

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

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4th	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq			
Other:	( 2 <sup>nd</sup> from 4 small cards)		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axx(+)	AKx(+)	
King	AK; KQ109x; RD; KQx(+)	AKJ10(x);KQ109(+);KQJ(+)	
Queen	QJ;QJx(x);	QJ;QJx(+);AQJx(+);DJ98	
Jack	J10; J1098; KJ10x(+)	J10;J10x(+);KJ10x(+);AJ10x(+)	
10	109;109x(+);H109x(+);10x	109;109x(+);H109x(+);10x	
9	9x;98x(+)	9x;98x(+)	
Hi-X	Sx;xSxx	Sx;Sxx;xSxx	
Lo-X	HxS;HxSx(+);xSxx(+)	HxS;HxxS(+);xSxx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo= encouraging	same	"S/P"
Suit 2	Hi=enc and Count		
3	"S/P"		
1	Hi/lo= encouraging	Smith signal	Levinthal
NT 2	Count (If possible)		
3			
Signals (including Trumps):			
Smith signal; Levinthal; Echo in trump suit shows ability to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11-15 HCP with classic shape 16+ All Distribution Responses: 8-11=Jump; 11+ HCP = Cuebid Over opening Weak 2: 8+ =2NT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
4T: 8cards (12-15 HCP) 4 : 8 cards (12-15 HCP)			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>WORD CHAMPIONSHIP. MARRAKECH 2023</b> 27-03-2022/09-04-2022 <b>PLAYERS ; BENSOU DA KHALI-BERRADA Med Said</b> <b>COUNTRY: Morocco</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5- card Majors (French Standard) Longer Minor - 1 if 3.3
1NT Opening: 15 – 17 Bal (No5- cards Major)
2 over 1 response:10+ HCP Forcing 1 Round
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 Opening = Strong one-suitor (any suit) or 22 - 23 Bal
2 Opening = strong, forcing to game
2 Opening = Weak Major 6 cards (<10 HCP)
2 Opening = Weak Major 6 cards (<10 HCP)
3NT Opening = Gambling
Lebensohl after 2-level overcall of 1NT (Note 2)
Negative Doubles to 4 H-
<b>Overcalls:</b>
-vs 1NT: 2X : Unicolor minor 2 : Unicolor Major 2 C : Landy -Michaels Cue-bids (Note 4)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4H	11 - 21 HCP	Single raise naturel weak than double raise jump Majors (1 - 2M): strong		
1♦		3	4H	11 - 21 HCP	Single raise naturel weak than double raise jump Majors (1 - 2M): strong		
1♥		5	4D	11 - 21 HCP	1NT not forcing, 5+ points Raises Bergen (Note1)	Raises = limit. Re-raise = Pre-emptive General principles as above	
1♠		5	4H	11 - 21 HCP	1NT not Forcing, 5+points Raises Bergen (Note1)	Raises = limit. Re-raise = Pre-emptive General principles as above	
INT		Bal		15-17	Stayman Transfert (note7)	Over Stayman: rebids are Major invitational, minor forcing	
2♣	♣	-	-	Strong 18+ ,1suiter Forcing 1round or 22-23 bal	2 =relay	natural	natural
2♦	♦	-	-	23 HCP+ Forcing game	Responses to aces ( Note 5)	natural	natural
2♥		6	-	6 – 10 HCP	New suit forcing 2NT asks for feature if maximum	3X= max (9-11) K or As in X 4X= singleton ; 3NT = AKQxxx	natural
2♠		6		6 – 10 HCP	New suit forcing 2NT asks for feature if maximum	3X= max (9-11) K or As in X 4X= singleton ; 3NT = AKQxxx	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		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♣		8		Pre-emptive (light)			
4♦		8		Pre-emptive (light)		HIGH LEVEL BIDDING	
4♥		8		Pre-emptive (light)		Five - Ace Blackwood : RKCB (Note 6)	
4♠		8		Pre-emptive (light)		Splinters	

CATEGORY: Green  
BERMUDA: Open- 2011 HAMMAMAT-TUNISIA  
PLAYERS: RERHAY Abdelkamel-BERRADA Med Said  
COUNTRY: Morocco

## SUPPLEMENTARY SHEET

### Note 1: Bergen:

- 1 /1 pass 3 = 11-14 Raise 3 cards
- 1 /1 pass 3♦ = 11-14 Raise 4 cards
- 1 /1 pass 3NT = 12-14 Bal 4 cards
- 1 /1 pass 2NT = 15-17 bal Raise or no

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### 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

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### 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!)

1 NT – X Unicolor minor, 2C Landy, 2D Unicolor Major, 2H bicolour H and any Minor, 2S Bicolor S and any Minor

1 NT pass pass : same

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### Note 4: Michaels Cue Bids:

1 - 2♦ )

1♦ - 2♦ ) Both Majors 5(+)/5(+)

1 - 2 = 5 + 5 C. 1H-3C=5S+5D

1 - 2 = 5 + 5 C. 1S-3C= 5H+5D

1 m – 2NT = 5 + 5 other minor

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

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### Note 5: Responses after 2♦ Opening

2♥= 0Ace and <8 pts;

2♠= 1 Ace Major;

3♣= Ace ♣;

3♦= Ace ♦;

2NT= 8+ or 2 King;

3NT= 2 Aces;

3M= KQxxxx

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**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

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**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 = 6+  
 2NT = Nat  
 3 = 6+♦

2NT - 3D = 5+H  
 3H = 5+S  
 3S = 6+C  
 4C = 6+D  
 4D = 5+5 Majors

**c) Subsequent Bids:**

1NT - 2  
 2♦ - 3 = 4 + 5  
 or 3 = 4 + 5

1NT 2  
 2any 3 = forcing

2NT 3D  
 3NT = no fit H  
 2NT 3H  
 3NT = no fit S