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DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Resp: cue bid = Forcing raise; Jump raises = PRE;
Jump shift = Pre-emptive; simple raises = constructive
New suit = level 1 or 3 = Forcing; level 2 = constructive
Reopening: same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 th pos = 11-14 HCP; Responses: as over 1NT opening
2NT reopen = 20-21 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5-5)
Resp: cue = F; suit = NAT NF
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: Michael's cue: ♥+♠ over minor; oM+m over M
2NT = two lowest
Resp: all jump in known suits are preemptive
Reopening: same as direct
VS. NT (vs. Strong/Weak; Reopening;PH)
Cappalletti: DBL = penalty
2♣ = 6 card suit
2♦ = 5-5M
2♥ = 5 + 5m
2♠ = 5 + 5m
2NT = 5-5m
Balancing: same as direct, Other: natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT = 16-18 HCP natural
Resp: as over 2NT opening
T/O DB thru bidded game: 12+ HCP, Lebensohl after T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT = ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP, no good fit
1-level = F, 2 level = NF
Jump shift = NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd -4 th	same	
NT	2 nd -4 th	same	
Subseq	Same suit: count std	same	
Other: Returns in any other suit (not opening lead) = att high discouraging			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AK,AKx(+)	
King	Kx ,KQ(+)	KQJ(+),KQT(+),AKJT(+)	
Queen	Qx,QJ(+)	QJT(+),QJ9(+)	
Jack	JT(+),KJT(+),AJT(+),Jx	JT(9/8)(+),KJT(+),AJT(+),Jx	
10	T9(+),Tx,HT9(+),	same	
9	9x,98(+)	same	
Hi-X	Sx, xSx	Sx, xSxx	
Lo-X	HxS, HxxS, xSxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encourage	Count	Italian
Suit 2	Count	S/P	
3	S/P		
1	Same as in suit	Same as in suit	Italian
NT 2	Same as in suit	Same as in suit	
3	Same as in suit		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
K lead requests count signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
may be light 10+ with classic shape, otherwise 12+			
Resp: NAT, Cue = F until a suit is bid twice			
New suit after cue = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL up to 3♠, support DBL/REDBL			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Sophie Zaidenberg – Lavi Batzia EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors, 2/1 GF
1NT opening: 15-17 HCP, could be semi-bal (5M/6m)
1m = 3+, 1♣ for 3-3
Bergen
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening = strong, near GF – any suit(s) any shape
2x opening = weak 6+ (5-10 HCP)
3NT opening = Gambling
2NT overcall = 2 lower unbid suits
Michael's cue bids
Negative DBL up to 3♠
SPECIAL FORCING PASS SEQUENCES
After 2/1
After Game vul
IMPORTANT NOTES
PSYCHICS:
Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	Inverted minor raises (2♣ = 10+, 2NT = 0-5, 3♣ = 6-9), 2♥/2♠ = PRE	4 th suit forcing: GF. NMF	Jump cue = splinter Cue bid for overcall = ask for stopper
						Reverse by opener: F1, Reverse by responder: GF	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted minor raise, 2♣ = GF, 1NT = semi forcing	As for 1♣	As for 1♣
1♥		5	3♠	11-21 HCP	1NT = semi forcing, 2/1, 2♠ = PRE, 2NT = jacobey 3♣/3♦ = bergen, 3/4♥ = PRE, 3♠/4♣/4♦ = splinter 3NT = 4-3-3-3♥ 13-15 HCP	1♥-2NT-?: 3x = singleton, 4x = 5+, 3♥ = 15-17, 3NT = 18-19, 4♥ = 12-14	Drury
1♠		5	3♥	11-21 HCP	Similar to 1♥, (4♥ = splinter)	Similar to 1♥	Drury
1NT				15-17 HCP, semi balanced	2♣ = Stayman, 4 way transfers, 3♣ = puppet Texas TR, 3♦ = 5-5M	Smolen	
2♣	X		3♠	Artificial, strong near GF Any suit(s) any shape	2♦ = 4+, 2♥ = 0-3, 2NT = good ♥	2♣-2♦/♥-2NT-?: like for 2NT opening	Natural
2♦		6	3♠	5-10 HCP	New suit forcing, 2NT = F	Over 2NT Ogust responses (min/max suit/pts)	Natural
2♥		6	3♠	5-10 HCP	Same as 2♦	Same as 2♦	
2♠		6	3♥	5-10 HCP	Same as 2♦	Same as 2♦	
2NT				20-22 HCP balanced	3♣ = puppet Stayman, transfers, Texas TR		
3♣		(6)7		Pre-emptive	New suit forcing		
3♦		(6)7		Pre-emptive	New suit forcing		
3♥		(6)7		Pre-emptive	New suit forcing		
3♠		(6)7		Pre-emptive	New suit forcing		
3NT	x	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT							
5♣		8		To play		HIGH LEVEL BIDDING	
5♦		8		To play		RKCB – 0314, 1 st step ask for Q trumps, then 5NT ask for specific kings	
5♥						Cue = usually 1 st round before 2 nd , splinters	
5♠							

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