



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Aggressive NV and 3rd position.
Jump cuebid = 4 card fit, 6-9
2NT response = 4 card fit 10+
Responses: Natural. 1/1 and 3/1 F, 2/1 NF. After 1M overcall and opps'
Transfers after 1M – (X), (1x) – 1M - (X)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18, stopper, after that system on
4 th = 11-14, not necessary stopper, after that system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls
2NT overcall = 2 lowest suits
Reopen: 2NT = 19-21, jump overcall = intermediate, 6 cards 13-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid = Michael's , weak or strong,
Jump cuebid = asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. weak = Dbl = penalty, other multy landy
Vs. strong = multy landy:
2♣ = majors
2♦ = one major
2M = 5M 4m
X = Penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
NT up to 3NT= natural, NT above 3NT= two suiter,
Jump= leaping Michaels, 3M-4m=leaping Michaels,
cue= two suiter, over 3m: 4♣ = M's; 4♦ = one M; 4M = M+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
dbl=Ms, NT=m's
OVER OPPONENTS' TAKEOUT DOUBLE
Re=business, over 1M: transfers, over 1m: system on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	2/4	3/5	
Subseq	Attitude	Count	
Other: Returning partner's suit often count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Nat	Weak Lead.	
King	Nat or AK	Strong Lead.	
Queen	Nat	Weak Lead	
Jack	Nat	(H)JT	
10	(H)T9	(H)T9	
9	9x or XX9 (even overall)	Nat	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Suit Preference	Attitude
Suit 2	Count	Count	Suit preference
3	Suit preference		
1	Attitude	Suit preference	Attitude
NT 2	Count	Count	Suit preference
3	Suit Preference		
Signals (including Trumps): UDCA, Natural suit preference. In discard, italian.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Extremely aggressive style in NV, Responsible in V. Focus on Major suits and intermediate hands, rather than minor big doubles.			
Responses: Natural. Reopening: More aggressive.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive, value showing and game invitational doubles throughout.			
Frequently occurring negative doubles in competition.			

W B F CONVENTION CARD
 
CATEGORY: Green
NCBO: Israel
PLAYERS: Ilai Baniri – Amir Ezion
EVENT: any
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Short Club, 2/1, V:15-17 1NT , NV: 10-13 , NV: Ekren's 2♦
2M weak M
Focus on preemption and competition: extremely aggressive style in NV.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ekren's 2♦.
2+ 1♣ opening; Unbalanced 1♦.
10-13 NT when we are favourable
SPECIAL FORCING PASS SEQUENCES
Whenever we committed to game, or accepted game invitation.
Whenever we bid game, V vs. NV.
Whenever we (re)double for business, up to 2♥.
IMPORTANT NOTES
PSYCHICS:extremely seldom

OPEN ING	Tick If Art	Min No Cards	Neg. Dbl Thru	BANIRI - EZION		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2	4♠	2+♣ possible 5♦332; any bal hand w/o 5M	1♦ = (3)4+♦ denies majors (may have 3334); 1M=4+ f1; 1nt=8-11; 2♣=inverted minor 3♣=fit 6-9 walsh	xyz, 1N rebid=15-17 or 12-14 bal, could be made with 4 cards M 1♣-1♦: 1M nat unbal
1♦		4	4♠	4441, 5+♦ or 4♦5♣ 15- HCP	As above; 3♣= 8-11 at least 6♣ 2M=6-9 6 cards	xyz
1♥		5(4)	4♠	11-22(23) HCP	3♣= inv in ♥ 3♦= nat inv; 2♣=6-9 6♣ cards; 3♥=mixed 2NT=fit 4+ gf 1nt=sf 3♣/4♣/4♦=splinter with void If doubled – transfers; 2/1	
1♠□		5(4)	4♥	11-22(23) HCP	As above;.	
INT			4♠	15-17 balanced 10-13 at favourable	Strong: 2♣ = Stayman, 2♦/♥ = trf, 2♠ = G.I. or clubs, 2N = diamonds 3♣= puppet, 3♦ 55m inv, 3M = M shortness, 4♦/♥= transfer to ♥/♠ Weak: 2♣ = any inv 2♦=any gf, other bid=sign off	1NT-2♣: 2♦ = no 4M; 2M = 4+M; Answers to 3♣: 3♥/3♠= 5 cards , , 3♦= no 5 cards M. Transfer Breaks ,if opponents bid – 2NT = lebensohl, doubles are takeout in general. 1NT-2♦: 2♥ = no M; 2♠ = 4♥; 2NT = 4♠; 3♣ = both M; 3♦ = 5♥; 3♥ = 5♠
2♣	x			GF 22+HCP or 9 tricks	2♦=relay 4+; 2♥=0-3; suit is solid suit with at least 6 cards	Kokish:2nt after 2♦ is 23-24 bal; 2♥ is relay to 2♠, 2n than 2♠ is 24+ bal hand, 3♥ hearts, 3m/♠ ♥+the suit, pass after overcall=4+ and double=0-3
2♦	x			NV: Both majors 44-55 3-10	2/3/4M=to play ;2nt=asking; 4♣= bid your better M in trf; 4♦=bid you better M	2♦-2n: 3♣=5-4 min; 3♦=4-4 min; 3M=5-4 max;3nt=4-4 max
				V: weak 5-11		
2♥		6(5)		W2MJ 5-11	2NT = asking	2M-2NT: 3♣ = bad suit min; 3♦ = good suit min 3♥= bad suit Max 3♠ = good suit Max
2♠□		6(5)		W2MJ 5-11	2NT = asking	As above;
2NT				20-22 bal	3♣ = Puppet; 3♦/3♥ =TRF; 3♠ = asks for 4 cards m 4♦/4♥ = S/T in ♥/♠	2NT-3♣: 3♦=no 5 cards M; 3♥=5+; 3♠ = 5+♠;
3♣		6		PRE	3♦ = asks for 3 cards M, 4♦=RKCB	HIGH LEVEL BIDDING
3♦		6		PRE	4♣=RKCB	controls
3♥		6		PRE	4♣=RKCB	Freq Splinter Bids; Direct Splinters over 1M=VOID;
3♠□		6		PRE	4♣=RKCB	1403 RKCB, 1st step asks for Q of trumps and K's, next step for specific kings
3NT		7		GAMBLING - solid minor	4♣=p/c; 4♦=asks for shortness;	RKCB -DOPI,ROPI; Lightner Dbl