ♣ +♥, 3♣=♦+♠

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

T/O DBL= STRONG, ANY= NATURAL + NF, NT=NAT.
4♣ Over 3♣/♦ = m+M, 4♦ OVER 3♣/♦= MAJORS, 4♣/♦
Over 3♥/♠ = m+M
2♦(MULTI): 2NT 16-18, 2♥/♠ overcall
2♥/♠: 4♣/♦ + OM

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER 1♣: X= ♦ OR ♥+♠, 1♦=♥ OR ♣+♠, 1♥=♠ OR ♣+♦,
1♠=♣ OR ♦+♥, 1NT= ♣ OR ♦+♠
OVER2♣ : X= ♦ OR ♥+♠, 2♦=♥ OR ♣+♠, 2♥=♠ OR ♣+♦,
2♠=♣ OR ♦+♥, 2NT= ♣ +♥, 3♣=♦+♠

OVER OPPONENTS' TAKEOUT DOUBLE

CAPPELITTI & BERGEN RAISES ON MAJOR.

LEADS & SIGNALS

OPENING LEADS & SIGNALS

	Lead	In Partner's Suit
Suit	4, x from Hxx ,mud ,hi xx	4,x from Hxx, mud, hi xx
NT	4, x from Hxx ,mud, hi xx	4,x from Hxx, mud, hi xx
Smith	Smith Eco (small card)	Smith Eco (small card)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Akx(+)	Akx(+)
King	AK-AKJx(+), KQ, KQ(J/10)(+)	AKJ, KQJ, KQ10
Queen	QJ10/9, QJ/x	QJ10/9,QJ/x
Jack	KJ10x(+), J10(9/8)x(+)	KJ10x(+), J10(9/8)x(+)
10	(K/Q)109, 10X	(K/Q)109, 10X
9	98, 9x	98, 9x
Hi-x	Even	Even
Lo-x	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declearer's Lead	Discarding
Count (UDCA)	Count (UDCA)	Count (UDCA)
Signal (Laventhal)	Signal (Laventhal)	SP (Laventhal)
Attitude (UDCA)	Attitude (UDCA)	Attitude (UDCA)

Signals including trumps: NO

UDCA counting, SMITH ECHO: Small card Eng. IN PARTNER

LEAD., Discard: Laventhal Indirect
Usually trump is excluded from counting and signals

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

ACCEPTING UNBID SUIT.

resp: 1nt= 8-10 w stopper, jump=8-10 + 4cards, dbl jump=8-10 + 5 cards.

RESP: CUE= GF

Special, Artificial and Competitive doubles/redoubles

PROTECTIVE DBL UPTO LEVEL 2.

RESPONSIVE DBL.
SUPPORTIVE X AND XX= 3 FIT
(DBL VALUES)1NT-X-XX= 5 CRD Any, 1NT-X-P-P-XX=
AUTOMATIC, 1NT-X-L2 (SKIP DONT), 1NT-X-L3 (Preeimative),
(DBL SUIT)1NT-X-SYSTEM ON
ANY DBL OVER CUE XX=1st Round Control (ACE/Void)
4NT - 5♣-X=1-4 ACES, 4NT - X-XX=1-4 ACES.

SYSTEM SUMMARY

GENERAL APPROACH

5 card major, ♦ by 4, ♣ by 2, inverted minor, bad raise, good raise
1NT=1RF over major, bergin, splinters, jacoby, rkcb, lebensohl.
staymen, transfer, puppet staymen, micheals, cappelitti
3rd SUIT = SHOWING, 4th SUIT = ASKING + GF.

SPECIAL BIDS THAT MIGHT REQUIRE DEFENCE

1♣/♦-1nt=8-10pts,1♣-2nt= good raise, 1♣-3♣=preempt
2♣= 22+ PTS OR 3.5 LOSERS.
2♦= weak in Major (6 cards 6-11 HCP)
2♥/♠= weak with 5 ♥/♠ + 5m cards suit 0-11 HCP
3ANY= CONSTRUCTIVE 1st and 2nd, PREEMPT 3rd and 4th.
3NT = GAMBLING
4♣ /♦/♥/♠ = PREEMPT.
micheals: 1♣-2♦ + 1♦-2♦= majors, 1any-2nt= highest +lowest, 1any-3♣=2 lowest.

LEBENSOHL AFTER 2-LEVEL OVERCALL OF 1NT.

NEGATIVE DOUBLES THRU 4♥

SPECIAL FORCING PASS SEQUENCES

In sequence of preempt, x= 3 crds in opp. suit.
Over NT intervention p= no stopper, xx= 4-5 cards.

IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SEBSEQUENCE ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4M	11+ PTS, BAL OR UNBAL	1♦/♥ / ♠ MAYBE 3 CARDS 6-7 PTS, 1NT=8-10 PTS BAL OR SEMI BAL		
					2♣ = INVERTED 13+ PTS, 3ANY= WEEK	1♣-2♣-2♦= REVERSE, 2♥ / ♠ = NAT.	
					2♦/♥/♠ 4 cards ♦/♥/♠ + 5 cards ♣ 9-11 pts		
					2NT= ♣ GOOD RAISE 10- 11 PTS, 3 ♣= BAD RAISE		
					3♦/♥/♠ Constructive weak jump		
					3NT = TO PLAY.		
1♦		4	4M	11+ PTS, BAL OR UNBAL	1♥ / ♠ MAYBE 3 CARDS 6-7 PTS, 1NT= 6-9 PTS BAL OR SEMI BAL		
					2 ♦= INVERTED 13+ PTS, 3ANY= WEEK	1♦-2♦-3♣= REVERSE, 2♥ / ♠ = NAT.	
					2♥/♠ 4 cards ♥/♠ + 5 cards ♣ 9-11 pts		
					2NT= NAT 10- 11 PTS, 3 ♦= BAD RAISE		
					3♣/♥/♠ Constructive weak jump		
					3NT = TO PLAY.		
1♥ / ♠		5	4♥	11+ PTS, BAL OR UNBAL	1NT= 1RF, 3♣=7-9 +4FIT, 3♦=10-11+4FIT,		2♣=DRURY+3FIT,
					2NT=13+PTS+ 4FIT, 3♥/♠= WEEK + 4FIT, 3	1M-2NT-3♣ (11-14) any distribution	
						1M-2NT-3♦ (15-17) any distrbution	
						1M-2NT-3M (15-17) 6 cards Major	
						1M-2NT-3OM (18-19) unbalanced	
						1M-2NT-3NT 18-19 Balanced	
1 NT				BAL 15-17	2♣= STAYMAN, 2♦/♥/♠/NT = TRANSFER,	3♣= EXT. STAYMEN.	
					3♣= 5/5m weak	P or Correct	
					3♦= 5/5m Slam interest	3NT to play, 4♣/♦ minorwood	
					3♥/♠=6 Cards Slam Interest		
					3NT= TO PLAY		
2♣	X			23+ ANY DISTRIBUTION	2♦=Relay, 2♥/♠/♣/♦ = Good suits, 2NT=8-10, 3NT=11-13	2♣-2♦-2NT=23-24 PTS.	
						2♣-2♦-2♥-2♠=R-2NT=25+ PTS.	
						2♣-2♦-3NT= 18-21 Long Minor	
2 ♦	X	6		6 M WEEK in Major	2♥/♠ - 3♥/♠ - 4♥= P/C, 2NT=FORCING RELAY.	2♦ - 2NT -	
2♥	X			5♥/5m 0-11 HCP	2NT= FORCING RELAY, 3♣/♦/♥/♠ to play	2♥ - 2NT - Any - 4♣ asking for short	
2♠	X			5♠/5m 0-11 HCP	2NT= FORCING RELAY, 3♣/♦/♥/♠ to play	2♠ - 2NT - Any - 4♣ asking for short	
2 NT				20-22 BAL OR SEMI BAL	3♣=P.S., 3♦/♥=TRF ♥/♠, 3♠= TRFm or 5/5minors, 3NT	OVER 3♣: 3♦=4 OR 4-4 M	
3 ♣		7		6-11 HCP, CONST 1ST AND 2ND.	3♦=DIST ASKING, ANY=NAT. F, 4♣=minorwood.		
3 ♦		7		6-11 HCP, CONST 1ST AND 2ND.	4♣=DIST ASKING, ANY=NAT. F, 4♦= minorwood.		
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	X	8		GAMBLING, SOLID MINOR	4-5♣/♦=P/C, ANY IS TO PLAY, 4NT=RKCB.		
4 ♣		8		Weak	4♦=DIST ASKING, 4♥/♠=TO PLAY, 4NT=RKCB.		
4 ♦		8		Weak	4♥/♠ & 5♣=DIST ASKING, 4NT=RKCB.		
4 ♥		8		TO PLAY.	4NT=RKCB, 5♣=DIST ASKING		
4♠		8		TO PLAY.	4NT=RKCB, 5♣=DIST ASKING		
5♣		9		TO PLAY.			
5 ♦		9		TO PLAY.			
5 ♥		9		TO PLAY.			
5 ♠		9		TO PLAY.			