

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound (5) 8-16 HCP
Responses: cue-bid = Forcing raise; Jump Raises = PRE; Jump Shift = Pre-emptive; simple raises = constructive
(2x) New suit = Forcing (when responder, not advancer) Reopening: lighter, 2NT = 20-22
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd - 15-18 HCP balanced , 4th 11-14 balancing HCP System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5-5 + , 9-11 / 15-17) Resp: CUE = F, suit = NAT NF; mixed raise
After Michael's cue - low cue -> fit F, high cue - F other suit / nat
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael`s CUE ♥+♠ over minor, 0M+m over M Responses: all jump in known suits are pre-emptive.
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = 6 in any suit
2♣ = 5-5 / 5-4 in both Minors
2♦ = 5-5 / 5-4 in both Majors
2♥ = 5 Hearts + 5 one Minor
2♠ = 5 Spades + 5 one Minor
Weak NT: DBL penalty, 2♣ long suit, 2♦ one M.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl
Leaping Michael's
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT=♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL - 10+ , 1x FIR, 2x = NF , Truscott

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd / 4 th	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	M.U.D	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AKQ; AKx(+)	
King	Kx, KQ(+)	KQJ(+); AKJT(x);	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT9(+); KJT(+)	same, AJ10(+)	
10	Tx, JTx(+), HT9(+); T9(+);	same	
9	9x	same	
Hi-X	Sx; xSx...;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low enc.	Count (low-hi even)	s/p (Italian)
Suit 2	Count	s/p	
3	s/p		
1	Same	Same	s/p (Italian)
NT 2	Same	Same	
3	Same		
Signals : UDCA, Smith			
Italian Lavinthal in discard (odd enc. , even lavinthal)			
Signals after opening lead -> low enc. (K: count high-low odd)			
Returns: after lead-> high/low = even/odd in suit. Otherwise - attitude (low encourages the suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 12+ HCP with classic shape, otherwise strong hand			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
New suit after CUE = F1			
Support Double, re-opening double, balancing DBL 8+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Double suggest 40M. 1♣-(1♦)-DBL = 4-4 Maj's.			
SOS RDBL			

W B F CONVENTION CARD ♣♦♥♠	
CATEGORY: Green	
NCBO: Israel	
PLAYERS: ADEL PETELKO & ZIV ROITMAN	
EVENT: U16 / GIRLS / U21	
SYSTEM SUMMARY	
2/1 UDCA	
Natural, 5 card Majors (12-21 HCP)	
Better Minor (at least 3) - Longer Minor - 1♣ if 3-3	
1NT opening: 15-17 HCP balanced	
1NT responses = non forcing Stayman, transfer, 2w checkback Stayman, Puppet Stayman, Texas, Smolen	
Major responses - Bergen, Jacoby, Splinter	
Reverse bid, long trail bid, 1NT FIR	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ Opening = strong, near FG - any suit(s) any shape	
2♦ Opening = Weak ♦ 6+ (6-10 HCP)	
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP) -> ogust resp.	
2NT overcall = two lower unbid suits	
Michael's Cue-bids	
2NT Opening = 20-22 HCP balanced	
Lebensohl (over 1nt & weak 2)	
Inverted Minors	
Leaping Michael's	
For further detail, see notes .	
SPECIAL FORCING PASS SEQUENCES	
After Overcall over 2♣ opening or 2/1 case	
When we're GF , opps bid in a game level	
IMPORTANT NOTES	
PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass			Not an opening bid			
1♣		3	Better Minor 11-21 HCP	Single raise stronger than double raise Weak jump shift	4 th suit forcing: game forcing. Reverse by opener: forcing	Cue bid for overcall=forcing, fit
			3-3 m's -> 1cl 4-4 m's -> 1d	1NT = 8-11 HCP 1♦ is possible holding 3♦ and 6-7 HCP	<u>Two Way Checkback Stayman</u>	Pre-emptive jumps over overcalls
1♦		3	Better Minor 11-21 HCP,	Single raise stronger than double raise	As above	As above
1♥		5	5 Card Maj. 11-21 HCP	1NT: FIR; 6-11 points. 2NT = GF with trump support 4+ cards (Jacoby) 2♥ = 6-9 HCP 3 cards 3♥ = 0-5 HCP 4+ cards Bergen, Splinters (9-11) 2♣ = 2+ , 2♦ = 5+	Trial bids 1h - 3♣ (6-9 4c) - 3♦ (15-17) / 3NT (medium) / 3sp (slamish)	Cue over comp = strong raise 2♣ = Drury (2M = min) 2NT = 10-11 balanced Could have 4 cards at 3 rd seat
1♠		5	5 Card Maj. 11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT			15-17 HCP, balanced	2♣ = NF Stayman 3♣ = puppet stayman 4♦ / 4♥ - Texas Jacoby transfers Smolen	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-2/3M = 5oM+4M(xx) 8-9/10+ p 5-5 : transfer -> 2 nd M Breaking a transfer requires 4 card fit, max. HCP	DBL at 3-level shows values Majors Overcall-> 11-14 balancing
2♣	X		Artificial, strong near GF, 23+ / 17 + 9 tricks Any suit(s), any shape	2♦ = neutral (4+ HCP), 2♥ = 0-3 HCP (2NT = ♥) positive requires good suit 8+ p	2NT = any hand other than 1 / 2 long suits	Natural Natural
2♦		6	6-10 HCP	New suit forcing; 2NT 15+	2NT is followed by 3x - each describes range and the long suit's strength	Natural
2♥		6	6-10 HCP	As other weaks		Natural
2♠		6	6-10 HCP	As other weaks		Natural
2NT			20-22 balanced	Jacoby transfers, Puppet Stayman, 3sp minors/♦, 4♣=♣, 3NT= 5♠ & 4♥		
3♣		7	Pre-emptive	New suit = forcing		
3♦		7	Pre-emptive	New suit = forcing		
3♥		7	Pre-emptive	New suit = forcing		
3♠		7	Pre-emptive	4♥ = natural.		
3NT	X	7	Gambling			
4♣		8	Pre-emptive			
4♦		8	Pre-emptive			
4♥		8	Pre-emptive			
4♠		8	Pre-emptive			
					HIGH LEVEL BIDDING	
4NT	X		Pre-emptive (♣ & ♦)		RKCB - 1403 ,5d -> 1 st step ask for Q trumps +K's; then 5NT ask for specific low Kings Cue = usually 1 st round before 2 nd .	
					Splinters , DOPE ROPE, exclusion, Josephine 5M	