

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound
<b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing in 1/3 level, Constructive in 2 level
Reopening: same
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 16-18 HCP; Responses: as over 1NT opening
4 <sup>rd</sup> pos = 12-14 HCP; Responses – stronger than after 1NT opening
2NT reopen = 20-21 HCP, balanced
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
<b>Resp:</b> CUE = F, suit = F at 1/3 level, Constructive at 2 level ;
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
Reopening same as direct.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl Penalty Oriented
2♣ = ♥+♠; then 2♦ = equal majors.
Other: natural
Modified DONT
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = ♥+♠, NT = ♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = FIT, limit+; RDBL = 9+ HCP, usually without good fit
1-level = F; 2-level = NF; jump raises = PRE; raise=NAT
Jump Shift = NF
<b>VS. 1NT-X</b>
Pass = asks for XX (resp: P, Suit = Lower of 4-4 non adjacent suits)
XX: asks for 2♣ (resp:P, Suit = long suit 5+ )
Suit = Lower of 4-4 adjacent suits
<b>WHEN COMPETING AT 5/6 LEVEL</b>
X – Penalty (should be clear NOT to be LIGHTNER X
Pass: 0-1 tricks, Resp: X suggests penalty (1 trick), Pass; 0/2 tricks

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	xxx if not support w/o Honour	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Subseq	M.U.D.		
Others: after supporting partner suit, lead xxx w/o Honour			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	Same, AJ10(+)	
10	Tx,; HT9(+);	Same	
9	9x, T9x (+)	Same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	Same	Same
Suit 2	High = Even	Same	Same
3	S/P = Lavinthal	Same	Same
1	High = Encourage	Same	Same
NT 2	High = Even	Same	Same
3	S/P = Lavinthal	Same	Same
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light 10+ in balancing.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
New suit after CUE=F1			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Negative Double suggest. 1♣-(1♦)-DBL = 4-4 Maj's.			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS: SHAKED &amp; MUSA</b>
<b>EVENT 2021 ISRAEL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-cards Majors
Longer Minor - 1♣ if 3.3, i.e 1♦: 4+
Limit jump raises over Majors
Two Over One: Game forcing
1NT response after Major opening: forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Weak ♥/♠ 6+ (6-10 HCP)
2♥/2♠ Opening = Weak 5-5 (6-10 HCP)
3NT opening = Gambling
2NT overcall = two lower unbid suits
2NT overcall = two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level opening and after overcall after 1NT opening (direct denies stopper)
Negative Doubles to 3♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		2	3♠	11-21 HCP	Inverted minor Weak jump shift.	4 <sup>th</sup> suit forcing: game forcing, 2♣ check back Reverse by opener: forcing	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper
						Reverse by responder: FG, 3 <sup>rd</sup> suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted minor	As above	As above
1♥		5	3♠	11-21 HCP	1NT: NF; 5+ point raise = limit. 2NT = FG with trump support = JACOBY	Raises = limit. Re-raise = pre-emptive Resp to JACOBY: 3 any: sing/void, 4 any: 5 cards 3Major: 18-19, 3NT: 15-17, 4Major: 12-14	Cue over comp = strong raise 2♣ = DRURY (2M = min)
					BERGEN (also after X)		
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet 3♦/3♥/3♠ = strong, natural	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx) 1NT-2♣-2♦-2♥ = 5♥+4♠ 8-9 points	DBL at 3 level shows values
					Smolen, Texas xfer to Majors = weak or slam try	Super Accept in minors only	
2♣	X		3♠	Artificial, strong near FG, Any suit(s), any shape	2♦: Relay	Cheaper minor Second negative thru 3♣	natural Natural
2♦	X	6	3♠	6-10 HCP at Major	3♣/♦forcing, 2♥/♠ Pass/Correct 2NT: asks for colour and strength 4♣/♦: asks opener to describe his color in xfer/direct	Resp to 2NT: 3♥/♠ = Natural, Minimum 3♣ = ♥ Max, 3♦ = ♠ Max Afer 4♣: 4♦=6@♥, 4♥=6@♠	Natural Afer 4♦: 4♥ or 4♥=opener color
2♥		5-5		6-10 HCP with lower suit	3♣ = Pass/Correct; 2NT ask for suit		
2♠		5-5		6-10 HCP with lower suit	3♣ = Pass/Correct; 2NT ask for suit		
2NT				20-21 balanced	transfers, Puppet Stayman., 3NT=5♠ and 4♥		
3♣/♦/♥		6		Pre-emptive	New suit = forcing		
3♠		6		Pre-emptive	4♥ = natural.		
4♣/♦/♥♠		7		Pre-emptive			
4NT	X			Blackwood	RKCB – 1430, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	Response fter Q asking in Minor Contract: 6 minor=No Q, 5NT=Q at minor w/o side K, Suit (Q at minor and side K	
Minorwood	4SF	Support X/XX		Short/Long Trial	CBS DRURY	Splinters	