


<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b> (Style, Responses: 2/1 Level; Reopening)
-Take out double – One suiter – 1NT = 16-18H
Responses: 2 over 1: forcing 1 round
2 over 2: Forcing. 3 over 1: Fit 4 <sup>th</sup> + new suit 5 <sup>th</sup> .
-Level 3 = Weak. Cue = 11H + Fit. Direct raise = Preempt.
-2 suiter: Responses: new suit: Nat forcing one.
<b>1NT OVERCALL</b> (2 <sup>nd</sup> , 4 <sup>th</sup> Live; Responses, Reopening)
2 <sup>nd</sup> <b>15+/18H</b> Responses:: Over one minor: Stayman Transfer.
Over one Major: Transfer + impossible Transfer = Stayman
4 <sup>th</sup> <b>9/13H</b> Responses: Idem
<b>JUMP OVERCALLS</b> (Style, Responses, Unusual NT)
1♥/2♠/3♣: ♦ + other major: Michael's Cue-bid.
Unusual 2NT: 2 lowest suiters.
-Others at 3 <sup>rd</sup> . 4 <sup>th</sup> Level = Preempt.
Reopen:
<b>DIRECT&amp;JUMP CUE BIDS</b> (Style, Responses Reopening)
1♥/2♥: 2 suiters ♠/♣. Responses: Cue bid = Strong.
1♠/2♠: 2 suiters ♥/♣. Direct raise to play.
Jump Cue at 3 <sup>rd</sup> level = Ask for stopper.
<b>VS NT</b> (Strong/Weak, Reopening, Responses)
Overcall: Good opening (in bal.pos. Weak)
X = 1 suit minor with values, penalty possible
2NT= Two minors 5/5
2♣ = Landy. Majors 5/5 or 5/4.
2♦ = One Major 6 <sup>th</sup> (Like 2♦ multi).
2♥♠ = 2♥♠ = 5/5 or 5/4. Major 5 <sup>th</sup> + minor ♣ or ♦.
In Level 3 : Idem, in 4 <sup>th</sup> position: nat and X for majors
<b>VS. PREEMTS</b> (Doubles, Cue-bid, Jumps, NT)
X = Take out. vs. 4♠: X = Penalty possible, 4NT = 2 suiters.
(2♥♠)3♥♠ = 2 minors 55 (2♥♠)4♣♦ 55 ♣♦ + other Major.
(2♥♠)2NT = 16-19H. (13/16H in bal.pos) Stayman. Transfers
<b>VS. ARTIFICIAL STRONG OPENINGS-i. e. 1♣ or 2♣</b>
(2♣) X = Suit ♣.
(2♦) X = Suit ♦.
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
XX= 9H & +, and 2 other suiters 4 <sup>th</sup> s.
New suit = 7H et +.
Raises: 5H & +, Truscott in Maj. Reverse Truscott in minors.

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Hxxx, xxxx, E/O.	E/O.	
N.T.	4 <sup>th</sup> best.	E/O, except ♣: 4 <sup>th</sup> best.	
Subseq.	Count		
Other: Vs. suit AKx(x)x			
Other: Vs. slam in NT: E/O 2 <sup>nd</sup> of xxxx.			
<b>LEADS</b>			
Lead	Vs; Suit	Vs. NT	
Ace	AKxx, AKQ(x). Ax.	<b>A &amp; Q</b> : High Encour.	
King	AK, KQx, Kx,	<b>K</b> : Count & Unblock	
Queen	QJx(x), Qx.	<b>QJ(x), KQx, QJ10</b>	
Jack	J10(x), KJ10(x), Jx.	<b>J10, KJ10, AJ10(x)</b>	
10	H109(x)+, 109+, 10x.	<b>H109+, 10(9) +, 10x +</b>	
9	9, 9x, H98+,	<b>98x, H98x.</b>	
Hi-x	x, xx, xxxx, Hxxx.	<b>xx, xxx, xxxx(x)(x),</b>	
Lo-x	x, xxx, Hxx, xxxxx,	<b>Hxxx(x), Hxx</b>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's lead	Declarer's lead	Discarding
Suit : 1 <sup>st</sup>	E/O, Xx: Enc	E/O, Xx: Enc.	High Encour.
2 <sup>nd</sup>	Suit prefe	Suit pref	E/O, Xx: E.
3 <sup>rd</sup>	E/O.	E/O.	E/O.
N.T : 1 <sup>st</sup>	E/O.	E/O, Xx: Enc.	Levinthal
2 <sup>nd</sup>	Suit pref	Suit pref	E/O
3 <sup>rd</sup>	E/O.		
<b>OTHER SIGNALS</b> (including trumps): Smith			
Reverse count in Trump Suit: Xx: odd, xX: even..			
Vs. NT: Ace & Queen: High Encouraging.			
Over Partner's singleton: Suit Preference.			
<b>DOUBLES</b>			
<b>TAKE-OUT DOUBLE</b>			
STYLE: can be light if shaped.			
Responses: Natural and Limit, Cue-bid forcing one round.			
IN BAL.POS. 8H & +. Responses: Idem			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES</b>			
Over control X: XX: Ace or chicane.			
Over Stayman X: XX with pretty long suit ♣.			
Over Transfer X: XX <b>fit</b> , with no interest to play the hand.			



**WBF CONVENTION CARD**

**Category: Natural -Green**  
**NCBO: Morocco**  
**Event: Marrakech 2023**  
**Players: Guennoun Raphael – Guerraoui Farida**

**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE**

French Standard: 5 card Majors, 44 minors: the best;.33: 1♣  
Drury Repeat the Major = Opening with 6cards  
(P) (P) 1♠ (P) 2♣\* (P) 2♦ = Ambiguous  
Vs. NT = Lebenshol.  
3<sup>rd</sup> & 4<sup>th</sup> Suit forcing.  
Roudi: Check back Stayman  
3<sup>rd</sup> seat can be very light.

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Psychics : RARE

**OPENING DESCRIPTION**

Opening	Tick if artificial	Min. N° of cards	Neg. Double	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION (Modification over competition)	AFTER PASS
1♣		3	Thru 4♥	Longest suit UNBAL 11H+	: ▶ 1♦: maybe 3 <sup>rd</sup> ; ▶ 1♥♠ = 4 <sup>th</sup> or +. : ▶ 1NT: 8-10H	▶ After X : Re After 1x: ▶ 1y = 7 After 1NT	▶ 1♣ 1NT: 8/10H. ▶ 1♣ 2NT: 11HL
1♣				BAL 12-14H. 1♣ with 33 minors.	: ▶ 2♥: 5+♠ and 4+♥ : ▶ 3♣: Preempt Fit 5 <sup>th</sup> : ▶ 2♦: 11DH. Fit 4 <sup>th</sup> or 5 <sup>th</sup>	▶ After 1NT: ▶ X = 9H +. ▶ After 1NT: Landik=less than 8H	
1♦		3	Thru 4♥	Judgment with 44 minors.	: ▶ 1♥♠: 4 <sup>th</sup> or +. : ▶ 1NT: 6-10H		▶ 1♦ 1NT: 6-10H. ▶ 1♦ 2NT: 11HL.
1♦				See 1♣.	: ▶ 2♥ = 5+♠ and 4+♥ : ▶ 3♣: 11DH. Fit 4 <sup>th</sup> ▶ 3♦: Preempt Fit	Over 1♦: ▶ Idem see 1♣.	
1♥		5	Thru 4♦	May be 4-card suit 3 <sup>rd</sup> & 4 <sup>th</sup> .(for lead)	: ▶ 1NT: No fit or Fit weak(fit: 5-7DH)	Over 1♥: After X ▶ 2♣: natural Weak	1♥♠ 1NT: 5/11H.
1♥					: ▶ 2♥: 8-10DH. ▶ 3♥: Preempt Fit 4 <sup>th</sup> : ▶ 3♣ Fit 3 <sup>th</sup> 11DH, 3♦ Fit 4 <sup>th</sup> 11DH : ▶ 4♥: Preempt Fit 4 <sup>th</sup> with singleton .	▶ Truscott: 2NT:11dh Fit 4 <sup>th</sup> . ▶ Super Truscott: 3NT:12H Fit 4 <sup>th</sup> . ▶ 2♥: Preempt fit: 3 <sup>rd</sup> or 4 <sup>th</sup> .	▶ 2♣ Drury, ▶ 2NT: 5/5 minors. ▶ Jump new suit: 5 <sup>th</sup> + fit 4 <sup>th</sup> 11 HL
1♥ 1♠		5	Thru 4 min.	May be 4-card suit 3 <sup>rd</sup> & 4 <sup>th</sup> .(for lead)	: ▶ 2NT: 15-17H BAL. fit: 3 <sup>rd</sup> or 4 <sup>th</sup> . : ▶ 3NT: 12-14H BAL. fit: 4 <sup>th</sup> .	Over 1♠: After X ▶ 2♣, 2♦: natural Weak	
1♠					: ▶ Idem see: 1♥.	: ▶ Idem see 1♥.	: ▶ Idem see 1♥.
1NT			Thru 3♠	15-17H	: ▶ Stayman 3 réponses + Transfers		
1NT		BAL.		May be very good 14H.	: ▶ 2♠: Ambiguos or Tf♣ or ask force.	Opener weak: ▶ 2NT. Strong: ▶ 3♣.	
1NT				May have 5M or 6m.	: ▶ 3♣: Transfer ♦	Responder after Transfer Maj: ▶ 2NT inv	
1NT				May have Splinter K.	: ▶ 2NT: 5/5 or 5/4 minors.	Lebenshol	
2♣	X	Strong		22-23H BAL may have 5 <sup>th</sup> Maj.	: ▶ 2♦: Relay.	Over 2NT: Idem see 2NT	
2♦	X	Forcing game.		24H et + BAL.	: ▶ 2♥ = Neg Relay: ▶ 2♠: 1 Ace	Over 2NT: Idem see 2NT	
2♦				24DH et +, One or Two suiters. Any shape.	: ▶ 2NT: 8H + or 2 Kings (no void). : ▶ 3♣/♦: 1Ace and Q/or K : ▶ 3♥♠: KQxxxx. : ▶ 3NT: 2 Aces.		
2♥		6		Preempt 6-10H:	: ▶ 2NT = Try bid 14-16H, or 21H et + : ▶ 2♠: 3♣/3♦: Forcing Natural		May be 5/4minors.
2♠		6		Preempt 6-10H:	: ▶ Idem see: 2♥.		
2NT		BAL.		20-21H, (May have 5M or 6m.).	Stayman, Transfer correction without fit	Lebenshol	
3♣♦		7		6-10H. Good suit in 1 <sup>er</sup> & 2 <sup>nd</sup> pos.			
3♥♠		7		6-10H Preempt (no 2 Aces).			Suit 6/4 : défensive.
3NT	X	8		Preempt. One suit minor	: ▶ 4♣ (weak) Pass or Correct 4♦		
4NT	X	6/6or 6/5		minors minimum 6/6 or 6/5	: ▶ 5♣ (weak) Pass or Correct 5♦		
5♣♦		9 ou 8/4		Preempt.			

**HIGH LEVEL BIDDING :** ▶ BW 5 Keys 3041 ▶ BW (after 5 level response) ▶ Next suit (not in trump) = ask for trump Q? ▶ Responses with the Q ▶ 1<sup>st</sup> King exterior

**BW 5 Aces: 3041.** ▶ BW (5X) ▶ DOPL.

, w/o King exterior ▶ 6 in trump. ▶ 2\* GF (2♠) Pass (4♠) Forcing Pass (Pass) ▶ X = 0-3H.