

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Level 1: 8-16
Level 2: 11-16
Cue bid good hand, in M - fit
Michaels: standard, 8-11 or 16+
<b>INT OVERCALL</b>
2 <sup>nd</sup> hand 15-18 systems on, typically with stopper (same in 2NT bid over weak 2 opening by opps)
4 <sup>th</sup> hand 12-14 systems on
<b>JUMP OVERCALLS</b>
Direct: WJO
Unusual NT
On Weak 2's: Leaping Michaels (3NT as 2 lower remaining suits)
<b>DIRECT CUE BIDS</b>
Michaels - weak 8-11 or strong 16+
<b>VS. NT</b>
Nt
Multi Landy (2 <sup>nd</sup> and 4 <sup>th</sup> ) - X=5m/4M. 2C=M5-5. 2D=6M.
2H/S=Capp. Style. 2NT=minors
<b>VS.PREEMPTS</b>
Over weak 2: X initiates Lebenshol
On higher level pre-empts (3 and above), X is takeout (optional)
Direct cue bid at 3 level asks for stopper for 3NT
Leaping Michaels on weak 2♥/2♠ (even if via 2♦)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1NT and 2 level responses are non-forcing and natural
XX is 10+ and shows lack of support in the opening suit
Jordan 2NT for limit+ support (Jacoby 2NT is off)
Bergen is on. Inv.Min is off (3 and 4 level bids are weak)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(preference)/A(+)	AKQ(+)/AKJ(+)	
King	KQ(+), AK (count)	KQT(+)/KQJ(+)	
Queen	QJ(+)	QJ9(+)/AQJ(+)/QJT(+)	
Jack	JT(+)/Jx/J	JT9(+)/JT8(+)	
10	KT9(+)/QT9(+)/Tx/T	AT9(+)/KT9(+)/QT9(+)/JOURNALIST	
9	9x/9	9x/9	
Hi-X	Xx/xXxx(+)	Xx/xXxx(+)	
Lo-X	HxX/HxxX(+) or MUD	HxX/T9xX(+)/HxxX(+) or MUD	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude - odd enc.	Count - high even	Odd-enc
Suit 2	Count - high even	Suit pre.-Lavinthal	Count - high even
	Suit pre.-Lavinthal		Suit pre.-Lavinthal
1	Attitude - odd enc.	Smith odd enc.	Odd-enc.
NT 2	Count - high even	Count - high even	Count - high even
	Suit pre.-Lavinthal	Suit pre.-Lavinthal	Suit pre.-Lavinthal
Smith odd enc. from both sides against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b>			
Natural			
Exception: over weak 2, the X initiates Lebenshol			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
Negative X (typically up to 3♠)			
Support X/XX			
Lead directing X			
X over two-suiter overcall on 1NT is good hand and is penalty X on one suit			
SOS XX			

W B F CONVENTION CARD
V007
<b>PLAYERS:</b> Yotam Omer (#20715) Zach Omer (#1814) עדכני מרץ 2021
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF (on major opening), 1NT semi-forcing 5533
1NT: 15-17 optional 5 major suit, 2NT: 20-22 optional 5 major suit XYZ
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michaels and Leaping Michaels Unusual NT Jacoby 2NT Jordan 2NT Gambling 3NT Lebensohl XYZ, puppet stayman over 1NT and 2NT Bergen raises Texas Multi 2♦ (weak 2 major)
<b>HIGHER LEVEL BIDDING</b>
RKCB1403 / Exclusion RKCB0314 Splinters Cuebid is 1st/2nd round control DOPI/ROPI Gerber JOSEFIN 012
<b>IMPORTANT NOTES</b>
Lebensohl (on NT and weak 2 X) 4 <sup>th</sup> suit forcing Long and short trial bids
<b>PSYCHICS:</b> Rare

OPENING	TICK IF APPLICABLE	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	12-21	Inverted Minors. 2NT=0-5,clubs. 3♣=6-9,clubs WJS, rest natural	XYZ	
1♦		3	3♠	12-21	Inverted Minors. 2NT=0-5,diam. 3♦=6-9,diamonds WJS, rest natural (2♦ is 10+ not GF)	XYZ	
1♥		5	3♠	12-21	2/1 GF, 1NT: 6-11 (semi-forcing 1 round), Bergen raises (3♣=7-9 OR 11-10 3 cards support), Splinters-void, WJS, weak jump support, 1way Drury Jacoby 2NT Jordan 2NT on X. 4♠ – to play	Short/long trial bids XYZ  3♣: minimum. 3♦♠: nat. 15+. 3♥:clubs 15+. 3NT: bal.18-19. 4♠:6322 15-17. 4C/D - void	
1♠		5	3♠	Same as 1♥	Same as 1♥. 4♥ – to play	Same as 1♥. 4C/D/H - void	
INT				15-17,can be 5M, semi-balanced	Stayman non-forcing, transfers, Texas transfers, 2NT transfer to ♦. Overcall initiates Lebenshol Puppet. 3♦=M5-5. 3♥/♠=singleton. Gerber		
2♣	√			22+ HCP, or 8.5+ tricks any hand	2♦=4+. 2♥=0-3. 2NT=5+ hearts, 8-11, jump with stronger hands (12+)	Any first suit bid is typically 5+ cards	
2♦	√			Weak 2 in ♥/♠ usually 5-10	2♥/♠: weaker major ("pass or correct") with under opening hand 2NT: ask for suit and strength Any other bid: to play	2♠: major correction (weak 2 hand)  3♣: ♥9-10, 3♦:♠9-10, 3♥:♥6-8, 3♠:♠6-8, 3NT: ♥/♠AKQ	
2♥	√	5+4m		Typically 6-10	2NT is relay, forcing (opening +) asking suit+strength 3♣: pass or correct 3♦: invitational Other bid: to play (if ♣-p/c)	3♣=clubs,6-8. 3♦=diamonds,6-8. 3♥=clubs,9-10. 3♠=diamonds,9-10	
2♠	√	5+4m		Typically 6-10	2NT is relay, forcing (opening +) 3♣: pass or correct 3♦: invitational Other bid: to play (if ♣-p/c)	3♣=clubs,6-8. 3♦=diamonds,6-8. 3♥=clubs,9-10. 3♠=diamonds,9-10	
2NT				20-22, can be 5M, semi-balanced	Puppet. 3♠=minors. 4♣=M5-5. Texas		
3 any suit		7 (can be 6m non-vul)		Pre-emptive usually 5-10	New suit forcing		
3NT	√	7m		Gambling (7/8 solid minor no A/K outside)			
4/5/6 any suit		7+		Natural (pre-emptive)			