

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Normal; usually 5 card
Cue resp: limit or F; jump cue = mixed raise (4 trumps 7-9 HCP)
New suit = NF; Jump raise = pre 4 card, 6-9 HCP
Jump shift = 2NT Nat, 6 card, 6-9 HCP 4 card
(1x) 1M (DBL) 1NT+ = TRF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Pos = 15-18
Resp: as after 1NT opening
4th Pos = 10-13 HCP (stopper not required)
Resp: cue only force
4th Pos 2NT = 19-21 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit = pre
2-suit = Michaels, 2NT = lower suits; cue on m = Majors; cue on M = OM+m
in 4th = jump overcall = intermediate
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue = Michael: over minor = Majors, over major = other major + minor
Jump cue = ask for stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = majors; 2♦ = 1 Major; 2♥/2♠ = ♥/♠+minor
DBL = strong, Pass hand: Dbl = 5m+4M
Over weak 1NT - 2X: Dbl = 15+
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Leb after (w2M) Dbl (P)-; 2NT = 15-18
4NT over 3x or 4x = minors or 2 suiter
VS. ARTIFICIAL STRONG OPENINGS
crash: DBL = reds or blacks; NT = minors or majors
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = F when vul; jumps = pre, 2NT = limit+
RDBL = 9+ implies no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	same, low from honor	
NT	attitude	same, low from 3 cards	
Subseq	attitude		
Other: vs NT K asks UB/CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax+	AKx+;Ax	
King	KQ+;AK	KQ109+;AKJ10+	
Queen	QJ+;AKQ+	QJ10+;QJ9+;KQ+;KQ10+	
Jack	J10+;HJ10+	Same	
10	109+;H109+;10x	Same	
9	98+;9x;Q98+,J98+	Same	
Hi-x	Sx(+);xSx+	Same	
Lo-x	HxS;HxxS;HxxSx(+)	HxS;HxxS;Hxx(+)S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 O = enc;E=dis/sp	Hi/lo = even	O=enc,E=dis/sp
	2 High/low = even	s/p	Hi/lo = even
	3		
NT	1 O = enc;E=dis/sp	Hi/lo = even	s/p
	2 s/p	s/p	Hi/lo = even
	3		
Smith: Hi = enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Opening values; Resp nat; 1NT = const; cue = 1RF			
R/O: lighter			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Neg dbl thru 4♦			
Supp dbl			
resp dbl, 2 unbid suit			
dopi/ropi			
RKCB, 5♣=1/4, 5♦=0/3			

<div> <div> <div>WB</div> <div>F</div> </div> <div> <div>Convention Card</div> <div> <div> <div>♠</div> <div>♥</div> <div>♦</div> <div>♣</div> </div> <div> </div> </div> </div> </div>
<div> <div>Category:</div> <div> <div>Natural - GREEN</div> </div> </div>
<div> <div>NCBO:</div> <div>Israel</div> <div>EVENT:</div> <div>All</div> </div>
<div> <div>PLAYERS:</div> <div> <div>Ilan herbst (IBF 5935, BBO - ilanh)</div> <div>Ophir herbst (IBF 6630, BBO - herbst)</div> </div> </div>
<div> <div>SYSTEM SUMMARY</div> <div> <div>GENERAL APPROACH AND STYLE</div> <div>Nat, Acol based, Major 5, better minor</div> </div> </div>
<div> <div>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</div> <div> <div>multi 2♦: 1)wk2M; 2)Str 2M; 3)25-26 NT</div> <div>2♥,2♠: 55 M(♥/♠)-m, 4-10 hcp 54 nv vs vul</div> <div>3NT: gambling - solid m</div> <div>Michaels cue: over 1x 2NT = lower suits</div> <div>cue on m = Majors, cue on M = OM+m</div> <div>1M-3M = pre, bergen 1M-3♣=6-9 4card or 10-11 3card, 1M-3♦=10-11 4c</div> <div>WJS 6-9 HCP</div> <div>After overcall: JS = FIT Nat, 6 card, 6-9 HCP</div> <div>Trnsf after 1♣ opening</div> <div>Leb (fast denies stop)</div> <div>Comp cue = inv or better</div> <div>WJR in comp 6-9 HCP</div> <div>2 way checkback</div> <div>4m 3m pre, 4m 3m limit inv, 4m 3m limit</div> <div>Gazili after 1M-1OM or 1M-1NT</div> </div> </div>
<div> <div>SPECIAL FORCING PASS SEQUENCES</div> <div> <div>1x-(dbl)-RDBL: F thru 2x</div> <div>2♣-(any)-pass: F</div> </div> </div>
<div> <div>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</div> <div> <div>light third hand opening</div> <div>1NT opening: frequent 14+, can be semi bal shape (possible also single K or A)</div> <div>NV light preempt possible</div> <div>PSYCHICS: Rare</div> </div> </div>

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