DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1st level = 8-17

2nd level = good hand, especially when vulnerable

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct = 15-18

Balancing position = 11-14

Responses: transfers to majors, stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

WJO in majors, 6 cards and preemptive

2NT = 2 lower unbid suits

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels Cue bid

VS. NT (vs. Strong/Weak; Reopening;PH)

cappalety

2NT = minors

3rd level = natural, preemptive

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double – T/O.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble = 10+ and penalty oriented.

All other bids are natural, avoiding the double

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	Top for doubleton, else low
NT	2/4	2/4
Subseq		

Other: MUD

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks for attitude	Asks for attitude
King	Asks for count & unblock	Asks for count & unblock
Queen	Shows Jack or doubleton	Shows Jack or doubleton
Jack	Shows Ten or doubleton	Shows Ten or doubleton
10	Journalist, shows 2/0 honors	Journalist, shows 2/0 honors
9	Journalist, shows 2/0 honors	Journalist, shows 2/0 honors
Hi-X	Doubleton, or 2nd	Doubleton, or 2nd
Lo-X	4th best	4th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Odd encourage	Count (hi=odd)	Odd =encourage
Suit 2	Count (hi=odd)		
3	preference		
1	Odd encourage	Count (hi=odd)	Odd =encourage
NT 2	Count (hi=odd)		
3			

Signals (including Trumps):

On lead, odd=encourage

Discarding: Odd = encourage, Even = discourage + suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD

PLAYERS:
Shazar Arnon – Shazar Amos

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Sayc

5542

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Exclusion

Check back staymen

Support double

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	1♣ can be 2 only if 4432	2m F1(10+ no M) 3m preemptive	2NT bal NF	
1♦		4			1NT 6-10, 2NT 11-12 3NT 13-15		
					New suit at 2nd level is F1 and not GF	after 1M-2M new suit is long trial bid	
1♥		5	3♠		Bergen - 3♣ 6-9 3♦ 10-11 3M preemptive		2NT invitational
					J2NT – GF with 4+ cards support	3rd level bids showing shortness, 4th level 2nd suit, 3M strong 4M bad opening hand	
1♠		5			3 other M = splinter GF 4m = splinter	Cue bids	
INT			3♠	15-17, can have 5cM	2♣ stayman, may not have 4cM, can be weak	2♦ no majors, over that 2♥ is p/c	
					2♦\♥ transfers to M	Supper accept, new suit = 2 small cards	
					2 ♠\NT transfers to m	Break of transfer = 3+ cards with good values	
					3♣ puppet stayman, GF	3♦ 4cM, followed by transfer\4♣ for MM 3M 5 cards	
2♣	X			9 playing tricks or 23+	2♦ relay \ weak	2NT = 23-24, puppet + transfers to M	
					Suit bid = 5 cards and good hand (slam seeking)		
2♦	X			7-8 playing tricks any suit	2♥ relay (weak), other bis natural (8+)		
2♥		6		preemptive	2NT August		
2♠		6		preemptive	2NT August		
2NT				20-22 , can have 5cM	3♣ puppet stayman, GF		
					3♠ transfer to any minor	3 NT both M, 4 ♣ pass/correct, 4♦ good ♣	
3♣		6		preemptive			
3♦		6		preemptive			
3♥		7		preemptive			
3♠		7		preemptive			
3NT	X			1 solid minor + K\A on sidesuit			
4♣		8					
4♦		8					
4♥		8					
4♠		8					
						HIGH LEVEL BIDDING	
						4NT RKCB 03,14,2,2+Q	
						When agreed NT 4♣ gerber 03,14,2 - 4♠ after the aces response is to stop at 4NT and 4NT is for kings	
						Exclusion – when a fit is found, jump to 5m/4M = RKCB without the bid suit.	