

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple overcalls (6-17)
Cuebids show fit in opener’s suit 10+,or F1 with own suit
Micheals Cuebid (Specific Micheals)
L2 overcall promises full opening w playable suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd (or direct) position: (1x) 1NT= 15-18 (Stopper promised)
Reopening position:(1x) P (P)= 11-15 (Stopper promised)
4th position “live”: (1x) P (1y) 1NT= other 2 suits min 9 cards
(1m) P (2m) 2NT= 2 places to play
(1M) P (2M) 2NT= minors
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Direct seat or if available L1=6-11HCP less than opening
Specific Micheals 2 <sup>nd</sup> & 4 <sup>th</sup>
(Cuebid=2High,2NT=High+Low,3♣=2Low of unbid suits)
(1♠) P (P) 2♥=12-14 HCP+6cards quality suit
Reopen: Micheals either 6-10 or 15+ min 10 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1x) 2x= 5+5+ highest & lowest unbid. 5-11/15+
Jump cue = ASK for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Strong: DON’T 2♣/2♦/2♥/2♠=
(mentioned suit & a higher min 4-4 & less defensive hand)
Vs Weak: Cappelletti 2♣=LS/2♦=Ms/2♥=♥+m/2♠=♠+m
Reopening: 2nt=Forcing relay other natural non-forcing
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=Values+negative
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
NIL
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
XX=penalty seeking
L1=Nat F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	3 <sup>rd</sup> & 5 <sup>th</sup>	3 <sup>rd</sup> from H+MUD	
NT	4 <sup>th</sup>	4 <sup>th</sup> if available	
Subseq	S promises H		
Other: Suit preference leads when a ruff is needed sometimes			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+); CT	AKx(+), Ax(+); CT	
King	AKJ,KQJ,KQT,KQx,Kx	AKJ,KQJ,KQT,KQx,Kx	
Queen	QJT,QJx,Qx	QJT,QJx,Qx	
Jack	JT9,JTx,Jx	JT9,JTx,Jx	
10	AJT,KJT,T9,Tx,T	AJT,KJT,T9,Tx,T	
9	AT9,KT9,QT9,9x,9	AT9,KT9,QT9,9x,9	
Hi-X	Sx, xSx, HxS, xSxx(+)	Sx, xSx, HxS, xSxx(+)	
Lo-X	HxSx, HxxxSx, HxxxS	HxxS, HxxSxx, HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Hi = Odd	Lo = Even	UDCA
Suit 2	Attitude	Lo = Even	UDCA
3	Suit preference	Lo = Even	UDCA
1	Hi = Odd	Lo = Even	UDCA
NT 2	Attitude	Lo = Even	Lavinthal
3	Suit preference	Smith Ech(Small enc)	UDCA
Signals (including Trumps):			
UDCA (small encourage) & part of Lavinthal when I’m interested in a suit that I don’t want discard from – in NT Indirect & Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (9+) with suitable shape when both opp bid or bal seat			
Off shape OK if 17+			
After TO(DBL), Responsive Doubles are till 3♠ level promising min 10HCP & stopper asking in some occasions			
Supportive doubles & redoubles promise 3cards support/big hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT response to double of 1♠ is txr to ♣			
PENALTY PASS over opponent's redouble			
1♠-(1♦)-DBL shows 4+4+ in the majors, 7+HP			
1m-(1♥)-DBL shows exactly four spades, 7+HP OR general values			
Our RESP DBLs guarantee length in any unbid major (7+L1),(10+L2)			
Our NEG DBLs against 2♠ show 11+ HP & promises shape.			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> United Arab Emirate (U.A.E)
<b>PLAYERS:</b> Marie Hindie / Hazem Ghoneim
<b>EVENT:</b> (Mixed)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b> 2/1 FG/1M
5+M(semi-F 1NT), 4+♦, 2+♣ w trf resp may be very light
Weak 2♥/♠=2suiters, 2♣=strong, 2♦=Weak in one of the majors
Pre-emptive bids in level 3 are 7cards sound suit unless in 3 <sup>rd</sup> seat
Light openings happen when applying RULE of 20
Level 1 opening=11-21 HCP range
1nt=14-17 rarely happens with 18(singletons possible)
Resp. jump to 2X = wk 4-7hp; NEG DBL thru 4♥
ART 2NT in comp.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ Opening=Weak in a M (2nt=Forcing relay resp)
3nt opening= Gambling (7 solid cards in a minor)
Cappaletti over 1M-X (transfers system)
Rubensohl convention used when our 1nt opening is interfered
<b>SPECIAL FORCING PASS SEQUENCES:</b>
Trap Pass (When interested to double an overcall called)
HIGH Level bidding (P=1 <sup>st</sup> round control)
When 2♣ strong ope, P=a good hand & X=weak
<b>IMPORTANT NOTES:</b>
<b>PSYCHICS:</b> rarely happens in 3 <sup>rd</sup> positions with NT openings supported by long suit to escape.

OPEN ING	T I C K I F A R T I F I C I A L	MIN · NO. OF C A R D S	NE G.D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21	1♦ cld be with 3 cards,else natural	2♣=inverted minor NGF	1♣-3♣=5-7 min 5 cards
1♦		4	4♥	11-21	Natural response with lower rank M suit	2♦= inverted minor NGF	1♦-3♦=5-7 min 5 cards
					1nt=Forcing NT(Semi-F if PH)	2♣=cld be 2 cards till17 HCP, 2♦=4 cards	If PH then 2♣=Drury(fit+10-11)
1♥		5	3♠	11-21	2♣=GF cld be with 3 cards, 2♦=GF Nat	Rebid shows 6 cards	
					2M=constructive 8-10	2nt=General trial(3♣/♦/♥)=L/S trial bid	
1♠		5	4♥	11-21	2NT=Jacoby	(L3 shortness, L4=5-5,rebid=15+,3nt=14-)	
					4cards fit( 3♣=9-11.3♦=7-9,3M=0-7)		
					4♣/♦/♥(if♠) = Splinter		
INT				*15-17 HCP  *Doesn't require to be fully balanced all the time.  *5-card major, 6- card minor, singleton honours rarely possible.  *Commonly happens with 2-2-4-5 shape	2♣=Stayman (Not necessary having 4 cards M) 2♦/♥=Transfer to ♥/♠ 2♣=Transfer to ♣ 2N=Transfer to ♦ 3♣=Both minors weak (pass/correct) 3♦=Both minors +Slam interest 3♥=6 cards in ♥ slam going hand 3♠=6 cards in ♠ slam going hand 3N=to play 4♣=Both majors + Slam interest 4♦/♥=Texas, Transfer to ♥/♠ 4♠=Pick a minor (Game only) 4nt=Quantitative (15-17) 5♣/♦/♥=beyond QUANT,18+pts+(1/4,0/3,2Aces)		
2♣	√	NA	NA	23+ or max 3.5 losers' hand	2♦=relay,2♥/♠=6cards+2 Top H	2♥=R,2♠=s,2nt=23-25,3♣/♦/♥NAT	
2♦	√	6	NA	Weak in ONE Major	2♥/♠=P/C. 2nt=Forcing relay, others Natural F1		
2♥	√	5-5	NA	6-11 HCP ♥+minor			
2♠	√	5-5	NA	6-11 HCP ♠+minor			
2NT		NA	NA	19-22 HCP (Possible 5cards M)	3♣=Puppet, trfs,3♠=1/both minors, rest as 1nt	Replying to trf 3♥/♠ w fit,3nt=No fit	
3♣		7	3♠	7 cards (sometimes 6) 11-HCP	Any bid above= Forcing		
3♦		7	3♠	7 cards (sometimes 6) 11-HCP	Any bid above= Forcing		
3♥		7	3♠	7 cards (sometimes 6) 11-HCP	Any bid above= Forcing		
3♠		7	4♠	7 cards (sometimes 6) 11-HCP	Any bid above= Forcing		
3NT		7	4♠	Solid 7cards m+no O/S values	4♠=P/C. Else TO PLAY	HIGH LEVEL BIDDING	
4♣		8	4♠	Broken 8 cards less than openig	NA	4m/4NT=RKCB 3014 Aces asking	
4♦		8	4♠	Broken 8 cards less than openig	NA	1 <sup>st</sup> non agreed suit in L5=Trump Q asking	
4♥		8	4♠	7.5 tricks, no O/S Values	TO PLAY	5NT=RKCB Specific Kings asking	
4♠		8	4♠	7.5 tricks, no O/S Values	TO PLAY	2 Levels Jump=Exclusive asking	
4NT	√	Min 5-5	NA	Pick a game in a minor	NA	Interference=DIPO/RIPO	
5♣		8	NA	TO PLAY	NA		
5♦		8	NA	TO PLAY	NA		