

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
Natural - new suit Forcing 1 round - jump shift fit & good suit	
Jump cue-bid splinter - 2 NT bad raise - jump raise fit + limit	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
2 <sup>nd</sup> 16-18 HCP, responses stayman & transfers	
4 <sup>th</sup> 10-15 HCP <b>GREEN VUL</b> , 13-15 HCP <b>RED VUL</b> , range Enquiry Stayman & Transfers	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak jump shift. Michael's	
1 ♣ / ♦ 2 ♦ = Majors, 1 any 3 ♣ = 2 lowest suits	
1 any 2NT = higher and lowest suit	
1 major 2 same major = higher 2 suits	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1 Any 3 Same = Asking for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2 <sup>ND</sup> <b>X</b> = Strong hand can be passed	
2 ♣ = 1 <b>suit</b> , 2 ♦ = Majors , 2 ♥ = ♥+m , 2 ♠ = ♠ +m , 2NT = minors	
4 <sup>TH</sup> <b>X</b> = 10-14 HCP 5 card suit, 2 ♣ = Majors, 2 ♦\♥\♠ = Natural	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
<b>X</b> = T\O, Natural NOTRUMP bids, leaping Michael's	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
1 over 1 forcing, 2 over 1 non-forcing	
Redouble 10+ HCP	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best / 2 <sup>nd</sup>	2 <sup>nd</sup> / 4 <sup>th</sup> / 3 <sup>rd</sup> from 3 cards	
NT	4 <sup>th</sup> best / 2 <sup>nd</sup>	2 <sup>nd</sup> / 4 <sup>th</sup> / 3 <sup>rd</sup> from 3 cards	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	<b>A</b> Kx	<b>A</b> Kx	
King	<b>K</b> Qx or <b>A</b> K bare	<b>K</b> QJx or <b>K</b> Q10x	
Queen	<b>Q</b> Jx	<b>Q</b> J10x or <b>K</b> Qx	
Jack	<b>J</b> 10x or <b>J</b> x	<b>J</b> 10x or <b>J</b> x	
10	<b>10</b> 9x or <b>K</b> J10x	<b>10</b> 9x or A or K <b>J</b> 10x	
9	<b>9</b> or <b>9</b> x or HONOR <b>10</b> 9	<b>9</b> or <b>9</b> x or HONOR <b>10</b> 9	
Hi-Lo	Doubleton	Doubleton	
Lo-Hi	MUD-LEAD	MUD-LEAD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1-	Count	Reverse smith echo	Suit Pref
<b>Suit</b> 2-	Attitude	Count	Count
3-			
1-	Count	Smith echo	Suit Pref
<b>NT</b> 2-	Attitude	Count	Count
3-			
Signals (including Trumps): Count or suit Preference			
FULL UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
3 other suites or 17 <sup>+</sup> HCP any Distribution			
Responses natural, only cue bidding is forcing			
Reopening: double either 3 other suites or 13 <sup>+</sup> HCP			
Responses natural, only cue bidding is forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 ♣ (1 ♦) <b>DBL</b> = both majors or 10 <sup>+</sup> HCP			
1 ♣ (1 ♥) <b>DBL</b> = denies 5 cards ♠			
1 minor ( <b>DBL</b> ) <b>REDBL</b> = both majors 0 <sup>+</sup> or 10 <sup>+</sup> HCP			
Responsive <b>DBL</b> ,			
Lightner <b>DOUBLES</b>			

W B F CONVENTION CARD	
CATEGORY: <b>GREEN</b>	
NCBO:	
PLAYERS: Walid El Ahmady EGY&500001	
AMR FARRAG EGY&500208	
EVENT:	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 Over 1 Game Forcing	
Major by <b>5</b> , <b>Diamond</b> by <b>4</b> , <b>CLUB</b> by <b>2</b>	
Inverted minor Game Forcing, 2 ♣ Game Forcing	
2 ♦ Weak Major 0-11 HCP or strong with 5 or 5-4 Major-balanced or semi 18-22 HCP	
2 ♥\♠ 2 suits 5+ / 4+	
1NT Opening 15-18 HCP Balanced or Semi Balanced.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 ♣ Game Forcing	
2 ♦ MULTI	
2 ♥\♠ 2 suits 5+ / 4+	
3NT Solid minor	
SPECIAL FORCING PASS SEQUENCES	
According to Vulnerability, PASS could be forcing at high level	
IMPORTANT NOTES	
Frequent light opening in 3 <sup>rd</sup> seat according to Vulnerability	
3 <sup>rd</sup> seat pre-empts are often weak	
<b>PSYCHICS:</b> Rare but Possible	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Natural 10-21	Inverted minor, 2NT bad raise, 3♣ good raise	1♣ - 2♣ - 2♦, 16+ HCP asking for value	1♣-1♦ 2+ card
1♦		4	4♥	Natural 10-21	Inverted minor, 2NT bad raise or ♣ pre-empt, 3♦ good raise	1♦-2♦ - 3♣, 16+ HCP asking for value	
1♥		5		Natural 10-21	1NT F1R, 2NT Jacoby, Bergen raises,3♠ splinter any 9-11HCP	1♥-1NT-2NT =18 any distribution Not 5\5	Drury 3 card fit 4♣\4♦ fit show
1♠		5	4♥	Natural 10-21	1NT F1R, 2NT Jacoby, Bergen raises,3♥ splinter any 9-11HCP		Drury 3 card fit 4♣\4♦ fit show
1NT			4♥	(14) 15-17 HCP	2♣ stayman, 4way Transfer, garbage stayman, Texas xfer	Smolen	
2♣	√		7♥	Game forcing	2♦ = relay, 2♥ = no king or 2 queens, 2♠ = ♥, 2NT = ♠	After intervention Pass forcing X bad hand	
					3♣ = ♦, 3♦ = ♣, 3♥ minors, 3NT = Majors		
2♦	√			MULTI	Weak Major 0-11 HCP or strong with 5 or 5-4 Major		
					2NT = asking		
2♥		5		2 suits	2NT = asking		
2♠		5		Sp + minor	2NT = asking		
2NT				(19) 20-21 HCP NO 5 card Major	3♣ stayman, 3♦\♥ transfer, 3♠ = minor or both	Smolen	
3♣		6		Pre-empt			
3♦		6		Pre-empt			
3♥		6		Pre-empt			
3♠		6		Pre-empt			
3NT	√	6		Solid minor	4♣,4♦,5♣,5♦ = Pass or Correct		
4♣	√			Pre-empt			
4♦	√			Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT	√			Pick minor game value			
5♣		8		Pre-empt		HIGH LEVEL BIDDING	
5♦		8		Pre-empt		RKCB:14-03, 5NT = 0-2-4 + void, 6♣ = 1-3-5+ void	
5♥		8		Pre-empt		JOSEPHINE, DOPI ROPI same RKCB answers / minor wood	
5♠		8		Pre-empt		Negative Slam (Smiths)	
5NT	√			Pick minor slam value			