

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
overcall in 1 level= 7-17, responses nat que bid= forcing, usually with fit
overcall in level 2= 10-17 responses nat and forcing 1 round
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Int overcall 2nd seat= 15-18 system on Int overcall 4th seat= 10-14 system on (on 1M- INT=11-17)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: weak jump shift overcall 2 suits: micheals reopen jump shift: 14-16 6 cards Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
jump que bid= asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
multy lendy: X=minor longer than major, 2cl=both M's(5+4+) 2d=one long M. 2H=h+m, 2sp= sp+m, 2nt=cl+d (5+4+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
vs weak 2 opening: X=take out, responses are levensol, que bid= asking for a stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 2 suit overcall: low suit forcing (10+) with fit, high suit=GF with the 4th suit
OVER OPPONENTS' TAKEOUT DOUBLE
new suit at the 1L F1 Rdbl 10+ 1Major (Dbl) 1nt/2cl/2d=transfers, 2Major-1 is constructive, 2Major is weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	lowest from odd number and highest that you can from even	
NT	2/4	the same as against suit	
Subseq	2/4		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKJ+.Ax	AKJx, AKTx	
King	KQx, KQJ, KQT, AKQ	KQJ, KQTx, AKQ	
Queen	QJT,QJ9, QJx	QJT, QJ9, QJx	
Jack	JT9, Jx, JTx, KJT	JT9, Jx, JTx	
10	Tx, QT9x, KT9, T9xx	AT9, KT9, QT9, T9xx	
9	9x	9x	
Hi-X	even numbers of cards		
Lo-X	low numbers of cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	odd enc	count std	s/p (italian)
Suit 2	count std	s/p lavinthal	
3	s/p lavinthal		
1	ATT (odd enc)	count std	s/p (italian)
NT 2	count std	s/p lavinthal	
3	s/p lavinthal		
Signals (including Trumps): Italian= odd enc, even lavinthal high- low=even, smith= high enc (mostly in NT)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T.O= 10+hcp, responses: 1 level= 0-7, jump= 8-11, que bid= forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
T.O			
Negative			
Support x/xx (up to 2h)			
s.o.s redouble			
lightner double, responsive double			
invitational double after support			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Adi Asulin 16490 Hila Levi 17077
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major better minor 1NT: 15-17 (5M/6m/5422 possible) 2/1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D= weak major 2H= 5H + 4any minor 5-11 points 2sp=5sp + 4any minor 5-11 points bergen raises after 1 major opening (also after dbl) Inverted minor 1cl-2M (6 cards with 6-9 points) 1cl-2d (5sp+4h+ with 6-9 points) 1cl-3d/h/sp (good 6 cards or 7 cards with 6-9 points) 1d-3cl (6+ cards with 9-11 points) 1sp-3h (good 6 cards+ cards with 9-11 points)
SPECIAL FORCING PASS SEQUENCES
after strong double on 1nt pass is forcing to redouble 2cl (any) pass is forcing usually after reaching game (vul)
IMPORTANT NOTES
after opps bid strong double on our 1nt: 2cl=cl+d, 2d=d+h, 2h=h+sp, redouble is transfer to 2cl, pass is forcing to redouble and then 2cl=cl+M,2d=d+sp
PSYCHICS: rare, third hand light openings

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	3			better minor 11-21 points	2cl=10+p 4+cards, 3cl=6-9 points 4+cl, 2d=5sp+4/5 h up to 9 points, 2nt=balance 11-12	After dbl 2nt=0-5 4+cl, 4d= ask for A , 1cl-1d-1nt can have 4major, 2way checkback	
	3cl 3d				2h/sp= 6-9 p 3d/h/sp= 7 card 6-9 p		
1♦	3			better minor 11-21 points	2d=10+p 4+d, 3cl=9-11 6 cards+, 2nt= bal 11-12		
	4cl 4d						
1♥	5			5 card M 11-21 points	2nt =GFwith 4h, 3sp=any single 9-11, 3nt /4cl/4d=singleton 12-15 points 3cl 6-9 4cards or 10-11 with 3 cards and singleton .3d=bergen, 2sp=weak, 3h=pre-emptive, 3nt=sp single 12-15, 4sp=nat	After dbl: transfers	(1x) 1h (p/x) 3x: 10-11 with 4 cards fit, 3h: 6-9p with 4 cards fit, 2nt: 12+ 4 cards fit. 2x: fit 3 cards with 11+ (1x) 1h (2x) 2nt – 11+ 4cards 3x 11+ fit 3 cards
1♠	5			5 card M 11-21 points	Same as 1h, 3h= inv 9-11 6h (good) 3nt=any single 9-11 (4cl ask for the single) 4cl/4d/4h=singleton 12-15 points	After overcall system off	
INT				15-17 points (semi) balance	2cl=NF stayman, puppet stayman, 4 suit transfers	If opp bid 2 suits x is penalty otherwise take out	
				5M/6m/2452 possible	3d 5+5 M 7+points, 3h/sp =short, 4cl=gerber, texas transfer		
2♣				strong 23+ points or 9+ tricks	2d =4+, 2h= 0-3 (with out a king) 2sp/3cl=8+p with a good suit. 2nt=8+ 5+h		
2♦				weak M 6 cards (5-11) points	2h/2sp/3h/3sp=p/c, 2nt=asking (good hand) 4cl-bid your suit in transfer, 4d-bid your suit	2d-2nt-3cl =min with h, 3d=min with sp, 3h=max with sp, 3sp= max with h, 3nt=AKQXXX after 3nt 4cl/4d system on	
2♥				5h+4+minor (5-11) p	3cl=p/c, 3d=inv, 2nt= asking(good hand) 3h=competitive ,2sp NF , 3sp GF 6cards	2h-2nt-3cl=min with cl, 3d=min with d, 3h= max with cl, 3sp= max with D. 2h-2nt-3cl-3d (slamish cl) 2h-2nt-3cl-3sp=slamish h,	
2♠				5sp+4+minor (5-11) p	Same as 2h	Same as 2h	
2NT				20-22 (semi) balance	3cl=pupet stayman, 3sp=minors 5+4 or only D, 3nt=5sp+4h	2nt – 3cl -3d -4d both majors	
3bids	7			pre-emptive	natural when new suit is forcing		
3NT				4minor opening	4 and 5 minor= pass/correct, 4h/sp=to play		
4♣	7H			good 4h opening	4d= slam try , 4h/sp nat		
4♦	7SP			good 4sp opening	4h=slam try		
4♥				pre-emptive			
4♠				pre-emptive			
4NT				good 5 minor opening			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 0314	
5♥						JOSEPHINE	
5♠						CUEBIDS	
						EXCLUSION	

						DOPI ROPI
						GERBER