

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
ocasionally good 4-card suit at 1 level;
2-level overcalls sound Vul.
CUE-BID RESP F1; New suit=NF , Constructive
Jump RAISE=PRE;
4TH dbl: usually 5 cards + tolerance for partners suit.
1X (1Y) BID (3X) = 7-9, 4 Card X
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS: 15-17(18-)HCP; Can be semi-balanced;
Resp: System on;
Reopen 1NT=11-14, sys on; Reopen 2NT=Michaels;
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK
2NT for lowest unbid suits.
Reopen: Jump Overcall=Intermediate.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE:(1m)-2m:(Majors 55+);(1M)-2M:OM+minor
flexible HCP ranges.
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Both Majors (4+, 4+)
2D = 1 Major
2M = M+minor
Double = HCP
2NT= Long minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
LEB after (WK2x)-DBL-(P)-; 2NT(15-18): system on;
LEB after their weak 2 and also Multi
4NT over 3M or 4M = 2 suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive, but decent suits if VUL.
Truscott
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F 1-level; JUMPS=PRE; Bergen Raises.
New suit at 2 level = nf
RDBL=usually no SUPP, 9+;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/3rd/5th	High (if possible) from even, small from odd	
NT	small from honour	High (if possible) from even, small from odd	
Subseq	Attitude vs NT, 2/4 vs Suit	As in lead	
Other: Vs NT K is strong lead, asking honour drop or count, A/Q ATT			
Vs suit game K lead asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ ,Ax+	Ax, AK(+)	
King	AK+ ,,KQ+	AKJT(+), KQ109(+) etc	
Queen	QJ, QJx(+), AKQ+ (poss.)	QJ(+), AQJ(+), KQ(+)	
Jack	J10, J10x(+),KJT+	HJT+ ,J10(+)	
10	10x, H109(+), 109(+)	as Vs. Suit	
9	9x, H98(+)	9x, 9xx, H98	
Hi-X	Sx, xSx, xSxx, xSxxx	Sx(+) or xSx(+)	
Lo-X	HxS,HxSx HxxxS	with honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O=ENC,E=DIS/SP	O = O (REO)	O=ENC,E= SP
Suit 2	REO Count	S/P	REO Count
3			
1	O=ENC,E=DIS/SP	SMITH	Lavinthal
NT 2	REO Count	REO Count	REO Count
3	S/P		
Signals (including Trumps):			
Trump: s/p			
"SMITH SIGNAL" Vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening Values; CUE-BID=F to agreement			
1m-(DBL)-1M-(2M)=NAT; Over RDBL:Jump is PRE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL THRU 4 ; 1m-(1X)-DBL suggests 4+ , 6+ HCP;			
NEG DBL, then new suit=NF;			
RDBL of NEG DBL = honour			
RESP DBL thru 4 ;			
SUPP DBL up to 2 of pd's suit;			

W B F CONVENTION CARD
CATEGORY: i.e. <u>Green</u> / <u>Blue</u> / <u>Red</u> / <u>HUM</u> / <u>Brown Sticker</u> :
NCBO: ISRAEL
PLAYERS: Noga Tal - Dana Tal
EVENT (Open/ <u>Women</u> /Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card M, Better minor, 2 over 1 GF
1NT = 15-17 in red, 1NT = 12-14 in green
2C = Strong any
2D = weak in 1 Major
2M = 5M + 5(4) m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAEL'S - (1m)-2m is 55+ Majors
(1M)-2M is 5OM + 5 in minor(flexible hcp ranges).
WEAK JUMP RAISES IN COMPETITION.
SCRAMBLING 2NT
SPECIAL FORCING PASS SEQUENCES
Pass=F when: we bid game constructively or when they bid game
after willing to stop in lower level.
IMPORTANT NOTES
Most low-level doubles are T/O.
Many PRE jumps in competition.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4SP	11-21 HCP. 3+ C;	jump shift = weak; 2C =INVERTED; Usually respond up the line.	4sF always to game (only 1c-1d-1h-1s not GF)	
1♦		3	4SP	11-21 HCP. 3 with 4432 only.	as above; 3C = 9-11, 6C INV		
1♥		5	4SP	11-21 HCP;	3C = 4card supp 6-9; 3D = 4card supp limit raise; 2/1 GF, 1NT SF	. 2 way checkback over 1NT rebid. (No checkbeck after 1c-1d-1nt)	DRURY
					3H = PRE ; 2NT = 4 card FIT GF; 1NT=S/F		
1♠		5	4SP	As above	As above		As above
INT				12-14 in green, 15-17 in red	NF stayman ; 3C = pup stay; 4txf ; Smolen	Partial rubensohl	
				5M/6m possible.	4D/H = Texas		
2♣	X			GF	2D = 3+ ; 2H = 0-3 ; 2NT = 5+ H, pos		
2♦	X			Weak in H or S	2H/S = P/C 2NT = ASking	2D -2NT- 3C = max 3D =wk H,3H =wk S	
2♥	X			5H + 5(4-NV)m, weak	3C = P/C 2NT = Ask mnor and strength, 3C/D = min, nat 3D = general inv in M 2H- 2SP - constructive		
2♠	X			5S + 5(4 - NV))m, weak	same as above. 2SP - 3H = GF		
2NT				20-22HCP;BAL/SemiBal	3C = Puppet stay ; 3X = TXF; 3SP = minors.		
3♣				PRE			
3♦				PRE			
3♥				PRE			
3♠				PRE			
3NT	X			Gambling	4m = P/C ;		
4♣	X			NAMYATS - typical - 8 tricks in H	4D - slamish. 4H - To play		
4♦	X			NAMYATS - typical - 8 tricks in S	4H - slamish. 4S - To play		
4♥				PRE			
4♠				PRE			
4NT				9 tricks in a minor	5m - P/C		
5♣						HIGH LEVEL BIDDING	
5♦						CUE=usually 1st or 2nd ;	
5♥						FREQ SPLTR BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER;	
5♠						1430 RKCB, 1st step asks for Q of trumps and K's	
						RKCB-DIPO DEPO ,RiPO; "GERBER" over NT open;;	
						Raise to 5M trump ask if known fit,	
						LIGHTNER DBL; JOSEPHINE	