

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
level 1 NV can be aggressive. responses : 2M = 5-9, cue bid = 10+ points with fit / 12+ points any, jump cue bid (level 3) = mixed raise, 2NT = 10+ points, 4+ cards fit after cue bid, we play trial bids from the overcaller, 2M showing minimum and bids below 2M show extra, up to an opening. after 1M overcall if opponents double we play transfers
New suit-forcing unless 2 level (then play strong jump shift responses) XX from responder shows points
(1c)-1M-(2x=transfer)-3c : mixed raise X : my bid 2x+1 : 10+ pts, fit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> - 15-18 4 <sup>th</sup> - 11-14 Responses system on if opponents double 1NT for penalty : P/2M- to play, XX - one minor or both majors, 2m : this minor and a higher suit Pass over X creates forcing when they are in 2m Jumps (except texas transfer) = to play
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
NV can be aggressive. Follow ups like weak 2 openings 2nt overcall - UNUSUAL NO TRUMP Reopen: 9-12
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue bid at level 2- Michaels Cue bid at level 3- asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs strong NT - X : minor + major, 2C : both majors, 2D : one major, 2M : M+minor. vs weak NT - same, except X is penalty and forced through 2D
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double- take-out, Lebensohl after weak 2 bids 4C = vs a minor : both majors /vs a major : clubs and the other major 4D = vs a minor : one major /vs a major : diamonds and the other major 4M = vs a minor : this major and the other minor, vs a major : natural Jump NT bid - level 3 - to play level 4 - lowest suits.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Nat except : X = majors, NT = minors After a 1M overcall, 1NT becomes the cue bid
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
If we opened in a major: transfers, 2NT = 4 card fit, inv+ Jump support is mixed raise. Weak jump shifts, splinters, XX : 10+, forced through 2x

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4, sometimes Xxx	Att if we supported, else 3/5	
Subseq	Attitude	Attitude	
Other: high from xx			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) /Vs level 5+ denies K	From AK(x)	
King	AK/KQ(x) Vs level 5+ asks for count	Power lead - unblock or count	
Queen	QJ(x)	from QJ, AQJ, KQ(x)/KQJ(x), AKQx	
Jack	JT(x) may also have K/A	must hold T, may have also A/K	
10	(HT)9	(HT)9	
9	3 <sup>rd</sup> /9(x)	9(x)	
Hi-X	Even number of cards, sometimes Xxx	Usually doesn't have a honour	
Lo-X	Odd number of cards	Probably led 4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	Reverse count	Italian
Suit 2	Reverse count	Suit preference	italian
3	Suit preference		
1	Low enc	Reverse count	Italian
NT 2	Reverse count	Suit preference	italian
3	Suit preference		
Signals (including Trumps): Sometimes suit preference. When we lead (in a suit) and dummy is short in this suit, we signal suit preference.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles are usually takeout, except for special situations Responses- level 1 0-7 level 2 8-11 cue bid 12+ / both majors 9+, forcing up to 3M Correcting C to D (at any level) is natural, but <b>not big double</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner Double No support X/XX - opener's rebid double shows HCP Invitational doubles after a fit Responsive double When we double splinter: If we bid the suit earlier, suggests a sacrifice. Else, asks for a lead in the suit above the splinter			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Israel</b> <b>PLAYERS: Aviv Zeitak- Nir Khutorsky</b> <b>EVENT: All Events</b> <small>In memory of Sabva Barzilai</small>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> 2/1 GF 5 card major. 1C: balanced / natural 1D: 4441/5+ 1NT 15-17 VUL/ 4th hand 1NT (11)12-14 NV pos. 1,2,3 2C opening : strong 2D opening : 0-7 points 5+ card M 2M opening : 8-11 points 6+ card M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> 1M - 3C: 10-11 points, 3 card M, 3D: 10-11 points, 4 card M, 3M:5-9 points, 4 card M 1x - 2y (jump) : Weak jump shift 1M - (X) - transfers, (1x) - 1M - (X) - transfers 1m - (1S) - 2m : 5-9 points, 5+ Hearts
<b>SPECIAL FORCING PASS SEQUENCES</b> If responder showed limit + pass is forcing at level 4 V vs NV and level 5+ at any vulnerability Low level forcing passes - After XX or Penalty oriented doubles Forced through (their) 2D when we penalized their opening/overcall NT For other sequences see notes
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Could happen</b>

O P E N I N G	TIC K IF ART IFIC IAL	MIN. NO. OF CARD S	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	(10) 11+ points, any balanced (rarely with 5D) / natural	1D= 2+ diamonds (if weak and balanced), 1M : natural, walsh, 1NT : 8-10, 2D/H/S = WJS. 2NT : nat, inv. inverted minor. Level 3 shows splinter with a minimal opening.	4th suit GF, two-way C.B, New minor forcing after a minor rebid, Modified wolff signoff, after a reverse bid 4th suit / 2NT (the lower bid) shows minimum	Inverted minors, CB : 10+ usually fit 1C-(1S)-2C : 5+ Hearts 6-9 points
1♦		4	4S	(10) 11+ points, bal only if 5332. with 4441(short M or club) we open 1D	Same as 1C but : 2C : GF, 3C : inv, natural, 1NT = 5-9 points	same	Inverted minors, C.B: 10+ usually fit 1D-(1S)-2D : 5+ Hearts 6-9 points
1♥		5	5D	(10) 11+ points, 5+ hearts	1NT - semi forcing. 2S : weak jump shift, 2NT : Jacoby, 3C : LR, 3D : LR with 4 hearts, jump support : mixed raise 3S = any singleton 13-15 points, 3NT = singleton spade, 4m = singleton	4th suit GF, two-way C.B, New minor forcing after a minor rebid, Modified wolff signoff, 2c rebid may be 2+ if NV	Drury, Transfers after take-out double CB shows 10+ points and fit, 1M - 3C : natural, 3D : 10-11, 4+ M, 4NT is two places to play except 1M-(4m)
1♠		5	5D	(10) 11+ points, 5+ spades	Same but 1S - 3H : nat, inv 3NT = any singleton 13-15 points, 4m = singleton	Same	Same
INT			4S	(11) 12-14 NV 1,2,3rd position. Otherwise (14) 15-17	Stayman, Transfers, texas transfer, 3D: both minors slammish, 3M: 13(54), 4C: gerber, 4S: both minors not slammish	Smolen, delayed texas	Transfers if opponents overcall, negative doubles
2♣	X			Strong	2D: 4+ points. 2H: 0-3 points. 2S: 8+ point, nat. 2NT: hearts, 8+ points. 3m: natural, 8+ points	kokish, opener's jumps in a suit establish trumps	X :0-3 points P: 4+ points new suit : Natural, Up to 5 points
2♦	X	(5) 6		0-7 points, 6(5) card H/S, weak 2 in D in 3rd seat	2/3M : P/C, 2NT : asking, doesn't promise points, 3m : nat, signoff, 4C: bid your suit in transfer, 4D: bid your suit, 4M: to play	2D - 2NT - 3C : min hearts, 3D : min spades, 3M : maximum with other M	X : Over 2M it's P/C, Otherwise Penalty New suit : Natural. C.B : ask for stopper
2♥		6		8-11 points, 6 card H, 0-11 in 3rd seat	3/4H : to play 2NT : asking 3C : Natural GF. 3D : asking for 3 cards in other M	2M - 2NT - 3C : min bad suit, 3D : min good suit, 3H : max bad suit, 3S : max bad suit	X : Penalty C.B : general forcing new suit : Natural 2NT : asking
2♠		6		8-11 points, 6 card S, 0-11 in 3rd seat	Same	Same	X : Penalty C.B : general forcing new suit : Natural 2NT : ask
2NT				20-21 NV	Transfers, modified puppet ,3D: H transfer/minor slammish, 3S: minor suit stayman, 4C: both majors, 4S: both minors not slammish	2NT - 3D - 3H - 3S : minor slammish 2NT - 3D - 3S (superaccept in H) - 4m : slammish	C.B: usually major(s) X (on 3-4 level) : neg (on 5+ level) : Penalty.
3♣		6		Weak	New suit- GF. 3D : asking for 3 card M. 4D = RKCB		X : Penalty C.B : Fit
3♦		6		Weak	New suit- GF. 4C = RKCB		X : Penalty C.B : Fit
3♥		6		Weak	New suit- GF. 4C = RKCB		X : Penalty C.B : Fit
3♠		6		Weak	New suit- GF. 4C = RKCB		X : Penalty C.B : Fit
3NT	X			Gambling- AKQ in minor suit. no A/K/2 Q outside the minor	4/5/6/7C: P/C, 4D asking for shortness 4M- to play, 4NT asking for trump quantity		
4♣		7		Not strong	Natural	X : Penalty	
4♦		7		Not strong	Natural	X : Penalty	
4♥		7		Not strong	Natural	X : Penalty	
4♠		7		Not strong	Natural	X : Penalty	
4NT	X			at least 6-5 minors- not very strong			
5♣				To play	5M is a grand slam try in clubs	<b>HIGH LEVEL BIDDING</b>	
5♦				To play	5M is a grand slam try in diamonds	1st/2nd round controls, splinters, serious/unserious, RKCB 1403 DOPI DEPO Exclusion specific kings, 5NT pick a slam, ask for 3rd stopper	