

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: may be very light NV especially NV vs. VUL.
Responses: basically nat.; 2NT over 1M overcall = INV+ & 4+fit.
Change of suit only in jump is GF; Jump cue = mixed raise;
Transfer responses after our 1M is doubled.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17(18) Responses: system on.
Reopening: 11-14 Responses: system on.
4 <sup>th</sup> live: 15-17(18) Responses: system off, cue=F1.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (4-10); Gesthem (over 1♣ - 2♦ shows M's).
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Gesthem.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs. strong (2 <sup>nd</sup> and 4 <sup>th</sup> seat): X=5+m&4+M, 2♣=M's, 2♦=6+♥ or ♠, 2M=5+M&4+m, 2NT=m's.
Vs. weak (2 <sup>nd</sup> and 4 <sup>th</sup> seat) (weak NT is defined as 13-15 or less): X=14+p, 2♣=M's, 2♦=6+♥ or ♠, 2M=5+M&4+m.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michael's.
Lebensohl over opponent's Weak 2.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=M's, 1NT=m's.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfer responses when opponents double our 1M opening/overcall.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for attitude (count o.	Asks for unblock or count	
	5+ level)		
Queen	QJ(x), QJ10(x)	KQ(x), KQJ(x), KQ10(x),	
		QJ(x)	
Jack	KJ10(x), J10(x)	KJ10(x), J10(x)	
10	K109(x), Q109(x), 10(x),	K109(x), Q109(x), 10(x),	
	109(x)	109(x)	
9	9x, H98(x)(+)	9x, H98(x)(+)	
Hi-X	Even	Xx, XXXx	
Lo-X	Odd	HxxX, HHxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Att (high=enc.)	Att	Odd/Even
2	Count (hi-low=even)	Count	Count
3	Att/Count	Att/Count	Att/Count
NT 1	Att (high=enc.)	Att	Odd/Even
2	Count (hi-low=even)	Count	Count
3	Att/Count	Att/Count	Att/Count
Signals (including Trumps): SP, Smith echo in NT (high card likes the suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: May be light with good shape; may also be off shape after 1M with 4 card in OM.			
Responses: Cue=F1.			
Reopening: 8+p.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X or XX in competition up to 2-level of our M.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Israel</b>
<b>PLAYERS: Levin Amir – Roll Joseph</b>
<b>EVENT: All events</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5 card M, 1♦ = 4+ UNBAL or any 18-19 BAL (no 5M), 1♣ = 2+ (can have longer ♦'s if BAL).
2♣ Opening = GF or 23+ BAL.
2♦/♥/♠ Opening = Weak 2 (4-10); NV – 2♦=Weak (3-10) with both M's (4+4+).
1NT Opening = (11)12-14 NV; (14)15-17 VUL, 5M or 6m possible.
2/1 GF; 1NT response to 1M opening = NF (up to 11).
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
XYZ over 1NT and 1M rebids by opener.
Gesthem.
Transfer responses over opponents' 1♦ overcall and after our 1M opening or overcall is doubled.
Support X and XX in competition up to 2-level of our M.
<b>SPECIAL FORCING PASS SEQUENCES</b>
1S – (X) – XX is F unless opponents jump/raise.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rarely.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11+ HCP, natural or BAL (can have longer ♦'s if BAL)	2♦=weak in M (6 cards); 2♥=5+♠&4+♥ 6-9; 2♠=INV+ in ♣; 2♣=relay GF; 3♣=mixed raise; 3X=Preempt.	1♣-1X-2NT= (1) 6♣&3X GF; or (2) 6+♣ INV with <3X; or (3) 6+♣ GF. 1♣-1X-3♣=15-17 with 6♣&3X.	1♣-(1♦)-X = 4/5♥; 1♥=4/5♠; 2♦=6+♥; 2♥=6+♠.
1♦	X	2	4♠	11+ HCP natural UNBAL or 18-19 BAL (no 5M)	2♦=weak in M (6 cards); 2♥=5+♠&4+♥ 6-9; 2♣=relay GF; 2♠=INV+ with ♦'s; 3♣=INV, natural; 3♦= mixed raise; 3X=Preempt.	Same as 1♣.	1♦-(1♥)-X = 4/5♠; 2♥=6+♠; INV+; 2♠=mixed with 6 card ♠.
1♥		5	4♠	11+ HCP, natural	2♠= weak (4-8 hcp); 2NT=Jacoby 4fit GF; 3♣=INV 3fit; 3♦=INV 4fit; 2♣=relay GF; 3NT/4m=transfer VOIDS.	XYZ after 1NT rebid.	2♣=Druri in 3 <sup>rd</sup> /4th seat.
1♠		5	4♥	11+ HCP, natural	3♥=6+♥ INV; 2NT=Jacoby 4fit GF; 3♣=INV 3fit; 3♦=INV 4fit; 2♣=relay GF; 3NT/4m=transfer VOIDS.	Same as 1♥.	Same as 1♥
INT			4♥	(11)12-14 NV; (14) 15-17 VUL (5M or 6m possible)	2♠=stayman, 2♦/♥=transfer to ♥, ♠; 2♠=range ask or ♣'s; 2NT=♦'s or both m's weak; 3♣=puppet stayman, 3♦=m's 5+5+ GF; 3♥/♠=SPL in M (31)(54); Texas transfers.	1NT-2♣-2X-3♣=re-stayman; 1NT-2♣-2X-3♦=5+ in m (usually with 4M); 1NT-2♣-2M-4♣=BAL slam try in M; 4♦=RCKB; 3OM=slam try with SPL in any.	Transfer lebensohl over competition.
2♣	X	0	4♥	23+BAL or any GF	2♦=waiting, 2♥=0-3, 2NT=8+ 5+♥'s, other NAT.	2♣-2♦-3M=4M&5+♦.	
2♦	X		4♥	NV=M's, VUL = weak	2NT = asks (Ogust over weak 2).		
2♥	X	6		Weak (4-10)	2NT = asks Ogust.		
2♠	X	6		Weak (4-10)	Same as over 2♥.		
2NT				(19) 20-22 BAL, 5M or 6m ok	3♣=stayman; 3suit=transfer; Texas transfer.		
3♣		6		Natural pre.	4♦=RCKB		
3♦		6		Natural pre.	4♠=RCKB		
3♥		6		Natural pre.	4♣=RCKB		
3♠		6		Natural pre.	4♣=RCKB		
3NT	X	7		Solid m, no more than Q outside	4♣/5♠=P/C, 4♦=asks short, 4M=to play.		
4♣		7		Natural pre.			
4♦		7		Natural pre.			
4♥		7		Natural pre.			
4♠		7		Natural pre.			
4NT		7.5-8		Good 5m opening (8.5-9 playing tricks)			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						4NT RCKB (1430); cue-bid style: 1 <sup>st</sup> or 2 <sup>nd</sup> round control; 5NT=usually pick a Slam; Lightner doubles; unserious 3NT in many situations.	
5♥							
5♠							

