

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
overcall in 1 level= 7-17, responses nat, the new suit is F at the 1L and 2L
cue bid: fit INV+, jump support: mixed range, 2NT: 4+ card fit INV+, jump cue bid is weak (0-5)
overcall in level 2: 10-17 responses nat and forcing 1 round
advancing on overcall: jump in a new suit: weak
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 system on
Balancing seat: 11-15(16-17) system on
2NT overcall 4th seat: 18-19 system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: weak jump shift overcall
2 suits: Micheals (1MA) 2MA: same follow ups as if we open 2MA
4th seat: jump overcall 14-16 with 6/7 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
jump cue bid: asking for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Multy Landy: DBL: minor longer than major (2♣ asks for m, 2♦ asks for the ma)
2♣: both M's 5+4+
2♦: one long MA, 2MA: MA+m (same follow ups as after 2♦♥♠ opening), 2NT:♣+♦ (5+4+)
Against weak NT: DBL is points (forced through 2♦)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs. weak 2 openings: DBL:take out, Lebensohl responses,
Cue 3x: asking for a stopper, (2MA) 4♦♠: 55 with other MA (3♣) 4♦: ♦+Ma, (2MA) 4MA: strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL 10+, 1MA (DBL) 1nt/2cl/2d=transfers (2MA-1 is constructive, 2MA is weak)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4 From length and Highest from doubleton	Low from xxx unless supported	
NT	2/4 From length and Highest from doubleton	the same as against suit	
Subseq	2/4		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKJ+,Ax	AKJx, AKTx	
King	KQx, KQJ, KQT, AK or AKxx From 5 level	KQJT, KQT9, AKJT	
Queen	QJT,QJ9, QJx	KQJ, KQX,QJT, QJ9, QJx	
Jack	JT9, Jx, JTx, KJT	JT9, Jx, JTx, HJTx	
10	Tx, QT9x, KT9, T9xx	AT9, KT9, QT9, T9xx	
9	9x or H98	9x or H98	
Hi-X	even numbers of cards		
Lo-X	low numbers of cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high enc	count std	s/p (Italian)
Suit 2	count std	s/p lavinthal	
3	s/p Lavinthal		
1	ATT (High enc)	count std	s/p (Italian)
NT 2	count std	s/p Lavinthal	
3	s/p lavinthal		
Signals (including Trumps): high enc and Italian (odd enc, even Lavinthal) on discard			
high- low=even, smith= high enc (mostly in NT)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T.O.: 10+ HCP,			
Responses: non jump = 0-7, jump= 8-11, Cue bid= forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Takeout, Negative, Responsive, Support DBL/RDBL (through 2MA)			
SOS RDBL, Lightner DBL, Maximal (invitational)			

W B F CONVENTION CARD
CATEGORY: Women
NCBO: ISR
PLAYERS: Adi Asulin & Hila Levi
EVENT: All events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major
3+ minor: prefer 1♣ with 3-3m's, Prefer 1♦ with 4-4 m's
1NT: 15-17 (5M/6m/5422 possible)
2/1 with 1NT SF response
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2♦ opening: weak major
2MA opening: 5MA + 4any minor 5-11 points
Bergen Raises advancing 1MA opening (also after DBL)
Inverted minors
Weak jump shift responses (mixed range): 1x-2MA or 1♣-2♦ or 1x-3MA as double jump
1♠-3♥ and 1♦-3♣ (good 6 cards+ cards with 9-11 points)
third-hand light openings
SPECIAL FORCING PASS SEQUENCES
After 1X (DBL) RDBL forced through their Jump/Support
2♣ (any) pass is forcing
IMPORTANT NOTES
PSYCHICS: rare

open ing	min card s	Neg dbl	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	3		3+ 11-21 HCP	2♣:10+ HCP 4+cards, 2X: 6-9 p, 6 cards, 2NT: balanced 11-12, 3♣:6-9 HCP 4+♣, 3X: 6-9 HCP 7 cards	1♣-1♦-1MA: unbal, 1♣-1♦-1NT: can have 4MA, 2way CBS, 1♣-1X-2NT- 3♣: CBS, 3x: GF NAT SLAM TRY	After DBL: Inverted Minors off, 3♣: mixed raise, 2NT=fit 10+. 2x: NAT 6-9, 2WAY CBS on if they DBL, unusual vs. unusual after 2-suit overcalls
1♦	3		3+ 11-21 HCP	Same as 1♣.1♦-3♣ NAT INV, 1♦-2♣ GF	1♦- 2♣-2MA: shows some extras, 1♦-2♣-3MA: splinter	same as 1♣
1♥	5		5+♥ 11-21 HCP	1NT SF, 2♣- GF 2+, 2♦ GF 5+, 2♠: weak 6-9 HCP 2NT: GF 4+ MA, 3♣: 6-9 4cards fit, 3♦/♥: Bergen, 3♠: any single 9-11, 3NT/4♣/4♦: single 12-15 points (3NT: S single 12-15)		After DBL: transfers, unusual vs. unusual after 2-suit overcalls
1♠	5		5+♠ 11-21 HCP	Same as 1♥. 1♠-3♥= INV 9-11 6♥ (good suit), 3NT=any single 9-11 (4cl ask for the single)		
1NT			15-17 HCP (semi) balanced (5M/6m/2452 possible)	2♣:NF Stayman, 4 suit transfers, 3♣: Puppet Stayman, 3♦: INV/GF 5-5 MA, Texas transfers, 3MA: shortness (can have 4♠ if MA=♥), 4♣ Gerber	1NT-2♣ -2♦- 2♥: garbage, 2♠: 5♣, 4♥ INV, 3MA: Smolen, 4♦/♥: delayed Texas; 1nt-2♥ -2♠-3♥: 55 slamish 1NT-3♥ -3♠: 4 cards, 4♠: 5 cards	After penalty DBL: RDBL 1 suit, 2x: shows 2 touching suits, Pass: forcing to RDBL (to pass or 2x show 2 non-touching suits) System on after ART DBL or non-majors 2♣ Texas transfer on through 3♦ After 2♦/♥/♠ Lebenshol with negative DBL Penalty oriented DBL after artificial overcalls
2♣			23+ HCP or 9+ tricks	2♦ :4+, 2♥:0-3 (without a king), 2♠/3♠:8+p with a good suit, 2NT: 8+ 5+h	2♣-2♦-3MA: suit setting, 4x:A, 3NT:king, 3sp: can be both A or K	Pass: positive DBL: negative, system on over DBL
2♦			weak MA 6 cards (5-11 HCP)	2MA/3♥: p/c, 2NT: asking (good hand), 3m: F, 3♠: sp inv 6+ cards, 4♣-bid your suit in transfer, 4♦-bid your MA, 4MA NAT	2♦-2NT-3♣/♦: min with corresponding MA, 3MA Max with OM, 3NT solid MA, 2♦-2♠-2NT: ♥ any range, 2♦-2♠-2NT-3♠: ♠ GF, 2♦-2♥-2♠-3♥: GF 2 ♦ -2 ♠ -2NT-3 ♠ 5,5 GF	
2♥			5♥+4+minor (5-11 HCP)	2♠: NF, 2NT: asking (good hand), 3♣: p/c, 3♦: INV in ♥ (always on in competition), 3♠ GF 6 cards, 4♣/5♣ P/C in the minors	2♥-2NT-3♣/♦: min with m, 3MA is Max with corresponding m 2♥-2NT-3♣-3♦ (slamish ♣) 2♥-2NT-3♠-3♣=slam ♥	If they bid game 4NT bid your minor
2♠			5♠+4+minor	Same as 2♥, 3♥: GF 6 cards	Same as 2♥	If they bid game 4NT bid your minor
2NT			20-22 HCP (semi) balance	3♣: Puppet Stayman, transfers, 3♠: minors 5+4 or only ♦, 3NT: 5♠+4♥, 4♣: Texas transfer both M's, Texas transfers	2NT – 3♣ -3♦ -4♦ both majors ,2NT- 4♦/♥ -4NT: KC	
3X	7/6		pre-emptive (when we are not vulnerable VS vulnerable and third hand position can be really light)	new suit F, 3m-4om: KC, 3m-4nt: INV (good trump)		
3NT	7		Gambling	4/5 cl: pass/correct,4d= asking for shortness, 4MA: to play	SLAMISH BIDDING	
4♣	Nat			4♦: slam try, 4MA NAT	RKCB 0314 4D asks for KC for clubs, Control bids, JOSEPHINE, Exclusion, Gerber, Splinters,	
4♦	Nat			5cl= slam try ,4M= nat	Dopi, Ropi- if they overcall above our 5 trump we play DEPO= DBL even PASS odd	
4 MA	Nat			On 4 ♥ opening when p bid 4sp is a que bid,slam try		
4NT			Both minors			