

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (can be 5M , 5422 , 6m)
Resp : system on
Int in 4 th position = 11-14 , system on
2nt in 4 th position = 19-21 , system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jump overcall
Jump to 2nt = lowest 2 suits (weak/strong)
Reopen: intermediate 14-16 with 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bid = (1m) 2m = both majors
(1M) 2M = OM+minor (then 2nt ask inv+ , 3c=p/c)
(1x) 2NT = 2 lowest suits
Style weak (7-12) or strong (16+)
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT : modified DONT
2M = nat
2m = 5+m 4M (then 2H is p/c for major)
Dbl = 1 minor or both majors (then 2C asks)
2nt=minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over take out dbl we use LEB
2nt = 15-18 (system on) , cue = ask stopper (solid m +)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive overcall
Over 1cl strong : Int=minors , dbl=majors
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd / 4 th	Same + low from xxx	
NT	2 nd / 4 th	Same + low from xxx	
Subseq	same	same	
Vs NT : K ask unblock/count A/Q ask attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A , Ax , Ax+ , AK+	AKx+ , AKJ+	
King	AK , KQ+	KQT+	
Queen	Q , Qx , QJ+	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+	
SIGNALS IN ORDER OF PRIORITY			
	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	lavinthal
NT 2	Count = nat	s/p	Even = s/p
3	s/p		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ with shape			
Resp : suit = 0-7 , jump = 8-11 , cuebid = 12+			
Over opp redbl : jump=weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbl up to 4H , higher=points. 1♣-(1♦)-DBL = 4-4 Maj's.			
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
CATEGORY: GREEN
NCBO: ISRAEL
PLAYERS: GILI BEN NAHUM – CLARAHOLCZER
EVENT ALL EVENTS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 Over 1 FG, 1NT responses = F1 over 1M opening
5 cards major
1♦ with 4+ cards, 1♣ can be 2 cards only when 4432
1nt = 15-17 (can be 5 major/6minor)
2nt=20-22 (can be 5 major/6minor)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = weak M
2♥/2♠ = 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
Long & Short Trial bids
Michael's CB
SPECIAL FORCING PASS SEQUENCES
1x (dbl) redbl : Forcing up to 2x
2cl (any) pass : forcing
High level when we bid game and opp go to defense
IMPORTANT NOTES
3 rd seat can be light
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	11-21 hcp.	1 level=nat 4+ cards . inverted minor (also over dbl) , weak jump shift , 3d/h/s=pre 4-7	4 suit forcing , two way check back stayman , new minor forcing over 2cl rebid	
				Can be 2 cards only when 4432		Reverse by opener: forcing; Reverse by responder: FG	
1♦		4	4H	11-21 hcp.	Same as 1cl + 2x=FG, 3cl=9-11 with 6 cards	Same as 1cl	
1♥		5	4D	11-21 hcp. 5 cards	1nt=6-11 F1 , 2x=FG 12+ , 3cl=6-9 with 4 cards support , 3d=10-11 with 4 cards support , 2nt=jacoby , 3h=pre 3sp/4cl/4d = void 9-12	two way check back stayman , long&short trial bids	2cl=drury
	1♠	5	4H	Same as 1h	Same as 1h	Same as 1h	Same as 1h
INT			3 level	(14) 15-17 bal , can be 5M	2cl=stayman (NF) , 2d/h/sp/nt=transfers , 4d/h=texas , 3cl=puppet stayman , 3d=5+5 minors	Smolen ,	
				Can be 5422,6322	3M=3145 (single in M suit)		
2♣	V			23+ hcp or 9 tricks	2d=relay 0-7 (can be 8+ if bal)	Over opp overcall: dbl=0-3 , pass=4+	
				Forcing to game	New suit = good suit 5 cards 8+hcp	3cl puppet over opener 2nt	
2♦	V		2h/sp	Multi=Weak 1 major	2h/sp=p/c , 2nt=ask (inv+) , 3h/sp=p/c	Over 2nt: 3d=weak H , 3h=weak SP 3 cl=8-10 points	
							Can be 5 cards 3 rd seat
2♥		5	Pen	5-5 h+minor	2sp=nat F1 , 2nt=ask minor		Can be 5-4 in 3 rd seat
				5-10 hcp.	3h = not inv. , 3sp=nat F (6 cards)		
2♠		5	Pen	Same as 2h	Same as 2h + 3h=nat F (6 cards)		Can be 5-4 in 3 rd seat
2NT			pen	20-22 BAL (semi-bal)	3cl=p.stayman , transfers , texas transfers		
3♣		6	Pen	Preemptive 5-10 hcp	New suit= F1 , 4d=slamish cl		Can be light 3 rd seat
3♦		6	Pen	Preemptive 5-10 hcp	New suit = F1 , 4cl=slamish d		Can be light 3 rd seat
3♥		6	Pen	Preemptive 5-10 hcp	New suit = F1 , 4m=cuebid		Can be light 3 rd seat
3♠		6	Pen	Preemptive 5-10 hcp	New suit = F1 , 4m=cuebid		Can be light 3 rd seat
3NT		7	pen	Gambling , solid minor	4cl=p/c , 4d=ask short , 4h/sp=to play	Over 4d: 4h/s=short , 4nt=7222 ,	
				With max Q outside		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			
4♠		7	pen	preemptive			
4NT						HIGH LEVEL BIDDING	
5♣						4nt=rkcb0314 , 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	
5♠						Ropi , dopi , depo	
						4cl=gerber over 1nt	