

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 <sup>st</sup> level = 8-17
2 <sup>nd</sup> level = good hand, especially when vulnerable
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct = 15-18
Balancing position = 11-14
Responses: transfers to majors, stayman
INT After both opponents have bid = 2 unbid suites
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO in majors, 6 cards and preemptive
2♦ over opponents' 1♣ = 2 majors
2NT = 2 lower unbid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cue bid
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
In balancing position\by passed hand – natural.
2♣, 2♦, 2♥ = 2 suiter, the bid suit + a higher suit
2♠ = natural, 6 cards, weaker than double and then 2♠
2NT = minors double = 1 suiter
3 <sup>rd</sup> level = natural, preemptive
Vs weak NT: capp
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels – 4m is 5-5 in the bid minor + 2 <sup>nd</sup> Major
Double – T/O. After direct double over weak 2, lebensohl is on.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 10+ and penalty oriented.
All other bids are natural, avoiding the double

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	Top for doubleton, else low	
NT	2/4	2/4	
Subseq			
Other: MUD			
<b>LEADS</b>			
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 2 <sup>nd</sup>	Doubleton, or 2 <sup>nd</sup>	
Lo-X	4 <sup>th</sup> best	4 <sup>th</sup> best	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd encourage	Count (hi=even)	Odd =encourage
Suit 2	Count (hi=even)		
3	preference		
1	Low encourage	Count (hi=even)	Odd =encourage
NT 2	Count (hi=even)		
3			
Signals (including Trumps):			
On lead, odd=encourage			
Discarding: Odd = encourage, Even = discourage + suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double & redouble			

W B F CONVENTION CARD
<b>PLAYERS:</b> Eyal Ben-Zvi – Avi Maman
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Sayc
Better minor
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Exclusion
NMF
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>



