

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General style: 8 HCP (good suit) to 17 HCP
Usually 5 cards / rare 4 cards
Responses: 1/1 and 2/2: (forcing1); 1/2 No forcing
Jump Raise = Preemptive
Cue-Bid =11+HCP Forcing raise or no
New Suit jump = Forcing- fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: 15-17 Bal
Responses: bid as 1NT opening (if over opening Minor)
Over 1M –1NT: transfert impossible is Stayman
4th position: 9-14 Bal
Responses: bid as 1NTovercall 2 nd position
JUMP OVERCALLS (Style; Responses; Unusual NT)
1. Suit: Naturel. Weak. (6 cards)
2. Suit: 1♣ - 2♦ =two suiter Major 5-5 Michaels (Note 4)
1m – 2NT= 2 suiter ♥ and other m; 1M – 2NT= 2suiter minor
Reopen: 1X- pass- pass- 2NT= 17-19 Bal; 2M= Weak 5cards 12
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣-2♣ = Naturel
1♦-2♦ = 2suiter Major
1M-2M = 5-5 other M + m
VS. NT (vs. Strong/Weak; Reopening;PH)
<ul style="list-style-type: none"> VS strong: DBL=solid suit (Penalty)
2♣= majorsLandy (note); 2 ♦ suit major, 2♥ or ♠ = suit +minor
<ul style="list-style-type: none"> VS weak: DBL= 9-10 pts
2♣= majorsLandy (note); 2 ♦ suit major, 2♥ or ♠ = suit +minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS Weak 2: 2NT= Nat 15-18 Bal; 4♣/♦=2 suiter ♣/♦ and other M
VS 3 minor: 4♦= 2 suiter M; VS 3♣: 2 suiter ♦ and ♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
<ul style="list-style-type: none"> After pass: RDBL is Drury Jump in suit opening = Weak

LEADS AND SIGNALS
OPENING LEADS STYLE
Suit
NT
Subseq
Other:
LEADS
Lead
Ace
King
Queen
Jack
10
9
Hi-X
Lo-X
SIGNALS IN ORDER OF PRIORITY
1
Suit 2
3
1
NT 2
3
Signals (including Trumps):
Smith signal; Levinthal; Echo in trump suit shows ability to ruff
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
11-15 HCP with classic shape
16+ All Distribution
Responses: 8-11=Jump; 11+ HCP = Cuebid
Over opening Weak 2: 8+ =2NT
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
4T: 8cards ♥ (12-15 HCP)

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Abdellatif Belkouch and Cambournac Guy
COUNTRY: Morocco
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5- card Majors (French Standard)
Best minor
1M-1NT semi forcing
1NT Opening: 15 – 17 Bal (5- cards Major possible)
2 over 1 response:Forcing Game
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = Strong, forcing 1round
2 ♦Opening = forcing game
2♥ Opening = 6 cards H (<11 HCP)
2♠ Opening = 6 cards S (<11 HCP)
3NT Opening = Gambling
Lebensohl after 2-level overcall of 1NT (Note 2)
Negative Doubles to 4♦
Overcalls:
-vs 1NT: 2♦ : suit major (5 cards min)
2♣ : two suits major (Landy :(Note 3)) 2♥: H + one suit minor 2♠: S+ one suit minor 2NT: two suits minors X: suit minor
- Michaels Cue-bids (Note 4)
SPECIAL FORCING PASS SEQUENCES
1x – 2y -Pass
IMPORTANT NOTES
Jump Cue Bid by Opener = Splinter raise
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	11 - 21 HCP	1D=4 cards; 1M=4cards >5pts 1NT= 8-10 pts	4th suit forcing Third suit = 1 Round Force	
1♦		3	4♦	11 - 21 HCP	jump Majors (1♦- 2M): short with 2 suits minor (5/4 +) and 10pts + 2D=2 suits minor (5/4 +) 0 to 7 pts	4th suit forcing Third suit = 1 Round Force	
1♥		5	4♦	11 - 21 HCP	1NT semi forcing, 5+ points Raises = limit. 2NT = FG (15-17 raise or no) (Note 1)	Raises = limit. Re-raise = Pre-emptive General principles as above	
1♠		5	4♦	11 - 21 HCP	1NT semi forcing, 5+ points Raises = limit. 2NT = FG (15-17 raise or no) (Note 1)	Raises = limit. Re-raise = Pre-emptive General principles as above	
INT		Bal		15-17	Stayman or 3C puppet Stayman (fg) Transfert (note7)	Over Stayman: rebids are Major invitational, minor forcing	
2♣	✍	-	-	Strong 18-23 one suit or balanced	Response waiting 2K	natural	natural
2♦	✍	-	-	Forcing Game	Response aces	natural	natural
2♥		5-7	-	1 suit (<11 HCP)	2NT >14 pts	3 X = H	natural
2♠		5-7		1 suit (<11 HCP)	2NT >14 pts	3 X = H	natural
2NT		Bal		20-21 balanced 5 major possible	Puppet Stayman (Note7)	3M= 5 cards M 3♦= no 5 cards M ;possibility :one or two Majors (4 cards)	
					Transfert (Note 7) 4♦= 5/5 Majors	2NT - 3♠ > ♠ 2NT - 3 NT 2NT - 4♠ > ♦ = 5♠ + 4♥	Natural DBL= penalties
3♣		6+		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3♦		6+		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3♥		7		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3♠		7		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3NT		7		Gambling (solid suit minor)			
4♣		7		Pre-emptive (light)			
4♦		7		Pre-emptive (light)		HIGH LEVEL BIDDING	
4♥		8		Pre-emptive (light)		Five - Ace Blackwood : RKCB (Note 6)	
4♠		8		Pre-emptive (light)		Splinters	
5 X		8		Pre-emptive (light)		Cue Bids and Control	

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NCBO:
PLAYERS: Abdellatif BELKOUCH---Guy Cambournac
COUNTRY: Morocco

SUPPLEMENTARY SHEET

Note 1: Bergen:

1♥/1♠ pass 3♣ = 9-11 Raise 3 cards

1♥/1♠ pass 3♦ = 9-11 Raise 4 cards

1♥/1♠ pass 3NT = 12-14 Bal 4 cards

1♥/1♠ pass 2NT = 15-17 bal Raise or no

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT	(2x)	2NT	(p)
3♣	(p)	3x	= stayman GF No Stopper
1NT	2x	3x	= stayman GF with Stopper

Note 3: Landy:

vs No Trump:

2♣ shows at least four cards in each major suit = Landy

1NT - 2♣ - ?

2♦ = relay to play the better major

2NT = strong inquiry (cue-bid!)

Note 4: Michaels Cue Bids:

1♣ - 2♦)

1♦ - 2♦) Both Majors

1♥ - 2♥ = 5♠ + 5 minor

1♠ - 2♠ = 5♥ + 5 minor

1 m - 2NT = 5♥ + 5 other minor

1 M - 2NT = Both Minors 5(+)/5(+)

Note 5: Responses after 2♦ Opening

2♥= 0 Ace ;

2♠= 1 ace major

3♣= Ace ♣;

3♦= Ace ♦;

2NT= 8+ or 2 Kings;

3NT= 2 Aces;

3M= KQxxxx

Note 6: R K C B**(4NT asks for 5 key cards, 4 Aces + King of Trumps)**

Responses:

5♣ = 3 or 0
5♦ = 4 or 1
5♥ = 2
5♠ = 2 + Queen of Trumps
5NT = 2 + a void
6X = 1 + a void

Note 7: Responses to 1NT and 2NT Opening**a) Stayman**

1NT - 2♣:

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

1NT - 2♣

2♦ - 4♣ = 4♠ + 6♥

1NT - 2♣

2♦ - 4♦ = 4♥ + 6♠

b) Puppet Stayman

2NT - 3♣:

3M = 5 cards M

3♦ = no 5 cards M ; possibility : one or two Majors (4 cards)

b) Transfers

1NT - 2♦ = 5♥

2♥ = 5♠

2♠ = 5♣

2NT = Transfer ♦ or ♠

3♣ = Puppet stayman forcing game

2NT - 3NT = 5♠ + 4♥

4♦ = 5♥ + 5♠

Same

c) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠

or 3♠ = 4♠ + 5♥

1NT 2♣

2any 3♣ = forcing