

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>                    |
| 5 card, might be good 4-card suit at 1 level;                                  |
| 2-level overcalls sound Vul.   |
| CUE-BID RESP F1; New suit=NF , Constructive                                    |
| Jump RAISE=PRE;  |
| 4TH dbl: usually 5 cards + tolerance for partners suit.                        |
| (1X) 1Y (BID) 3X = 7-9, 4 Card Y   |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| 2nd POS: 15-17(18-HCP; Can be semi-balanced;                                   |
| Resp: System on;   |
| Reopen 1NT=11-14, sys on; Reopen 2NT=18-20                                     |
|  |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| WEAK   |
| 2NT for lowest unbid suits.  |
|  |
| Reopen: Jump Overcall=Intermediate.  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| MICHAELS CUE:(1m)-2D:(Majors 55+);(1M)-2M:OM+minor                             |
| flexible HCP ranges.   |
| (1C)-2C – nat  |
|  |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                  |
| 2C = Both Majors (4+, 4+)  |
| 2D = 1 Major   |
| 2M = M+minor   |
| Double = vs weak – HCP, vs Strong 5m-4M  |
| 2NT= Long minor, better than direct 3m   |
|  |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                          |
| LEB after (WK2x)-DBL-(P)-; 2NT(15-18): system on;                              |
| LEB after their weak 2 and also Multi  |
| 4NT over 3M or 4M = 2 suiter   |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |
| Aggressive, but decent suits if VUL.   |
| DBL – Majors, 1NT - minors   |
|  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| New suit=F 1-level; JUMPS=PRE; Bergen Raises.                                  |
| New suit at 2 level = nf   |
| RDBL=usually no SUPP, 9+;  |

| LEADS AND SIGNALS   |                             |  |             |
|---|-----------------------------|--|-------------|
| <b>OPENING LEADS STYLE</b>  |                             |  |             |
|   | Lead                        | In Partner's Suit                            |             |
| Suit  | 2nd/3rd/5th                 | High (if possible) from even, small from odd |             |
| NT  | small from honour           | High (if possible) from even, small from odd |             |
| Subseq  | Attitude vs NT, 2/4 vs Suit | As above                                     |             |
| Other: Vs NT K is strong lead, asking honour drop or count, A/Q ATT |                             |  |             |
| Vs suit game K lead asks for count                                  |                             |  |             |
| <b>LEADS</b>  |                             |  |             |
| Lead  | Vs. Suit                    | Vs. NT                                       |             |
| Ace   | AK+ ,Ax+                    | Ax, AK(+)                                    |             |
| King  | AK+ ,KQ+                    | AKJT(+), KQ109(+)                            |             |
| Queen   | QJ, QJx(+), AKQ+ (poss.)    | QJ(+), AQJ(+), KQ(+)                         |             |
| Jack  | J10, J10x(+),KJT+           | HJT+ ,J10(+)                                 |             |
| 10  | 10x, H109(+), 109(+)        | as Vs. Suit                                  |             |
| 9   | 9x, H98(+)                  | 9x, 9xx, H98                                 |             |
| Hi-X  | Sx, xSx, xSxx, xSxxx        | Sx(+) or xSx(+)                              |             |
| Lo-X  | HxS,HxSx HxxxS              | with honour                                  |             |
| <b>SIGNALS IN ORDER OF PRIORITY</b>                                 |                             |  |             |
|   | Partner's Lead              | Declarer's Lead                              | Discarding  |
| 1   | O=ENC,E=DIS/SP              | O = O (REO)                                  | O=ENC,E= SP |
| Suit 2  | REO Count                   | S/P  | REO Count   |
| 3   |                             |  |             |
| 1   | O=ENC,E=DIS/SP              | SMITH  | Lavinthal   |
| NT 2  | REO Count                   | REO Count                                    | REO Count   |
| 3   | S/P                         |  |             |
| Signals (including Trumps):   |                             |  |             |
| Trumps: s/p   |                             |  |             |
| "SMITH SIGNAL" Vs NT  |                             |  |             |
| <b>DOUBLES</b>  |                             |  |             |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>                |                             |  |             |
| Opening Values: CUE-BID=F to agreement                              |                             |  |             |
| 1m-(DBL)-1M-(2M)=NAT; Over RDBL:Jump is PRE                         |                             |  |             |
|   |                             |  |             |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>              |                             |  |             |
| NEG DBL THRU 4H;  |                             |  |             |
| NEG DBL, then new suit=NF;  |                             |  |             |
| RDBL of NEG DBL = honour  |                             |  |             |
| RESP DBL  |                             |  |             |
| SUPP DBL up to 2 of pd's suit;                                      |                             |  |             |

| W B F CONVENTION CARD   |
|---|
| <b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>                                     |
| <b>NCBO: ISRAEL</b>   |
| <b>PLAYERS: Noga Tal - Dana Tal</b>   |
| EVENT (Open/Women/Senior/Transnational)   |
|   |
| <b>SYSTEM SUMMARY</b>   |
| <b>GENERAL APPROACH AND STYLE</b>   |
| Natural, 5-card M, 1C- 2+, 1d - 4+, unbal, 2 over 1 GF  |
| 1NT = 15-17 in red, 1NT = (11)12-14 in green  |
| 2C = Strong any   |
| 2D = weak in 1 Major  |
| 2M = 5M + 5(4) m  |
|   |
|   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  |
| MICHAEL'S   |
| (1c) 2c - nat and (1c) 2D - Majors  |
| (1M)-2M is 5OM + 5 in minor(flexible hcp ranges).   |
| WEAK JUMP RAISES IN COMPETITION.  |
| SCRAMBLING 2NT  |
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|   |
| <b>SPECIAL FORCING PASS SEQUENCES</b>   |
| Pass=F when: we bid game constructively or when they bid game after willing to stop in lower level. |
|   |
| <b>IMPORTANT NOTES</b>  |
| Most low-level doubles are T/O.   |
| Many PRE jumps in competition.  |
| <b>PSYCHICS: Rare</b>   |

| OPENING | TI<br>CK<br>IF<br>AR<br>TI<br>FI<br>CI<br>AL | MIN<br>·<br>NO.<br>OF<br>CAR<br>DS | NE<br>G.D<br>BL<br>TH<br>RU |   |   |   |                                      |
|---------|--|------------------------------------|-----------------------------|---|---|---|--------------------------------------|
|         |  |                                    |                             | DESCRIPTION   | RESPONSES   | SUBSEQUENT ACTION   | COMPETITIVE & PASSED<br>HAND BIDDING |
| 1♣      |  | 2                                  | 4SP                         | 11-21 HCP. 3+ C;                                    | transfers over 1C<br>2d - weak M 2H - 5S+4H 2S - both minors  | 4sF always to game (only 1c-1d-1h-1s not GF)  |                                      |
| 1♦      |  | 4                                  | 4SP                         | 11-21 HCP. 4 with 4441 only.                        | inv 2d  |   |                                      |
| 1♥      |  | 5                                  | 4SP                         | 11-21 HCP;  | 3C = 4card supp 6-9; 3D = 4card supp limit raise; 2/1 GF, 1NT SF<br>3H = PRE ; 2NT = 4 card FIT GF; 1NT=S/F | . 2 way checkback after X-Y-Z<br>Transfers after 1X-1Y-2NT  | DRURY                                |
| 1♠      |  | 5                                  | 4SP                         | As above  | As above  |   | As above                             |
| INT     |  |                                    |                             | (11)12-14 in green, 15-17 in red<br>5M/6m possible. | NF stayman ; 3C = pup stay; 4txf ; Smolen<br>4D/H = Texas   |   |                                      |
| 2♣      | X  |                                    |                             | GF  | 2D = 3+ ; 2H = 0-3 ; 2NT = 5+ H, pos  |   |                                      |
| 2♦      | X  |                                    |                             | Weak in H or S                                      | 2H/S = P/C 2NT = ASking   | 2D -2NT- 3C = max 3D =wk H,3H =wk S   |                                      |
| 2♥      | X  |                                    |                             | 5H + 5(4-NV)m, weak                                 | 3C = P/C 2NT = Ask mnor and strength,<br>3C/D = min, nat 3D = general inv in M<br>2H- 2SP - constructive    |   |                                      |
| 2♠      | X  |                                    |                             | 5S + 5(4 - NV)m, weak                               | same as above. 2SP - 3H = GF  |   |                                      |
| 2NT     |  |                                    |                             | 20-22HCP;BAL/SemiBal                                | 3C = Puppet stay ; 3X = TXF; 3SP = minors.  |   |                                      |
| 3♣      |  |                                    |                             | PRE   |   |   |                                      |
| 3♦      |  |                                    |                             | PRE   |   |   |                                      |
| 3♥      |  |                                    |                             | PRE   |   |   |                                      |
| 3♠      |  |                                    |                             | PRE   |   |   |                                      |
| 3NT     | X  |                                    |                             | Gambling  | 4m = P/C ;  |   |                                      |
| 4♣      | X  |                                    |                             | PRE   |   |   |                                      |
| 4♦      | X  |                                    |                             | PRE   |   |   |                                      |
| 4♥      |  |                                    |                             | PRE   |   |   |                                      |
| 4♠      |  |                                    |                             | PRE   |   |   |                                      |
| 4NT     |  |                                    |                             | 9 tricks in a minor                                 | 5m - P/C  |   |                                      |
| 5♣      |  |                                    |                             |   |   | <b>HIGH LEVEL BIDDING</b>   |                                      |
| 5♦      |  |                                    |                             |   |   | CUE=usually 1st or 2nd ;  |                                      |
| 5♥      |  |                                    |                             |   |   | FREQ SPLTR BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER;                                      |                                      |
| 5♠      |  |                                    |                             |   |   | 1430 RKCB, 1st step asks for Q of trumps and K's<br>RKCB-DIPO DEPO ,RiPO; "GERBER" over NT open,; |                                      |
|         |  |                                    |                             |   |   | Raise to 5M trump ask if known fit,   |                                      |
|         |  |                                    |                             |   |   | LIGHTNER DBL; JOSEPHINE   |                                      |
|         |  |                                    |                             |   |   | Exclusion   |                                      |

