

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Direct: sound up to 17 HCP, 4 cards possible
Responses: Single raise = 6/11, new suit = 6/11
Jump suit weak, jump raise=pre, NT NF Cue = 12+
Reopening: light, 1/2 level 4+ cards, up to 12 HCP
Responses: Like above with 2/3 points more, Cue = 14+, jumps = pre
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 14+-17
Responses: Stayman via cue 8+ and 0+ via 2C, Lebenshol,
Reopening: 10-14 HCP
Responses: 2C=Shamanic. Others=Nat
Escaping: from 1NTx: P forces RDBL or suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
Isuited = weak then New suit F1, 2NT relay
2 suited: 1m-2NT other minor (good suit) and a Major 55+.
1M-2NT minors, 1NT-2NT minors
Reopen: same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's Cue bid (6-11 or 16+)
1C/D-2D = Majors 55+. 2NT asks distribution and range
1M-2M=other M and a m 55+. 2NT asks second suit
Resp: new minor NAT NF, jumps in known suit pre. Reopen same
VS. NT (vs. Strong/Weak; Reopening;PH)
Direct:
DBL = equivalent, 2C = one suited hand, 2D = Majors
2H = H and minor, 2S = S and minor, 2NT = minors
Reopening: same but DBL = 10-13 BAL or Semi BAL
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O. cue=2-suited. Simple new suit = NAT.
Jump suits =one suited. 2NT=16-18. 3NT 18+ or long suit.
Resp: Lebensohl applies
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Light, lead directing up to normal overcalls
Versus 1C/2C: X=Majors, 2NT=minors, jumps preemptive
Versus 1C: 1NT=C&S, 2D=D&H. Pass then bid later with 16+
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=NF, 5+cards, 0-10 HCP. Jumps=constructive 5-8 HCP
1 NT=8-9, SPL; RDBL=11+ ART
P then DBL=competitive; raises applicable.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	Small from 3 or 5 cards, highest from 4 cards	
NT	4th	Same as above	
Subseq	4th	Same as above	
Other: 2 nd highest without H, top of inner sequence			
Suit preference to get ruff in side suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10+, AKx+, Ax+, AQJx+	AKx+, Ax+, AQJx+	
King	AK, KQ109+, KQJ+, KQx+	Same	
Queen	KQ, QJx+, AKQx+,	Same	
Jack	QJ, HJ10x+, Jx	Same	
10	H109+, J10x+, 10x	Same	
9	J9x+, 109x+, 9x	Same	
S-low	Sx, HxxSx, HSx, xSxx	Same	
S-high	xSx, HxxS, HxxxxS, xSSxx	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=encouraging H	Count=UD	SP
	H Even=SP high suit		
	H Odd= SP low suit		
Signals): vs NT Smith hi encourages led suit			
Trump echo usually=odd number trumps. Trump non echo could be anything			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Ideal with 12+, semi ideal with 14+ otherwise 16+			
Reps: cue bid =12+ ART. Simple suit 0-8. Jump suit 9-11. Limit NT			
Reopening 9+ semi ideal otherwise 13+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4H over NAT suit overall. 1C-1D-x= both Majors			
1m-1H-x=exactly 4 Spades. 1m-1S-x suggests 4+H 8+ HCP			
COMP x, MAX DBL			
RESP DBL length in any unbid major			
Support DBL/RDBL by opener usually shows 3 cards			
Lead directing double			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Jordan
PLAYERS: Dima Altaher – Marwan Ghanem
EVENT (Mixed Teams / Pairs)
BWBF –Lahore 2023 - Mixed Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nat, forcing to game 2/1
2C = FG
5 Card major with 1NT F1, with inverted Bergen raises
Multi 2D - Weak 2-suited 2H/2S
Gambling 3NT
Aggressive competitive style
1 NT openings 14+-17- some odd patterns possible
2 over 1 responses FG. 4 th suit usually FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Multi (6-11 weak 2M or BAL 22-23)
2H = 5+H&5+any (6-11)
2S = 5+S&5+min (6-11)
3C, 3D, 3H, 3S natural pre-empts
3NT = solid 7+ card minor with nothing much outside
4C/4D = transfer to 4H/4S
SPECIAL FORCING PASS SEQUENCES
1x - (nat overcall) - P - (P): Semi F
1NT - (DBL) - P - (P): F RDBL or NAT 2x
(1x) - 1NT - (DBL) - P - (P): F RDBL or NAT 2x
IMPORTANT NOTES
We need time following to partner's Honour leads, first discard, and first suit played by declarer in NT because of signal options
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	yes	2	4H	12-22 4432 only dist we open with 2	1D=3+cds, 6+HCP. 1H/1S NAT 6+ HCP. 1NT 8-10. 2C=FG, 2D=fit 9-11, 2H/S 6 cards 4-7, 2NT 11-12, 3C weak; 3D 6+cds weak, 3H/S 7+ cds weak, 3NT 13-15.	NAT. 2NT jump rebid FG any shape over which 3C relay with NAT responses. May stop in 4C after 1C-2C	Same as by UPH but 2C limit
1♦		4 rarely 3	4H	12-22 3 if good D bad C lead directing	1H/1S NAT 6+ HCP. 1NT 6-10. 2C=FG may have M, 2D=FG, 2H/S 6 cards 4-7, 2NT 11-12 3C fit 9-11; 3D weak, 3H/S 7+ cds weak. 3NT 13-15.	Same as 1C	Same as by UPH but 2D limit
1♥		5	4D	12-22	2/1 FG, 1NT F1, 2S weak, 2NT FG 4+ fit, 3C/D/H=4+c fit 10-11/7-9/0-6, 3S/4C/4D=SPL, 3NT =3+cfit 14-15 NF, 4H=usually weak.	Over 2NT: Opener shows shortness, 12-15 at level 3, 16+ at level 4	2D=9-11, 1NT=6-11 NF, 2C=Drury
1♠		5	4D	12-22	Same as over 1H, 3H is SPL and 4H to play	Same as over 1H	2D/H=9-11, 1NT=6-11 NF, 2C=Drury
INT				14+-17- HCP May have odd shape	2C=Stayman may be weak, 2D/H=transfer to H/S, 2S/2NT=transfer to C/D, 3C=55+mW, 3D=55+m Strong, 3H/S=55+ m slam interest with x H/S, 3NT= Nat, 4C=Blackwood, 4D/H=transfer to H/S, 4NT=Quantitative	3C=extended Stayman Over 2S: 2NT = C fit and max. Over 2NT: 3C= D fit and max.	Same as by UPH
2♣	yes	0	4H	23+ or near game hands	2D= waiting, 2H/S=5/6c 6+, 3H/S 7c 6+, 3C/D 6/7c 6+.	Nat but 2C-2D-2H orders 2S where 2NT is 26-27 bal or semi.	Same as by UPH
2♦	yes	0		Multi 6-11 weak 2M 6+ cards or BAL 22-23	2H/S= p/c, 2NT=relay, 3C/3D=H/S suit FG, 3H/S=p/c, 3S=raise/correct. 4H/S to play.	Type of hand to be shown	Same as by UPH
2♥	yes	5		5+H&5+any (6-11)	2NT=Relay, 2S=p/c, 3C/D to play, 3H= pre	2H-2NT: 3C/D=NAT, 3H=S then R for controls-shortness-queens,	Same as by UPH
2♠	yes	5		5+S&5+minor (6-11)	Same as 2H	Same as 2H	Same as by UPH
2NT				20-21 HCP May have odd shape	3C=puppet, 3D/H=TRA, 3S=5+S-4H, 4C/D=nat, 4NT=quantitative.		Same as by UPH
3♣		6+		preempt	3D/H/S=Nat F1	4C=no fit, 3NT= 2c fit, 4D/H/S= 3 fit, new suit= 3c fit and short and the C ace.	Anything OK in 3rd
3♦		6+		preempt	3H/S=Nat F1	Same as above	Anything OK in 3rd
3♥		7+		preempt	4S=Nat F1, 4H=NAT	Same as above	Anything OK in 3rd
3♠		7+		Preempt	4H to play	Same as above	Anything OK in 3rd
3NT	yes	7+ cd C		gambling 3NT, solid 7+ card minor with nothing much outside	4C=P/C. 4D=slam try inviting cue. 4H/S to play. 4NT asks for suit length, 5C=P/C		Anything OK in 3rd
4♣	yes	0		Transfer to H	4H/S to play, 4D=slam interest		Anything OK in 3rd
4♦	yes	0		Transfer to S	4H/S to play		Anything OK in 3rd
4M		7		NAT			Anything OK in 3rd
4NT	yes			Blackwood			

HIGH LEVEL BIDDING

A) Conventions used

4th suit usually FG

1C-1D-1H-1S = NAT S. 1C-1D-1H-2S = 4th suit

4th suit by either partner should have game values but we can give up before game if no game contract is playable

Over 4th suit:

1. We show 3 card fit for partner by raising
2. We bid NT if stopping 4th suit
3. We can raise 4th suit below game with 4 cards
4. **With both fit and stopper we bid 3C if available**
5. **Otherwise we bid NAT. We may have to rebid a 4 card suit since C suit or extra length cannot be shown.**

Checkback Responses

Over 1x-1H-1NT-2C Checkback, Opener bids:

2D with 12-13 and no 3 cd fit, 2H with 12-13 and 3 cd fit, 2NT with 14 and no 3 cd fit.

3 of opener's minor 5 cards max and fit, 3 of other minor 4 minors max and fit, 3H with 14 and 3 cd fit

Over 1x-1S-1NT-2C Checkback, similar sequence applies plus 2H to show 12-13 with 4 cd (**does not deny 3 cd S fit**), 3H to show 14 with 4 cd (**does not deny 3 cd S fit**).

Combined short/long suit trial bids

Over H fit 2S orders 2NT in preparation for LSTB over which 3C/D LSTB in bid suit and 3H is S LSTB...direct 2NT is S SSTB.....direct 3C/D SSTB in bid suit

Over S fit....2NT orders 3C in preparation for LSTB over which 3D/H LSTB in bid suit and 3S is C LSTB...direct 3C/D/H SSTB in bid suit

B) Leads and signals

Honor leads against suit contracts

We get asked about these a lot... here are the details

If it is covered and we do not win it, we give count down.

If it reaches us winning, the lowest card is encouraging. Other cards, if odd signal for the lower ranking remaining suit, if even signal for the higher ranking. So if spades are trumps on AH lead 2 is encouraging, 8 is diamonds and 9 is clubs.

J is odd, Q is even, K is odd

If we have only odd or even cards we use the highest odd or even to signal the original signal, and the lower one for the other suit. So holding 973 Spades trumps on AH lead 3 encourages. 9 is clubs and 7 diamonds. This is very rare and can lead to disasters so we try to avoid signaling with the middle card in such situations.

Sometimes we signal for impossible shift if our cards are all wrong.

Against suit contract, if dummy has a singleton we give suit preference, low for lower suit, high for higher suit.

Against suit contract, if dummy has a doubleton, we encourage on H lead with a doubleton and ability to overruff dummy. So we play top of doubleton if we cannot overruff regardless of odd or even.

We lead Q from AKQ then AK for higher ranking KA for lower ranking.

Signals are not orders, just indications of where values may be. We defend by bridge logic.

Suit preference discards

First discard only is suit preference

- C) Bids that may require a defence
- D) Defensive and competitive bidding
- E) Doubles

In competition...

Direct position: **Double is weaker than bid** and only shows desire to compete. Pass is weakest in theory but could be good hand hoping to penalize if partner can double

Dying position: **Double is stronger than bid.**

When opponents show two suited hand or unknown suit such as Capp 2C double is penalty probe and double by either side after that is penalty.

Removing penalty probe double directly without giving partner chance to penalize is stronger than waiting and bidding later. Same applies for strength showing redouble.

We ignore opponents' redouble when penalizing. Anything-DBL-RDBL-P ...pass is accepting penalty (if x was penalty) or converting to penalty (if x was competitive or penalty probe).

- F) Back of card

Slam Cue Bidding

Except facing very strong hands, neither side should initiate or accept cue bidding without a first round control outside the agreed trump suit. Great caution is needed if the only first round control in the hand is a void in a suit bid by partner, in which case it is better not to accept cue bidding.

Suits bid at the 3 level are not cue bids except 3S is a cue bid if hearts have been agreed.

A cue bid shows either first or second round control in the bid suit. Seconding a cue bid shows the same. So it is possible not to have first round control if a suit has been cue bid by both partners.

A cue bid in a new suit introduced at the 5 level shows first round control unless the bidder has already denied first round controls (by refusing to accept cue bidding).

Cue bidding a suit where a control has already been denied (by bypassing the suit during cue bidding) shows third round control (this applies to either partner at any level).

Cue bidding can never start with 4NT, but it can start with 3NT. 3NT cue bid shows zero or two H (AKQ) in the agreed M trump suit. Bypassing 3NT shows one or three. This cue bid does not necessarily promise first round controls outside the agreed trump suit.

4NT is Ace asking.

When opponents DBL a cue bid:

- A direct PASS shows second round control in the doubled suit
- RDBL by either side shows first round control in the doubled suit
- Bidding directly denies first or second round control in the doubled suit

When opponents bid below our game after cue bidding has started:

- A direct PASS shows second round control in the bid suit
- DBL by either side shows first round control in the bid suit
- Bidding directly denies first or second round control in the bid suit

When opponents bid above our game after cue bidding has started:

- A direct PASS shows first or second round control in the bid suit
- DBL by either side is penalty
- Bidding directly denies first or second round control in the bid suit

- G) Others

2 Suited Hands Relays

Over opp Multi 2D

2H/S=4+ cards, 3C/D/H/S=6+cards 12-15 HCP, 2NT=16-18, 3NT to play, **DBL=16+ HCP**