

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style: 8 HCP (good suit) to 17 HCP
Usually 5 cards / rare 4 cards
Responses: 1/1 and 2/2: (forcing1); 1/2 No forcing
Jump Raise = Preemptive
Cue-Bid =11+HCP Forcing raise or no
New Suit jump = Forcing- fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: 15-17 Bal
Responses: bid as 1NT opening (if over opening Minor)
Over 1M –1NT: transfert impossible is Stayman
4th position: 9-14 Bal
Responses: bid as 1NT overcall 2 nd position
JUMP OVERCALLS (Style; Responses; Unusual NT)
1. Suit: Naturel. Weak. (5-7 cards)
2. Suit: 1♣ - 2♦ =two suiter Major 5-5 Michaels (Note 4)
1m – 2NT= 2 suiter ♥ and other m; 1M – 2NT= 2suiter minor
Reopen: 1X- pass- pass- 2NT= 17-19 Bal; 2M= Weak 5cards 12
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣-2♣ = Naturel
1♦-2♦ = 2suiter Major
1M-2M = 5-5 other M + m
VS. NT (vs. Strong/Weak; Reopening;PH)
<ul style="list-style-type: none"> VS strong: DBL= OPTIONNEL(penalty) 2♣= Any suit; 2♦ 2 suit major, 2♥ or ♠ = suit +minor VS weak: DBL= 9-10 pts 2♣= Any suit; 2♦ 2 suit major, 2♥ or ♠ = suit +minor
VS.PREEMTS
Double . = Takeout
Suit : natural
NT Bids : natural
Jumps = final contract
VS Weak 2: 2NT= Nat 15-18 Bal; 4♣/♦=2 suiter ♣/♦ and other M
VS 3 minor: 4♦= 2 suiter M; VS 3♣: 2 suiter ♣ and ♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
All natural
OVER OPPONENTS' TAKEOUT DOUBLE
<ul style="list-style-type: none"> After pass: RDBL is Drury Jump in suit opening = Weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	4 th	3 rd /5 th	
Subseq			
Other:	(2 nd from 4 small cards)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AKx(+)	
King	AK; KQ109x; KQx(+)	AKJ10(x);KQ109(+);KQJ(+)	
Queen	QJ;QJx(x);KQ	QJ;QJx(+);AQJx(+);DJ98	
Jack	J10; J1098; KJ10x(+)	J10;J10x(+);KJ10x(+);AJ10x(+)	
10	109;109x(+);H109x(+);10x	109;109x(+);H109x(+);10x	
9	9x;98x(+)	9x;98x(+)	
Hi-X	Sx;xSxx	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+);xSxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo= encouraging	same	"S/P"
Suit 2	Hi=enc and Count		
3	"S/P"		
1	Hi/lo= encouraging	Smith signal	Levinthal
NT 2	Count (If possible)		
3			
Signals (including Trumps):			
Smith signal; Levinthal; Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-15 HCP with classic shape			
16+ All Distribution			
Responses: 8-11=Jump; 11+ HCP = Cuebid			
Over opening Weak 2: 8+ =2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
4T: 8cards ♥ (12-15 HCP)			

W B F CONVENTION CARD
CATEGORY:
PLAYERS: BENSAID Chaouki; BENSAID JAMAL
COUNTRY: Morocco
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5- card Majors (French Standard)
1♦ five cards or 4441
1♣ (2 cards)
1NT Opening: 15 – 17 Bal (5- cards Major possible)
2 over 1 response:10+ HCP Forcing 1 Round
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = Strong, forcing to game
2♦Opening =, weak major or strong in minor
2♥ Opening = 2 suits H and other minor(<11 HCP)
2♠ Opening = 2 suits S and other minor(<11 HCP)
3NT Opening = Gambling
rubenshol after 2-level overcall of 1NT (Note 2)
Negative Doubles to 4♦
Overcalls:
-vs 1NT: 2♣: any suit (5 cards min)
2♦ : two suits major (Note 3))
2♥: H + one suit minor
2♠: S+ one suit minor
2NT: two suits minors
X: takeout
- Michaels Cue-bids (Note 4)
SPECIAL FORCING PASS SEQUENCES
1x – 2y -Pass
IMPORTANT NOTES
Jump Cue Bid by Opener = Splinter raise
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4♦	11 - 21 HCP	1D=4H +, 1H= 4S +,1S= transf for 1NT, 1NT= weak 5D, 2C= 5D 11 pts + jump Majors (1♣ - 2M): short with 2 suits minor (5/4 +) and 10pts + 2D=2 suits minor (5/4 +) 0 to 7 pts	4th suit forcing Third suit = 1 Round Force		
1♦		3 or 4441	4♦	11 - 21 HCP	jump Majors (1♦ - 2M): short with 2 suits minor (5/4 +) and 10pts + 2D=2 suits minor (5/4 +) 0 to 7 pts	4th suit forcing Third suit = 1 Round Force		
1♥		5	4♦	11 - 21 HCP	1NT forcing, 5+ points Raises = limit. 2NT = FG (15-17 raise or no) (Note 1)	Raises = limit. Re-raise = Pre-emptive General principles as above		
1♠		5	4♦	11 - 21 HCP	1NT forcing, 5+ points Raises = limit. 2NT = FG (15-17 raise or no) (Note 1)	Raises = limit. Re-raise = Pre-emptive General principles as above		
INT		Bal		15-17	Stayman 3 responses Transfert (note7)	Over Stayman: rebids are Major invitational, minor forcing		
2♣	☒	-	-	Strong forcing game	Responses to italien controls (note 5)	natural	natural	
2♦	☒	-	-	weak major, or strong minor,	2NT ask for feature if maximum	natural	natural	
2♥		5-7	-	2♥suits H and any (<11 HCP)	2NT relay	3 minor = mini 3 Maj = Max	natural	
2♠		5-7		2♠ Opening = 2 suits S and minor(<11 HCP)	2NT relay	3 minor = H /minor	natural	
2NT		Bal		21-22balanced 5 major possible	Puppet Stayman (Note7)	3M= 5 cards M 3♦= no 5 cards M ;possibility :one or two Majors (4 cards)		
3♣		6		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing			
3♦		6		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing			
3♥		7		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing			
3♠		7		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing			
3NT		7		Gambling (solid suit minor)				
4♣		7		Pre-emptive (light)				
4♦		7		Pre-emptive (light)				
4♥		8		Pre-emptive (light)				
4♠		8		Pre-emptive (light)				
5 X		8		Pre-emptive (light)				
							HIGH LEVEL BIDDING	
							Five - Ace Blackwood : RKCB (Note 6)	
							Splinters	
							Cue Bids and Control	

CATEGORY:Green
NCBO:
PLAYERS: Bensaid chaouki/benali Mohammed
COUNTRY: Morocco

SUPPLEMENTARY SHEET

Note 1:

1♥/1♠ 1 NT Forcing

1♥/1♠ pass 3♣ = 9-11 Raise 4 cards balanced or 3 cards No balanced

1♥/1♠ pass 3♦ = 9-11 Raise 4 cards and no balanced

1♥/1♠ pass 3NT = 12-14 Bal 4 cards

1♥/1♠ pass 2NT = fit and game forcing

Note 2: Rubensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are transfert and forcing

1NT (2x)	2NT (p)	
3♣ (p)	3x	= stayman GF No Stopper
1 NT 2x	3x	= stayman GF with Stopper

Note 3:

vs 1 No Trump:

2♣ Any suit and can be weak response 2♦ Obligatory

2♦ shows at least four cards in each major suit >12 P= relay to play the better major

2♥ or ♠ suit +minor >12 P

2NT = Minors 5 -5

Note 4: Michaels Cue Bids:

1♣ - 2♦ Both Majors)

1♦ - 2♦ Both Majors)

1♥ - 2♥ = 5♠ + 5 minor

1♠ - 2♠ = 5♥ + 5 minor

1 m - 2NT = 5♥ + 5 other minor

1 M - 2NT = Both Minors 5(+)/5(+)

Note 5: Responses after 2♣ Opening italien controls(Ace =2p,King 1P)

2♦ = 0 point or 1

2♥ = 2

2♠ = 3

2NT = positive hand and min 1 p

3♣ = 4

3♦ = 5

Note 6: R K C B**(4NT asks for 5 key cards, 4 Aces + King of Trumps)**

Responses:

- 5♣ = 3 or 0
- 5♦ = 4 or 1
- 5♥ = 2
- 5♠ = 2 + Queen of Trumps
- 5NT = 2 + a void
- 6X = 1 + a void

Note 7: Responses to 1NT and 2NT Opening**a) Stayman**

1NT - 2♣:

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

1NT - 2♣

2♦ - 4♣ = 4♠ + 6♥

1NT - 2♣

2♦ - 4♦ = 4♥ + 6♠

1NT - 2 NT

Both minors 4-4 and GF

1SA 3♣

5♣ and 4♦ game forcing

1SA 3♦

5♦ and 4♣ game forcing

3♥ = 5-5 minors 1 or void ♥

3♠ = 5-5 minors 1 or void ♠

b) Puppet Stayman

2NT - 3♣:

3M = 5 cards M

3♦ = no 5 cards M ; possibility : one or two Majors (4 cards)

b) Transfers

1NT - 2♦ = 5+♥

2♥ = 5+♠

2♠ = 5+♣ or 8 pts

2NT - 3♥ = 5♠

3♦ = 5♥

c) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠

or 3♠ = 4♠ + 5♥

1NT 2♣

2any 3♣ = forcing