

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level = 7-16 (4 cards rare) , 2 level = 10-17
Resp : new suit 1&3 level are Forcing , 2 level is constructive NF
Cue bid = limit+ with support / very strong hand
Jump raise = preemptive
Jump cue bid = mixed raise (7-9 with 4 cards support)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (can be 5M , 5422 , 6m)
Resp : system on
1nt in 4 <sup>th</sup> position = 11-14 , system off (only cue is forcing)
2nt in 4 <sup>th</sup> position = 19-21 , system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak Jump overcall
Jump to 2nt = lowest 2 suits (weak/strong)
Reopen: intermediate 14-16 with 6 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue bid = (1m) 2m = both majors
(1M) 2M = OM+minor (then 2nt ask inv+ , 3c=p/c)
(1x) 2NT = 2 lowest suits
Stayle weak (7-12) or strong (16+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT : multy landy
2cl=both majors (then 2d ask length)
2d = 1M (then same system as opening)
2M=5M&4+m (then 2nt Ask m , 3m=s/o)
dbl=5m+4M (then 2cl=ask m , 2d=ask M , 2M=nat s/o)
Vs weak NT : same + dbl=14+ (we are F up to 2M)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over take out dbl we use LEB
2nt = 15-18 (system on) , cue = ask stopper (solid m +)
Jump to 4m = leaping michaels (m+OM)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Aggressive overcall
Over 1cl strong : 1nt=minors , dbl=majors
Over 2cl/2nt strong : same system as over 1nt (dbl on 2cl is majors)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redbl = 9+ then any dbl is penalty
New suit 1 level = system on
New suit 2 level = 6-9 NF , Bergen on , inverted on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> / 4 <sup>th</sup>	Same + low from xxx	
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	Same + low from xxx	
Subseq	same	same	
Vs NT : K ask unblock/count A/Q ask attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A , Ax , Ax+ , AK+	AKx+ , AKJ+	
King	AK , KQ+	AKJT+ , KQT9+	
Queen	Q , Qx , QJ+	KQxx , QJ , QJT+ , QJ9+	
Jack	J , Jx , JT+ , HJT+	Jx , JTx , JT9+ , JT8+ , HJT+	
10	10x , 109+ , H109+	10x , 109x , 1098+ , H109+	
9	9x , 98+ , H98+	9x , 98+ , H98+	
Hi-X	Xx , xXx , xXxx+	Xx , xXx , xXxx+	
Lo-X	HxX , Xx , HxxX+	HxX , Xx , HxxX+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd=enc	Count=nat	Odd=enc
Suit 2	Count = nat	s/p	Even = s/p
3	s/p		
1	Odd=enc	Count = nat	Odd=enc
NT 2	Count = nat	s/p	Even = s/p
3	s/p		
Signals (including Trumps):			
Smith echo = high = enc from both sides			
In trumps = s/p			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ with shape			
Resp : suit = 0-7 , jump = 8-11 , cuebid = 12+			
Over opp redbl : jump=weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative dbl up to 4H , higher=points			
Support dbl up to 2M (not over 1NT/CUEBID)			
Responsive dbl , maximal dbl (invitation in competitive bidding)			
1x (dbl) redbl = 9+ , then any dbl is penalty			
Lightner dbl			
Lead directing dbl			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ISRAEL</b>
<b>PLAYERS: Yaniv Zack – Ilan Cohen</b>
<b>EVENT ALL EVENTS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 Over 1 game forcing
1NT F. 1 round. 5-11
5 cards major
1d can be 3 cards only when 4432
1nt = 15-17 (can be 5 major/6minor)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2d = weak M
2h/s = 5M+5m 5-10 hcp
3nt = gambling (solid minor max Q outside)
Michaels cue bid (weak/strong)
Weak Jump Shift
Bergen raises
Inverted minor
Lebensohl – fast denies
Escape from 1nt dbl (pen) : redbl = any 5 cards suit
Bid = suit+1 above
Pass = ask redbl , then bid: suit+higher
Long & Short Trial bids
Good/bad 2nt (only for opener , only for opener suit , only when responder show 6+p.)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x (dbl) redbl : Forcing up to 2x
2cl (any) pass : forcing
High level when we bid game and opp go to defense
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> seat can be light
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 hcp. We open 1c with 3-3 minors	1 level=nat 4+ cards . inverted minor (also over dbl) , weak jump shift , 2nt=c 0-5 , 3d/h/s=pre 4-7	4 suit forcing , 2wcb , new minor forcing over 2cl rebid	
1♦		3	4H	11-21 hcp. Can be 3 cards only when 4432	Same as 1cl + 3cl=9-11 with 6 cards	Same as 1cl	
1♥		5	4D	11-21 hcp. 5 cards	1nt=f1r , 2x=FG 4+ cards , 3cl=6-9 with 4 cards support , 3d=10-11 with 4 cards support , 2nt=jacoby , 3h=pre 3sp/4cl/4d = void 9-12	2wcb , long&short trial bids	2cl=drury 2nt= 9-10 with 6 cards club
1♠		5	4H	Same as 1h	Same as 1h + 3h=9-11 with 6 cards	Same as 1h	Same as 1h
INT			3 level	(14) 15-17 bal , can be 5M Can be 5422,6322	2cl=stayman (NF) , 2d/h/sp/nt=transfers , 4d/h=texas , 3cl=puppet stayman , 3d=5+5 minors 3M=3145 (single in M suit)	Smolen , delayed texas	
2♣	V			23+ hcp or 9 tricks Forcing to game	2d=relay 0-7 (can be 8+ if bal) New suit = good suit 5 cards 8+hcp	Over opp overcall: dbl=0-3 , pass=4+ 3cl puppet over opener 2nt	
2♦	V		2h/sp	Weak 1 major 5-10 hcp with 6 cards	2h/sp=p/c , 2nt=ask (inv+) , 3m=nat forcing strong , 3h/sp=p/c , 4cl=ask in tra , 4d=ask suit , 4M=to play	Over 2nt: 3cl=max , 3d/h=tra with min Over 2sp: 2nt=max h , 3cl=medium , 3d=min	Can be 5 cards 3 <sup>rd</sup> seat
2♥		5	Pen	5-5 h+minor 5-10 hcp.	2sp=nat F1 , 2nt=ask (inv+) , 3m/4m/5m=p/c 3h = not inv. , 3sp=nat F (6 cards)	Over 2nt: 3m=nat min . 3h=max with cl , 3sp = max with d	Can be 5-4 in 3 <sup>rd</sup> seat
2♠		5	Pen	Same as 2h	Same as 2h + 3h=nat F (6 cards)	Same as 2h	Can be 5-4 in 3 <sup>rd</sup> seat
2NT			3 level	(19)20-22 bal , can be 5M Can be 5422,6322	3cl=puppet , 3d/h=tran , 4d/h=texas , 3sp=mss (ask for 4 cards minor) , 4nt=inv. , 4cl=majors (for game or slam) , 4sp=ask suits slam forcing	Special replay over 3cl-3d puppet 3h=maybe 4sp , 3SP=4cards h , 3nt=4h+4s	
3♣		6	Pen	Preemptive 5-10 hcp	New suit= F1 , 4d=slamish cl		Can be light 3 <sup>rd</sup> seat
3♦		6	Pen	Preemptive 5-10 hcp	New suit = F1 , 4cl=slamish d		Can be light 3 <sup>rd</sup> seat
3♥		6	Pen	Preemptive 5-10 hcp	New suit = F1 , 4m=cuebid		Can be light 3 <sup>rd</sup> seat
3♠		6	Pen	Preemptive 5-10 hcp	New suit = F1 , 4m=cuebid		Can be light 3 <sup>rd</sup> seat
3NT		7	pen	Gambling , solid minor With max Q outside	4cl=p/c , 4d=ask short , 4h/sp=to play	Over 4d: 4h/s=short , 4nt=7222 , 5m = nat + short in other minor	
4♣		7	Pen	preemptive	4d=slamish cl , 4h/sp=to play		
4♦		7	Pen	preemptive	4h/sp/5cl=natural		
4♥		7	Pen	preemptive	Suit= 2 losers (slamish)		
4♠		7	pen	preemptive	Suit = 2 losers (slamish)		
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						4nt=rkcb 1430 , next step ask Q , 5nt=ask specific K	
5♥						Jump to 5nt=ask honors in trump suit (answers in steps)	
5♠						Cue bids , splinters , lightner dbl Ropi , dopi , depo 4cl=gerber over 1nt (1430)	

