EFENSIVE AND COMPETITIVE BIDDING LEADS AND SIGNALS								
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card		
light overcalls (8+hcp) // double then bid suit=17+	Lead		in Partner's Suit					
overcall Major (level 1) : cards=4+ & (hcp=8+)	Suit 2nd/4th	Suit 2nd/4th		std Count				
responses: new suit (8+). Cuebid opener:forcing hand (with or without fit)	NT 2nd/4th		std Count		Country:	JORDAN		
reopening: double (see the previous explain) Suit= 8-13hcp			Top of seq		Event:	Mixed Category		
	Other: Top of nothing				Players: SAMER AL-RAWASHDEH// FARAH AHMAD			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY			
2ND = 14-16 //// 4th live= 14-16HCP / DOUBLE=TAKEOUT	Lead Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE			
RESPONSES : SYSTEM ON	Ace Ask for attitude		Ask for attitude		2/1 GF			
REOPENING: 14-16 hcp	King Ask for attitude	Ask for attitude		1C= 2+ CARDS				
	Queen QJ Ask for attitude		QJ/AQJ Ask for attitude		1D= 4+ CARDS			
	Jack J10		J10/KJ10/AJ10		2C= GF (2-3)LOSSER OR BALANCED 23+HCP			
JUMP OVERCALLS(Style; Responses; Unusual NT)	10 doubleton/109(x)/Q109	/K109	doubleton	/109(x)/Q109/K109	2D= WEAK 6 CARDS MAJOR OR STRONG 1 SUITED HAND 9 TRICKS (HCP=16+)			
	9 9x- 98x		9x- 98x		1NT Openings:	14-16 HCP (might have singleton)		
2-Suit: 1M-2NT = MINORS, 1M-2M= other MAJOR+MINOR, minor-2D=Majors, Minor-2H= 5(+)heart+4(spade)	Hi-x Sx,xSxx,HxxSx,HxS	His construction of the Construction		vvCv HvC	2 OVER 1 Respons	ses: GE		
responses (assumes partner has weak to moderate hand)	Lo-x xSx,xSxxx,HxS,HxxSx		Sx,xSxx,HxxSx,HxS H10xS,HHxS,H10xSx,HHxSx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Reopening: SYSTEM ON	SIGNALS IN ORDER OF PRIORIT	v	111003,1111	x3,1110x3x,1111x3x		DS MAJOR OR STRONG 1 SUITED HAND 8-9 TRICKS		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Le	ad	Discarding	2H= 5(+)Heart AND 5(+)MINORweak(6-11hcp)			
three level cuebid opener=asking stopper with long suit	Suit:1st count	attiude	uu	odd-even discards		D 5(+) LOWERweak(6-11hcp)		
2C= club SUITED HAND ,2D= MAJORS (minimun=5 (+)spade+4(+)heart)	2nd attiude	attiude		odd-even discards	23-3(+)spade Aiv	D 3(+) LOWER Weak(0-IIIICP)		
2C= Club SoftED HAND ,2D= MAJORS (Hillillillilli-3 (+)spade+4(+)fleait)	3rd attiude attiude 3rd attiude attiude			odd-even discards				
	NT: 1st count attitude			odd-even discards				
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd attiude	attiude		odd-even discards				
Double= 4+ minor & 4 major (direct andreopening) vs. strong/weak	3rd attiude	attiude		odd-even discards				
reponses = 2c (pass / correct minor) & 2d (ask 4 card major)/	Signals (including Trumps):	attiduc		odd even discards				
2 heart or spade=cards5+) (hcp= 10+)	trump suit preference							
2H: 5+h +either(4spade or 4(+)minor)	trump suit preference	***************************************						
2S: S=5+ & Minor=4+ // 2C=ANY SUIT 5+ (2D=pass or correct)	DOUBLES							
NOTE: double reopening could be 4major & 4+minor	TAKEOUT DOUBLES(Style;Respo	nses Peoneni	na)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light (8+) with suitable shap			d or in halancing coat				
double: takeout	Responses : natural	be when both of	oponents bio	or in balancing seat				
nt: natural to play (with points often=14-16)	Responses : natural Reopening= When 1X-P-P Dbl shows 14+ or 8-11				SPECTAL EODCTI	NG PASS SEQUENCES		
int. induital to play (with points often=14-10)	Reopening - When 1x-r-r Dursnow	VS 14+ 01 0-11						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			DUBLES	in clear situations where the hand belong to our side and opponents are sacrifing, the pass is forcing			
natural	Doubles and redoubles usually show points				and pass is forcing			
nacu d					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
					APPROVING HOLES THAT DON'T FAT ELSEWHERE			
					3rd seat opening could be weak			
OVER OPPONENTS' TAKE OUT DOUBLE					ora scar opening c	out de meur		
RDBL DIRECT 9+ HCP					Psychics:			
					1 systems			

1	2 4 5 5 5		1D:CARDS=5+ (might 4) & HCP=6+;1H/S(NATURAL); 1NT (BALANCED 6-10HCP); 2*(5*s 10+ HCP);2*(5S&4+H cards 6-9); 2*,**(5H/S+(IF C=3+; IF D=5(+);HCP= 6-9); 2NT(11 HCP); 3* PREEMPT (5-9HCP);3D=TRANSFER HEART(CARD=7+,HCP=3-5);3H=TRANSFER SPADE (CARD=7+,HCP=3-5) 1**,** NAT 4+ F1; 1NT BALANCED (8-10HCP); 2* NAT FG;2*(4+ * 10+HCP); 2*,**(5H/S+4(+)minor 6-9HCP); 2NT(11 HCP); 3* (H=7+ HCP=3-5); 3* PREEMPT (0-7HCP) 3*=TRANSFER SPADE (CARD=7+,HCP=3-5) 1NT F1; 2*,** FG; 2* RAISE (8-10HCP), 2NT (4+*s FG) 3* (4*s 10-11HCP); 3* (4*s 7-9HCP); 3*(4+*s 0-6HCP); 3*(SPL ANYWHERE 8-11 HCP); 3NT(void*);4*,*(VOID*,*) 1NT F1; 2*,** FG; 2* RAISE (8-10HCP), 2NT (4+*s FG) 3* (4*s 10-11HCP); 3* (4*s 7-9HCP); 3*(SPL ANYWHERE 8-11 HCP); 3* (4*s 7-9HCP); 3*(SPL ANYWHERE 8-11 HCP); 3*(4+*s 0-6HCP); 3NT(VOID* 4+*);4*,*(VOID*,*) 2* STAYMAN; 2*,**,*,2NT TRF TO *,*,**, RESPECTEVILY; 3* (*5+4MAJOR FG); 3*(5+4 MAJOR FG); 3*(*+* Short* FG); 3*(**)**, ACE ASKING CLUB SUIT;		
1	5	depending upon HCP and quality) 11-21HCP ANY SHAPE 11-21HCP ANY SHAPE	10+HCP); 2\(\psi_\ell^(5H/S+4(+)\)minor 6-9HCP\); 2NT(11 HCP); 3\(\ell^*\) (H=7+ HCP=3-5); 3\(\ell^*\) RREMPT (0-7HCP) 3\(\psi=\)TRANSFER SPADE (CARD=7+,HCP=3-5) 1NT F1; 2\(\phi_\ell^*\) FG; 2\(\psi\) RAISE (8-10HCP), 2NT (4+\(\psi\)'s FG) 3\(\phi\) (4\(\psi'\)'s 10-11HCP); 3\(\ell^*\) (3\(\psi\)(4\(\psi'\)'s 0-6HCP); 3\(\ell^*\) (SPL ANYWHERE 8-11 HCP); 3NT(Void\(\phi\); 4\(\phi_\ell^*\) (VOID\(\phi_\ell^*\)) 1NT F1; 2\(\phi_\ell^*\), FG; 2\(\phi\) RAISE (8-10HCP), 2NT (4+\(\phi'\)'s FG) 3\(\phi\) (4\(\phi'\)'s 10-11HCP); 3\(\phi\) (4\(\phi'\)'s 7-9HCP); 3\(\phi\)(SPL ANYWHERE 8-11 HCP); 3\(\phi\)(4+\(\phi'\)'s 0-6HCP); 3NT(VOID\(\phi\) 4+\(\phi\); 3\(\phi\)(4\(\phi'\)'s 10-11HCP); 3\(\phi\)(4\(\phi'\)'s 7-9HCP); 3\(\phi\)(SPL ANYWHERE 8-11 HCP); 3\(\phi\)(4+\(\phi'\)'s 0-6HCP); 3NT(VOID\(\phi\) 4+\(\phi\); 3\(\phi\)(4+\(\phi'\)'s 10-11HCP); 3\(\phi\)(4+\(\phi'\)'s 7-9HCP); 3\(\phi\)(5\(\phi\)'s 10-11HCP); 3\(\phi\)(4+\(\phi'\)'s 10-11HCP); 3\(\phi\)(4+\(\phi'\)'s 7-9HCP); 3\(\phi\)(5\(\phi\)'s 10-11HCP); 3\(\phi\)(4+\(\phi'\)'s 10-11HCP); 3\(\phi		
1♠ 5 1NT 2♠ √ 0 2♠ √ 0 2♠ 5 2♠ 5	5	11-21HCP ANY SHAPE 11-21HCP ANY SHAPE	11HCP); 3 • (4 • 's 7-9HCP); 3 • (4 + • 's 0-6HCP); 3 • (SPL ÁNYWHERE 8 11 HCP); 3NT(void•); 4 • , • (VOID•, •) 1NT F1; 2 • , • , • FG; 2 • RAISE (8-10HCP) , 2NT (4 + • 's FG) 3 • (4 • 's 10-11HCP); 3 • (4 • 's 7-9HCP); 3 • (SPL ANYWHERE 8-11 HCP); 3 • (4 • 's 0-6HCP); 3NT(VOID• 4 + •); 4 • , • (VOID•, •) 2 • STAYMAN; 2 • , • , • , 2NT TRF TO • , • , • , • RESPECTEVILY; 3 • (• 5 + 4 MAJOR FG); 3 • (5 • + 4 MAJOR FG); 3 • (6 • 5 + 4 MAJOR FG); 3 • (6 •		
1NT			10-11HCP); 3		
2		14-16 HCP BAL OR SEMI BAL (might have singleton)	(₱5+4MAJOR FG); 3♦(5♦+4 MAJOR FG); 3♥(₱+♦ Short♥ FG);		
2					
2	U	22+HCP OR STR LOSER HAND	2♦ relay		
2	0	MULTI EITHER WK Major (4-11HCP) OR STRONG 1 SUITED HAND (9	2♥ (pass/correct) ; 2♠/3♠/3♦ natural strong hand ; 2NT RELAY		
	5	playing tricks) 5+♥,5+m (4-11HCP)	(forcing) 2♦ NATURAL NF; 2NT ASKING TO BID MINOR; 3♦,3♦ NAT NF		
	5	5+•,5+ANY (4-11HCP)	2NT ASKING TO BID MINOR, 3♠,3♦ ,3♥ NAT NF		
2NT			3♠ PUPPET STAYMAN; 3♠,3♥ TRFs TO ♥,♠; 3♠ FORCES 3NT; 3NT 5♠		
		BALANCED 19-21 HCP (might have singleton)	4♥		
3♠ 7	7	PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♦,3♥,3♠ NAT F; 3NT TO PLAY		
3♦ 7	7	PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♥,3♠ NAT F; 3NT TO PLAY		
3♥ 7	7	PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♠ NAT F; 3NT TO PLAY		
3• 7	7	PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3NT,4♥, 4♠ TO PLAY; 4♠,4♦ F		
3NT		TO PLAY (LONG SOLID MINOR)	4♠ PASS OR CORRECT	High Level	Bidding
4♠,♦ 7	7	PREEMPT (4-7HCP)		BYOD O	1214
4♥,♠ 7	7	TO PLAY NORMALLY LESS THAN OPENING		RKCB 0 4s = Ace asking i	in heart trump
4NT 7	7	ASKING SPECIFIC ACES		mionorwood (fo	or ace asking)
5♠,5♦ 8	8	TO PLAY			
	1 1				