

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NV 6+, Vul 8+ but flexible by the suit quality. Responses: nat. 2 level
NF, 1 and 3 levels F. After opponents' Dbl, transfer approach up to 2M.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6-9 –NV can be flexible. 2N unusual.
Reopen: 14-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels: showing majors or OM+ ♣ depending on opening. Over 1 ♣, 2 ♦ plays the role of cuebid.
VUI 3 ♣= OM+ ♦ over 1M opening
Style: 8+ in Vul, 6+ NV.
Responses: nat.
Over weak NT (not containing 16), Dbl = Points (14+ or so). 2 ♣ = Both Majors 2 ♦ = ♥, 2 ♥ = ♠, 2 ♠ = 4 ♠ 5+m
Over Strong NT: Dbl = 1 minor or both Majs 2 ♣ = ♣ +Maj
2 ♦ = ♦ + Maj 2Maj = Nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = t.o., jumps 8-11 or leaping Michaels.
(3M)-4m = leaping Michaels. NT up to 3N is nat, above, 2 suiter.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣</b>
X = Majors, NT = minors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Following 1M opening, transfer approach. In general, up to 2M raise.
Re = business, else natural.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2\4	3/5	
NT	2/4	3/5	
Subseq	2/4	2/4	
Other: Rusinow from 5 level, or declarer known with 7card suit/ 55+. During the game 2\4 (low from xx middle from Hxx) and rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Most AK combinations (att)	AK(x)	
King	KQ or rarely AK sec	Strong lead- ask for count or unblock	
Queen	QJ(x), Qx	QJ(x), Qx, KQ(x)	
Jack	J10(x), HJ10(x), Jx	J10(x), HJ10(x), Jx	
10	109(x), 10x, H109	HT9	
9	98(x), 9x	T9	
Hi-X	2 or 4 card suit		
Lo-X	3 or 5 card suit		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	ODD= E EVEN= S\P
Suit 2	Count	S/P	Count
3	S/P		
1	Att		
Signals (including Trumps): Natural S/P, UDCA, Italian in discard.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, natural responses.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dbl up to 2♠, Negative Dbl, Responsive Dbl. In competition, usually t.o.			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Israel</b>
<b>PLAYERS: Oren Toledano, Ami Zamir</b>
EVENT: Junior European championships U26
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong club. 1 ♣ = 16+.
1 ♦ = 11-15, usually 2+ ♦.
5-card Majors. 10-15
2 ♣ opening = 11-15, 6+ ♣. Can be 5 card 3 <sup>rd</sup> seat.
2 ♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
14-16 NT NV Good 14- 17 vul or 4 <sup>th</sup> seat NV.
2\1 response = GF with 2 ♣ artificial
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1 ♣ opening = 16+, artificial
1 ♦ opening = 11-15, 2+ ♦'s (or stiff honor).
2 ♦ opening = 11-15, short ♦, 3-suiter w 3 card M possible
2 ♣ opening = 6+ ♠'s 10-15.
ART responses to 1 ♣ opening (1 ♥ and higher = FG).
Some transfers in competition. 1M-X, 1 ♦-X, 1 ♦-2M, 1M-2M
1 ♦-P-2 ♥ = 5 ♠ 4+ ♥ less than inv / inv
1 ♠-p- 2 ♠ = INV: with minor or Bal.
<b>SPECIAL FORCING PASS SEQUENCES</b>
In low-level situation, up to 2 ♥.
In high lvl forcing position we play dbl as good hand and pass is request double. 1 ♠- (4M) or higher we are in forcing position.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rather rare</b>

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		1♣ X 0 16+ ART, F1. Upgrades common.	All ART. 1♦=0-7, others FG. 1♥=. 8-11 any, w/o 5 card ♠ 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=12-13 or 16+ Bal, 2♠=12+ any 4441, 2NT = 14-15 Bal, 3♣♦♥♠ = weak	1♣-1♦ (1), 1♣-1♥ (2), 1♣-1♠ (3), 1♣-1NT (4), 1♣-2m (5), 1♣-2♥ (6), 1♣-2♠ (7)	Everything other than 1♦ is Nat GF. Jump is 4441 in the suit.
1♦		2	3♠	2+♦, 11-15, stiff honor possible	1NT = 7-11, 2m = GF, 2♥ = 5♠4+♥ not inv / 2♠= inv bal or 1 minor 2NT = both minors, 3♣+ = preemptive	XYZ structure	Transfers after opps overcall: Dbl 2M
1♥		5	3♠	10-15 Nat	2/1 GF, 3♥ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♣= Max with 3(4) card fit
1♠		5		10-15 Nat	2/1, 3♠ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♣= Max with 3(4) card fit
1NT			3♥	14-16 NV VUL= Good 14 to 17.	Transfers, 2♠=range ask or ♣, 2NT=♦,3♣=puppet, 3♦=5-5 Majs INV, 3M=short, Texas		
2♣		6	3♠	6+ clubs 10-15	2♦=ask,2M=NF,2NT∅3♣for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♠, 3♠=6♠4♥ GF, 4♣=mixed	After 2♦, 2♥ shows either 25+ bal or nat.2♦: 2♥=4M, 2♠=not bad, 2NT=nat, 3♣=bad, 3♦=good nat,3♥=5♥,3NT=5♠,3♠=solid♣+	
				NV: include weak 2 in ♦, 2-9	Over NV opening 2♦= p/c 2M NF nat 2NT ask 3M forcing nat		
2♦	X	0	NO	11-15, short ♦: 4405, 4414, 3415,	2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=natural inv, 3M=INV, 4♣=mixed, 4♦=pick, 2NT = ask	2NT:3♣=min,3♦=4414,3M=3M,3NT=4405, 2NT-3♣-3♦: 3M=3M,3NT=4414,4♣=4405	
2♥		6(5)		6(5)♥, 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2♠		6(5)		6(5)♠ 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2NT				20-21	4x = South African trf Various minor slam oriented bids act as optional KC.		
3♣		6		In 1/3 NV, 0-7, otherwise 5-9	4♦ KC, 3♠= ask for 3 card M.		
3♦		6		In 1/3 NV, 0-7, otherwise 5-9	4♣ KC		
3♥		7(6)		In 1/3 NV, 0-7 otherwise 6-9	4♣ KC		
3♠		7(6)		In 1/3 NV, 0-7 otherwise 6-9	4♣ KC		
3NT				Good 4M opening around the 8 tricks.	4♣= slam try in the Maj 4♦= bid your Maj.		
4♣				Nat			
4♦				Nat			
4♥				Nat			
4♠				Nat			
4NT	X			Both Minors			

Note 1: after 1♣-1♦

1M = 4+, F1. If 4 then unbalanced 3-suiter or longer minor. 1NT=17-18, 2m=NF and denies 4M, 2♥=Kokish showing GF NT or ♥, 2♠=strong 5+♠, 2NT=22-23, 3♣=strong 5+♣, 3♦=strong 5+♦ < 4M, 3M=strong 5+♦ 4M. 1♣-1♦-1M: 2♣=6-7 art, < 3M. 2♦=(5)6-7 art, 3fit M. Over 2♣: 2♦=art, usually weak.

Note 2: 1♣-1♥

1♠=5+♠, 1NT=17-18bal or close, 2♣/2♦=nat 5+ cards, 2♥=6+♥ and either 4+m or Balanced, 2♠=any 4441 or 5440 with any void and 5♥, 2NT=22+, all 3 level rebids show 5♥ with specific 431 shape. 1♣-1♥-1♠: 1NT waiting, 2suit natural showing 6 or 5 good. 2NT and higher are raises with shape. 1♣-1♥-2♣:2♦=art ask, 2♥=5+♥, 2♠=5+♦, 2NT=raise with 4M, 3♣=♣ no 4M, 3 other=splinter. 1♣-1♥-2♦:2♥=art ask with 4M, 2♠=5+♥, 2NT is raise with 4M, 3♣=raise no 4M, 3♦=♣, 3M = splint.

Note 3: 1♣-1♠

1NT=relay, wide range, 2♣=♥ 5+ cards, 2♥=6+♣ 2♠=♠ raise asking, 2NT=3♠ unbal, 3m=3 fit and 6m, 3♥=3-6, 4♣♦♥=void

note 4:

1♣-1NT 2♣=relay, 2♦♠=nat 5+ cards, 2♥=6+♣, 2NT=4+♥, 3m=3 fit with 5m bal