

| 9 LEADS AND SIGNALS   |   | WBFC Convention Card                  |                                    |  |
|---|---|---------------------------------------|------------------------------------|--|
| <b>OVERCALLS(Style; Responses; 1/2 level; Reopening)</b>  |   | <b>OPENING LEADS STYLE</b>            |                                    |  |
| In one level can be (not often) 4 cards. In 2 level decent  |   | Lead                                  | in Partner's Suit                  |  |
| Reopening can be light (8+ HCP) and 4 cards.  | Suit  | 2/4 (high from doubleton)             | If no support, small from XXX.     |  |
| When answering to overcall: 1 level forcing (and can be 4 cards), 2 level constructive, jump forcing if non-jump would not be forcing | NT  | 2/4 (high from doubleton)             | If support, high from XXX.         |  |
| ((1D)-1H-(p)- 2S is weak (0-5 HCP) but 3C is forcing.   | Other:  |                                       |                                    |  |
| (1D)-1H-(p)-1S-(anything) - 2D is 3 cards spades  |   |                                       |                                    | Category i.e. Green / Blue / Red / HUM / Brown Sticker:                                    |
| <b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>  | <b>LEADS</b>  |                                       |                                    | Country: Israel  |
| 15-18 second position, system on  | Lead  | Vs.Suit                               | Vs. NT                             | Event: Women   |
| 11-15 fourth position, system on  | Ace   | From AK                               | Same                               | Players: ilan bareket  |
| 15+-18 after: (1C)-p-(1H)-1nt. Now system off, only forcing is 2H or jump   | King  | From KQ, or AK in high contracts      | Asks for unblocking (10+) or count | noga tal   |
|   | Queen   | from QJ                               | from KQ10x or worse, or from qj    |  |
|   | Jack  | top of sequence or internal sequence  | Same                               |  |
| <b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>   | 10  | top of sequence or internal sequence  | Same                               | <b>SYSTEM SUMMARY</b>  |
| 1-Suit: weak (5-10 HCP) in direct position (but versus a passed hand can be sometimes 4-11 HCP), 14-16 6 times in reopening.          | 9   | from 109x.. Or from H98...            | Same                               | <b>GENERAL APPROACH AND STYLE</b>  |
| 2-Suit: Michels.  | Hi-x  | ANY doubleton or 2/4: Hx, Xx, xXx.... | Same                               | 2/1 GF, 5 times Major, Better minor  |
| (1x)-p-(1y) - now 2y is natural; 2x is 5-5 in other suits. 2nt is at least 6-5  | Lo-x  | 2/4: HxX, HxxX, HxxXx                 | Same                               | 1nt 15-17, stayman, 4 transfers, 3C puppet, 3D minors GF, 3M singleton +3 in oM, 4C gerber |
| <b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>  | <b>SIGNALS IN ORDER OF PRIORITY</b>                         |                                       |                                    | 4D/H texas, 4S Slam Force, Smolen  |
| Direct and reopening - michels. Jump - asks for stopper   | Suit: 1st   | Partner's Lead                        | Declarer's Lead                    | 1M- 1NT almost forcing, bergen, J2NT   |
| (1x)-p-(p)- 2nt - 19-21 natural.  | 2nd   | count                                 | Suit Pref                          | 1m- 2m inverted, 3m 6-9, 2NT 0-5 with 5m, 2X 0-6 6 times, 1D-3C 6 clubs 9-11.              |
| After partner opens and overcall - cue is support inv+ and jump cue is split  | 3rd   | Suit Pref                             |                                    | 2C GF (almost) - 2D waiting (4+HCP), 2H negative   |
| After partner overcalls - cue bid is support inv+ and jump cue is mixed raise   | NT: 1st   | Enc/disc                              | smith                              | Puppet, 2way Checkback   |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>   | 2nd   | count                                 | count                              | 2NT (19+) 20-22, 3NT gambling  |
| dbl 5+m, 4M; 2C majors;2D 6 cards M; 2M 5cards M + 5(4) m; 2NT 5-5 r  | 3rd   | Suit Pref                             | Suit Pref                          | 1nt 11-14 green vs red   |
| 3m at least 6, HCP unknown, 3M at least 6, preemptive (4-11 HCP)  | Signals (including Trumps):                                 |                                       |                                    |  |
| Same in reopening   | High encouraging or even, Low discouraging or odd           |                                       |                                    |  |
| after weak NT (any range below 14-16) same system, but all bidding constructive and DBL is penalty.                                   | <b>DOUBLES</b>  |                                       |                                    |  |
|   | <b>TAKEOUT DOUBLES(Style:Responses:Reopening)</b>           |                                       |                                    |  |
| <b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>  | Can be offshape.  |                                       |                                    |  |
| dbl takeout, cue bids on minor 2 majors.  |   |                                       |                                    |  |
| 2x (any weak, including weak 2, multi, or 2 suits) - 4m is 5-5 in m and M.  |   |                                       |                                    | <b>SPECIAL FORCING PASS SEQUENCES</b>  |
| After 3NT gambling, both 4C and 4D majors, when 4D stronger (15+ HCP)   |   |                                       |                                    |  |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>   | <b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b> |                                       |                                    |  |
| (1c): 1d = D+H, 1h = H+S, 1s = C+S, 1nt = D+S, 2c = C+D, dbl = C+H  | support dbl/rdbl (till 2 level)                             |                                       |                                    |  |
| (1c)-p-(1d): 2d = D+H, 1h = H+S, 1s = C+S, 1nt = C+H, 2c = C+D, dbl = D+S   | lightner  |                                       |                                    | <b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>  |
|   | invitational (1S-(2H)-2S-(3H)-dbl invites game in spades)   |                                       |                                    | Good Bad   |
|   | Lead directing  |                                       |                                    |  |
| <b>OVER OPPONENTS' TAKE OUT DOUBLE</b>  | Dopi/Ropi   |                                       |                                    |  |
| Bergen and Jacoby on. Drury off. Rdbl - 9+. Suit in one level forcing, in 2 level 6-9 HCP.  | Dbl of splinter suggests sacrifice if NV, lead if Vul.      |                                       |                                    | Psychics: Very Rare  |

Israel

ilan bareket - noga tal

Israel

| OPEN | TICK IF ART. | MIN NO. OF CARDS | NEG. DBL. THRU | DESCRIPTION   | RESPONSES  | SUBSEQUENT AUCTION  | COMPETITIVE & PASSED HAND BIDDING                       |
|------|--------------|------------------|----------------|---|--|---|---|
| 1 C  |              | 3                | 4H             | 11-21 HCP, 3 if 4333 (not 4d) or 4-4-2-3                                  | 1NT 6-10 HCP; 2C inverted; 3C 6-9 HCP; 2NT 0-5 HCP.<br>weak jump shift (0-5 HCP)                                 | 2-way checkback;<br>1C-1M-4M balanced 18-19   | inverted is on after dbl but on after success.          |
|      |              |                  |                |   | 1C-1M  | 1C-1D-1NT no majors   |   |
|      |              |                  |                |   | splinter - singleton   | 1C-1x-3NT long clubs.   |   |
| 1D   |              | 3                | 4H             | 11-21 HCP,<br>3 (usually) only if 4-4-3-2<br>(sometimes we do it if 4333) | 1NT 6-10 HCP; 2C GF; 3C 9-11 HCP, 6 clubs;<br>2D inverted; 3D 6-9 HCP; 2NT 0-5 HCP;                              | Same as Clubs   |   |
| 1H   |              | 5                | 4D             | 11-21 HCP (can be less with 4333)   | 1NT almost forcing; 2S wjs; 2m GF; bergen, Jacoby<br>1H-2H 6-10 HCP. Now 2S starts short game<br>3S, 4C, 4D void | 1H-1NT-2m-2H can be 3 5-6 HCP. 1H-3C/D-3S asks for shortness.<br>1H-1NT-2m can be with 3(2) m. 1H-1NT-2NT 17-19HCP. 1H-1S/NT-3NT 6H 18-20<br>1H-1NT-2C-2S club support 10-11. 1H-1NT-2D-2S either 6 clubs 9-11 or 4 diamonds 10-11 (now 2nt asks) | Drury   |
| 1S   |              | 5                | 4H             | 11-21 HCP (can be less with 4333)   | same. 3H splinter (Void).  | Same. After 1S-3C/3D 3NT asks for shortness.  | Drury   |
| 1 NT |              |                  |                | (14)15-17 HCP. Can have 5M or 6m  | 2C NF stayman.<br>4 suits transfer, 3C puppet, 3D 3 minors GF, 3H/3S (4333)                                      | 1NT-2C-2D-2H 0-7 HCP. 1NT-2C-2D-2S inv 5S 4H; Smolen. 1NT-2C-2H-2S inv 4S.<br>1NT-2C-2M-3OM fit, slamish. Preaccept after minor transfer.   | After intervention DBL takeout.<br>Lebhensol.           |
| 2 C  | V            |                  |                | GF (almost)/ 17+ HCP  | 2D 4+HCP, waiting; 2H negative; 2S/3C/3D 5+, 8+HCP.<br>2NT 5+H;  | 2c-2d/2h-2nt gf (after this puppet).<br>2C-2H-2M-(anything)-3M can be passed  | 2C-(not pass or double)-dbl 0-3 HCP                     |
| 2 D  | V            |                  |                | 6 cards Major, 5-10 HCP   | 2H,2S,3H p/c; 3NT,4H,4S to play. 4C/4D asking.<br>2NT asking; 3m forcing.  | 2D-2S- now if hearts, 2NT good, 3C medium, 3D minimum. 2D-2NT now 3C hearts and 3D spades (no strength). 2D-2NT-3C now 3D is slamish in H and 3H invitational. Similar for spades.  | 2D-(2M)- dbl pass/correct.<br>2D-(3x)- dbl 100% penalty |
| 2H   | V            |                  |                | 5H, 5+m, 5-9 HCP. Sometimes 5-4   | 2NT asks, 3C p/c, 2S/3D forcing  | 2H-2NT-: 3C min with clubs, 3D min with diamonds, 3H max with clubs, 3S max with diamonds. After 2NT and answer, 3OM invites slam in M, 3Om invites slam in m   |   |
| 2S   | V            |                  |                | 5S, 5+m, 5-9 HCP. Sometimes 5-4   | Same as H.   | Same as H.  |   |
| 2NT  |              |                  |                | (19)20-22, balanced or semibalanced                                       | Puppet, major transfers, 3S MSS.<br>Gerber, Texas, 4S Slam Force, 4NT inv.                                       | 2NT-3C-3X-4m slamish in m. 2NT-3C-3M-OM- slamish in M.  |   |
| 3m   |              | 6                |                | Preemptive 4-10 HCP. Can be very weak suit.                               | 4om slamish. 3X forcing.   | 3C-3H: 4H doubleton, 3S no doubleton H, 4D 3 hearts, 4C signoff.  |   |
| 3M   |              | 6                |                | Preemptive (4-10 HCP)   | 3S forcing, 4m cue. 4OM to play.   | <b>High Level Bidding</b>   |   |
| 3 NT | V            |                  |                | gambling, no outside K.   | 4/5/6C Pass/Correct. 4M to play. 4D asks for singleton.  | RKC1403; DOPI/ROPI; After 5C/5D lowest step asks for Q. If no Q return to suit.   |   |
| 4m   |              | 7                |                | Preemptive (4-10 HCP)   |  | 4NT and then 5NT mainly promises nothing is missing - answer shows specific K.  |   |
| 4M   |              | 7                |                | Preemptive (4-10 HCP)   | Lackwood - bid asks for control.   | Exclusion - answers 1403  |   |
|      | V            |                  |                |   |  | Lowes possible cue.   |   |
|      |              |                  |                |   |  | 1M-2NT Jacoby. Answers: 3C minimum, 3D/3OM 15+, 4 cards; 3NT 17-18 balanced; 3M 15+, 4clubs.  |   |
|      |              |                  |                |   |  | 4X void. 4M 12-14, 6 cards balanced.  |   |
|      |              |                  |                |   |  | After 1M-2NT-3C - 3M asks for shortness and other suit shows shortness.   |   |
|      |              |                  |                |   |  | Non-Serious 3NT.  |   |
|      |              |                  |                |   |  | After Major fit (1M-2M or 1m-1M-2M) - new suit is long game try, next step is preparation to short game try.  |   |
|      |              |                  |                |   |  | But jumping to 4 level shows second suit,   |   |