

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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 16-18 HCP, responses Stayman & transfers
4 th 10-15 HCP GREEN VUL, 13-15 HCP RED VUL, range
Enquiry Stayman & Transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣ / ♦ 2♦ = majors 1♣ 2NT = ♥ + ♦ 1♥ 2♥ = ♠ + ♣ 1♥ 2NT = minors
1♥ 3♣ = ♠ + ♦ 1♠ 2♠ = ♥ + ♣ 1♠ 2 NT = minors
1♠ 3♣ = ♥ + ♦
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1 Any 3 Same = Asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
x = ♥ + minor
2♣ = majors
2♦ = ♠ + minor
2♥ / ♠ = nat
3♣ / ♦ = nat
4 th seat x for majors others natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = 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 th best	4 th best	
NT	4 th best	4 th best	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit		
Ace	AKx	AKx	
King	KQx or AK bare	KQJx or KQ10x	
Queen	QJx	QJ10x or KQx	
Jack	J10x or Jx	J10x or Jx	
10	109x or KJ10x	109x or A or K J10x	
9	9 top of nothing or seq	9 seq or top of nothing	
Hi-X	Doubleton	Doubleton	
Lo-X	MUD-LEAD	MUD-LEAD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead		Discarding
1	Count	Reverse smith echo	Suit Pref
Suit 2	Attitude	Count	Count
3			
1	Count	Smith echo	Suit Pref
NT 2	Attitude	Count	Count
3			
Signals (including Trumps):			
Standard carding			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
3 other suites or 17 ⁺ HCP any Distribution			
Responses natural, only cue bidding is forcing			
Reopening: double either 3 other suites or 13 ⁺ HCP			
Responses natural, only cue bidding is forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive DBL ,			
Lightner DOUBLES			

W B F CONVENTION CARD
CATEGORY
NCBO:
PLAYERS: Ferdaous Trabelsi
Najeh Lenda
EVENT all events
SYSTEM SUMMARY
2 Over 1 Game Forcing
Major by 5, better Minor
2♣ Strong
2♦ = GF asking for control
2♥ / ♠ Weak 6 cards
1 NT forcing
1 NT (good 14) 15/17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Strong
2♦ = GF asking for control
2♥ / ♠ Weak 6 cards
3NT Solid minor
Truscott 2NT
SPECIAL FORCING PASS SEQUENCES
According to Vulnerability, PASS could be forcing at high level
IMPORTANT NOTES
Frequent light opening in 3rd seat according to Vulnerability
3 rd seat pre-empts are often weak
PSYCHICS: Rare but Possible / Aggressive Style

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	2♣ nat 3cl weak		
1♦		4	4♥	Natural 10-21	2♦ nat 3D weak		
1♥		5		Natural 10-21	1NT F1R, 2NT truscott,	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 truscott,		Drury 3 card fit 4♣\4♦ fit show
INT			4♥	Ex (14) 15-17 HCP	2♣ Stayman, Smolen, garbage Stayman, Texas Xfer	range Enquiry	
2♣			7♥	Strong hand	2♦ = relay	After intervention Pass forcing X bad hand	
						If Double Pass forcing XX bad hand	
2♦			6♥	GF asking for control	Control response	2♥ = 0, 2♠ = ace 2 NT = 8 + no aces	
						3♣/♦ aces 3♥ = 2 aces same rank 3♠ = 2 aces different rank	
2♥		6♥		Weak 5/11	2nt relay asking for range		
2♠		6♠		Weak 5/11	2nt relay asking for range		
2NT				(19) 20-21 HCP	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							
	√	7+		Solid minor	4♣,4♦,5♣,5♦ = Pass or Correct		
4♣	√	8		Pre-empt			
4♦	√	8		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:0.3 / 1.4, 5NT = 0-2-4 + void, 6♣ = 1-3-5+ void	
5♥		8+		Pre-empt		JOSEPHINE, DOPI ROPI same RKCB answers	
5♠		8+		Pre-empt			
5NT	√			Pick minor slam value			