

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Level 1 – 9-16
Level 2 – 11-16
Level 3 2 nd hand – 14 – 17
Level 3 4 th hand – 12-17
Cue bids = 10+ with fit
Jump support – weak 6-9
New suit forcing 1 round (level 1,3) level 2 not forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 balanced with stopper
Balancing: 1nt: 12-15 2nt: 15-18
System on
5-5 lowest unbid suits by passed hand or jump
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual NT – 2 lowest unbid suits
Reopen: 13 – 16, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
1X – 3X = solid minor, asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = HCP
2♣ = 6+ any suit
2♦ = Majors
2♥ = 5+ m4+
2♠ = 5+ m4+
2NT = Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=take out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive
X = majors
NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+
Suit=6-9 5 cards

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK+, Ax	AKxx, AKxxxx+, AKJ+, AKQ+	
King	Asks for count	Ask for unblock/count	
Queen	Qx, QJ+	KQ+, QJT+, QJ9+	
Jack	Jx, JT+	JT9+, JT8+	
10	T9x+	HJT+, HT9+	
9	98x+	T9x+	
Hi-X	xXx, xXxx+, Xx	xXx, xXxx, Xx	
Lo-X	HxxX+	HxxX+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Count (only if long suit in dummy)	Odd = enc Even = Levental
Suit 2	Count (if king lead)		
3			
1	Reverse Attitude	Count (only if long suit in dummy)	Odd = enc Even = Levental
NT 2	Count (if king lead)		
3			
Signals (including Trumps): UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
No jump: 0 – 7			
Jump: 8-11			
Cue bid: 12+/inv 4-4 majors			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL			
Support DBL/RDL			
Game inviting DBL			
Responsive DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Israel
PLAYERS: Eitan Gisin, Itamar Herbst
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+ major
Better minor
2/1 game forcing with 1nt 1 round forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = strong 23+/9+ running tricks
2♦/♥/♠ = weak
3NT gambling opening
1MA- 3m: 10-11, 6+ card minor
1m -2MA/1♣-2♦ - 0-5hcp, 6+ cards
1♥-3♣: splinter
1♠-3♥: 10-11hcp, 6+cards
SPECIAL FORCING PASS SEQUENCES
When game forcing pass is forcing and shows a stronger hand
Than DBL
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TI C K I F A R T I F I C I A L	MIN · NO. OF C A R D S	NE G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	Better minor 3♣+, 12-21 HCP	1♦/♥/♠=6+ HCP, 4+ cards, 1NT=6-9 HCP, 2♣=inverted minor, 2♦/♥/♠=0-5 HCP, 6+ cards, 2NT=10-11, 3♣=6-9, 5♣+, 3NT=12-15	New minor, 4 th suit forcing	
1♦		3	3♠	Better minor 3♦+, 12-21 HCP	2♣=Gf, 4♣+, 2♦=inverted minor, 3♣=10-11 HCP, 6+ cards, 3♦=6-9, see 1♣	New minor, 4 th suit forcing	
1♥		5	3♠	5♥+, 12-21 HCP	1♠= 6+ HCP, 4+ cards, 1NT=6-11 forcing 1 round, 2♣/♦=Gf, 2♥=6-9, 2♠=0-5 HCP 6+ cards, 2NT=4♥+, 12+ HCP, 3♣/♦=10-11. 3/4♥=(4-5)6-9 HCP, 4/5♥+, 3♠/4♣/♦= splinter	2/1 GF, New minor, 4 th suit forcing	Drury
1♠		5	3♥	5♠+, 12-21 HCP	2♥=Gf, 2♠=6-9, 3♥=10-11, 3/4♠=(4-5)6-9 HCP, 4/5♠+, 4♥= splinter, see 1♥	2/1 GF, 4 th suit forcing	Drury
INT		2		15-17 HCP balanced	2♣=Stayman, 2♦/♥/♠/NT=transfer to ♥/♠/♣/♦, 3♣=puppet stayman, 3♦=5/5 major slamish, 3♥/♠= 54+ m short M, 4♣=gerber, 4♦/♥= texas transfer	smolen	After 2♣ system on(X=stayman) After 2♦ lebensol
2♣	x	0		23+ HCP or 9+ tricks	2♦=0-7/relay, 2♥/♠/3♣/♦=8+ HCP, 5+ cards, 2NT=8+ 4-4 majors		
2♦		6		6-9 HCP, 6♦+	2NT=Ogust, new suit=forcing		
2♥		6		6-9 HCP, 6♥+	2NT=Ogust, new suit=forcing		
2♠		6		6-9 HCP, 6♠+	2NT=Ogust, new suit=forcing		
2NT		2		20-22 HCP balanced	3♣=puppet stayman, 3♦/♥=transfer, 4♣=gerber, 4♦/♥= texas transfer		
3♣		6		6-9 HCP, 6♣+	new suit=forcing		
3♦		7(6)		6-9 HCP, 7♦+	new suit=forcing		
3♥		7(6)		6-9 HCP, 7♥+	new suit=forcing		
3♠		7(6)		6-9 HCP, 7♠+	new suit=forcing		
3NT	x	7		Gambling, AKQxxxx in minor	Pass=to play, 4♣/♦/5♣=pass or correct		
4♣		8(7)		6-9 HCP, 8(7)♣+			
4♦		8(7)		6-9 HCP, 8♦+			
4♥		8(7)		6-9 HCP, 8♥+			
4♠		8(7)		6-9 HCP, 8♠+			
4NT	x	6-6		6-6 minors			
5♣		9(8)		6-9 HCP, 9♣+			
5♦		9(8)		6-9 HCP, 9♦+			
5♥		9(8)		6-9 HCP, 9♥+			
5♠		9(8)		6-9 HCP, 9♠+			
						HIGH LEVEL BIDDING	
						RKCB 1403	
						5NT asking for specific kings	
						One bid after partners response = asks for queen	
						4NT is 2 places to play in competitive biddings	

