

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive N/V decent V – jump raises PRE – jump cue = limit
Raise – cue=fg – jump shifts nat and fit showing – advancer bid fg -
Dbl in reop position = opng values – otherwise nat -
2NT in reop = 17/19 bal -
Jump cue over (1M) = asks for stopper -
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In 2 nd pos 16/18 – in 4 th 9/13+ - Resp as over NT opng
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6/7 card suit at 2/3 levels
Reopen: 2NT = 17/19 bal
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2NT = ms -
1x – (1NT) – 2NT = good 2-suiter
(1m) - 2♦ = Ms
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strng NT = Capelletti (10)
Vs weak NT dbl shows values – otherwise nat -
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M weak (11) – Lebensohl style after dbl
Over PRE dbl = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ strg direct action competitive and nat - 2♣ = Ms
Delayed action stronger
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl does not gurantee fit – 2NT = Jordan raise
1M – (dbl) - 2♣ = constructive raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Lo from H - MUD	same	
NT	Lo from promising suit	3rd	
Subseq	Attitude	same	
Vs NT K asks to U/B or C/T			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax (+)	same	
King	AK, KQx, AKJ10x(+)	AKJ10(+), KQJx (+)	
Queen	QJx (+), QJ10x (+)	AQJx (+), KQx, QJx (+)	
Jack	J10x (+), Jx	KJ10x(+), AJ10x (+), J10x(+)	
10	H109x (+), 109x (+), 10x	H109x (+), 109x(+)	
9	98x(+), 9x	same	
Hi-X	Sx, HxxS, xSxx	Top of nothing	
Lo-X	Same as in Hi-x		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo = O	Same	same
Suit 2	Hi = Disc	S/P	
3	S/P		
1	Hi/Lo = O	Same	same
NT 2	Hi = Disc	C/T in part suit	
3			
Signals (including Trumps): Vs NT may give remainder C/T in Part suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opng values – over (1M) usually promises 4 in OM – over 1m, 4/3 in Ms			
Could be light if unbal – resp nat – cue fg -			
In reop position could be a K value less than in direct -			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg dbls thru 4♦ (but beyond vs PRE) -			
1x – (1♥) – dbl denies 4♠ - beyond 2♠ promises values -			
Support and responsive dbls – lead directing and Lightner dbls -			
Optional dbls – 3 rd suit dbls			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: LEBANON
PLAYERS: Harfouche G with any
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M – may open light – Walsh approach -
1NT/1M fg 1 – 2NT/1M fg raise (1) –
Fast arrival weaker – many fit bids (2) – inverted minors (3) -
2M opng weak – Wide range O/C -
1NT opng = 15-17 bal 5M or 6m possible
2 OVER 1 response FG (rare exceptions) (4)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ FG (5) – 2♦ strg fg 1 (6) - 2M opng weak
1x – 2M resp strg – weak jump raises (2) -
Action over opp 1NT O/C (7) -
Escaping from 1NT opng or O/C dbld (8) -
Bar bids and canapé - 1♦ - 3♣ = 10/11 5/4 or 4/5
Special agreement after 1♠ - 1NT - 2♣ fg 1 (9)
Lebensohl slow option -
Equal Level Conversion (12)
SPECIAL FORCING PASS SEQUENCES
1x – (dbl) – rdbl fg thru 2x
Pass is fg if partner has produced a FG bid followed by opp O/C
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	11/22 pts	Nat – 1M may bypass ♦ if less than FG - 1NT 8/10, 2NT 11/12, 2♣ inverted (3), 3♣ PRE After 1NT/1M, 2♣ checkback otherwise nat -	1NT rebid = 12/14 may bypass M over ♦ resp Over 1♦ resp M shows unbal	1♦ resp followed by M = 11 pts
1♦		3	4♦	11/22 pts	Nat – 1NT 6/10, 2NT 11/12, 1M resp rarely 3 card 2♦ inverted (3), 3♦ PRE, 3♣ = ♦+♣ 10/11	1♦ - 1M – 1NT 12/14 then 2♣ chkbck 1m – 1M – 3NT 18/19 bal 4M	
1♥		5(4)	4♦	11/20 pts	1♠ nat – 1NT fg1 – 2m FG – 2♥ const – 2♣ nat strg 2NT fg raise (1) – 3m fit showing – 3♥ PRE	2NT/1NT 18/19 bal – 2♥/2♣ 6cards, 2♦ relay	
1♠		5(4)	4♦	11/20 pts	Same as over 1♥ -	1♠ - 1NT – 2♣ relay fg 1 (9)	
1NT		2(1)	4♦	15/17 pts 5M or 6m possible	Stayman & transfers – 3♣ puppet – 3♦ 6card suit Headed by 2H – 3M short with ms (5/4+) 4NT Qt	Smolen/2♦ resp – 1NT – 2♣ does not promise M -	
2♣	v	0	4♦	FG any shape	Refer to (5)		
2♦	v	0	4♦	Fg 1 strg any shape	Refer to (6)		
2♥		6(5)		Standard weak 2	2NT fg, any shift fg 1		
2♠		6(5)		Same as 2♥			
2NT		2(1)	4♦	20/21 bal 5M or 6 m possible	Special agreement (11)		
3♣		7(6)		PRE			
3♦		7(6)		PRE			
3♥		7(6)		PRE			
3♠		7(6)		PRE			
3NT		7		Solid minor no outside stopper	4♣ P/C, 4♦ fg -		
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 5 Aces – 41/30 – Josephin – trump Queen ask -	
5♥						5NT grand slam try -	
5♠						In case of O/C over RKCB Dbl shows values in opp suit -	

NOTES

- (1) $1M - 2NT = 4$ card fit in M limit or better $\rightarrow 3M = 6$ card opng, $3x =$ nat relay fg up to $3M$, $4x = 5/5$ min opng values in the 2 suits. Normally denies a decent 5 cards side suit.
- (2) $1M - 2M = 7+ /10$ with 3+ card fit – $1M - 3,4M = PRE - 1x - 1M - 3M =$ either 2nd zone or 12/14 with a shortness – mini & maxi splinters i.e. $1\clubsuit - 1\spadesuit - 3\heartsuit$ mini, $4\heartsuit$ maxi –
 $1m - 1M - 4m = 6m - 4M$ good hand and good m suit – $1x - 1M - 3NT = 18/19$ bal with 4 card M – $1M - 3m =$ fit showing 3+ card fit + m suit limit –
- (3) Inverted minors = $1m - 2m = 11+$ pts, 5+(4 rare) card fit, no 4 card M, fg up to $3m \rightarrow$ both partners bid stoppers economically – $1m - 2m - 3x$ (jump) = splinter in a good hand – $1m - 2m - 2NT$
Shows stoppers in other suits –
- (4) 2/1 FG unless both partners realize that there is a suit with no stopper, then the auction may stop at 4 of a m –
- (5) $2\clubsuit$ FG any shape $\rightarrow 2\heartsuit$ relay then : $2\heartsuit$ is puppet to $2\clubsuit \rightarrow 2NT = 24/25$ pts bal not fg; otherwise nat FG; $2\clubsuit - 2\heartsuit - 2NT = 26+$ bal FG –
 $2\clubsuit - 2\heartsuit - 3\heartsuit$ or $3\spadesuit = \heartsuit$ 6card suit + \heartsuit or \spadesuit 4 card suit FG –
- (6) $2\heartsuit$ strg fg1 any shape, $2\heartsuit$ relay (almost obligatory) then $2NT = 22/23$ pts bal \rightarrow as over $2NT$ opng; otherwise nat –
- (7) $1m - (1NT) \rightarrow 2\clubsuit$ for Ms otherwise nat, dbl for penalty, $2NT$ good 2-suiter – $1M - (1NT) \rightarrow$ db for penalty, otherwise nat and $2NT$ good 2-suiter –
- (8) If our $1NT$ opng or O/C is dbl for penalty then : - rdbl = Trf to $2\clubsuit \rightarrow$ pass or $2\heartsuit$ to play but opener may hold; - $2\clubsuit =$ Stayman, $2\heartsuit$ and $2\spadesuit =$ Trf to $2\heartsuit$ and $2\spadesuit$; - after pass opener may rdl
And responder bids economically his 4 cad suit, but may hold –
- (9) After $1\spadesuit - 1NT$ fg1, (a) $2\clubsuit =$ relay $\rightarrow 2\heartsuit$ is either a Trf to \heartsuit (5cards) in which case part bids \heartsuit with 3 cards + (rarely with 2), or a \heartsuit suit - a direct $2\heartsuit$ or $3\heartsuit$ bid over $2\clubsuit$ would show a 6 card suit
(b) a direct $2NT$ over $1NT$ resp shows 18/19 pts bal ; (c) the sequence $1\spadesuit - 1NT - 2\clubsuit - 2\heartsuit - 2\spadesuit - 2\heartsuit$ shows around 9 pts with 2 cards in \spadesuit headed by an H – $1\spadesuit - 1NT - 2x - 3\spadesuit = 10/11$ pts nat –
- (10) Over $(1NT)$ strg by opp, dbl shows points, $2\clubsuit$ shows 1-suiter (then $2\heartsuit$ by part is P/C), $2\heartsuit$ shows Ms, $2\heartsuit$ or $2\spadesuit$ show a 2-suiter \heartsuit or \spadesuit and a minor, $2NT =$ ms –
- (11) $2NT = 20/21$ bal $\rightarrow 3\clubsuit =$ puppet Stayman, $3\heartsuit =$ Trf to \heartsuit then $3\spadesuit$ by resp asks opener to bid $3NT$ or $4\heartsuit$, $3NT$ shows $5\heartsuit$ and $4\spadesuit - 2NT - 3NT = 5\spadesuit$ and $4\heartsuit$ nf – $4\clubsuit =$ Ms $5/5 - 4NT =$ Quantit –
 $4\heartsuit$ and $4\spadesuit$ are Trf to $4\heartsuit$ and $4\spadesuit - 4\clubsuit =$ minors (game +) – $2NT - 3\clubsuit =$ interest for minor(s) –
- (12) ELC = after $(1M)$ by opp our T/O dbl may show OM and a \heartsuit suit in a limited hand $\rightarrow (1M) -$ dbl – (pass) – $2\clubsuit -$ (pass) – $2\heartsuit$ can be 12/14 with OM and 5 card suit in $\heartsuit -$