

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1st level: 6+, responses: 1/1F1 2/1 NF 3/1 GF 2NT = 10+ 4+
Cue bid: 10+ with fit. Mixed raise: 7-9 with 4 cards fit.
1NT: 9-12.
2nd level: 11+: responses: new suit 2lvl NF, new suit 3lvl GF, support in 3rd level: 6-9, cue bid: invite+ fit. 2NT: 10-12(13).
Reopening: can be lighter
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18. Responses: like after 1NT opening.
4th: 11-14. Responses: like after 1NT opening with 4 more points.
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
NT: unusual NT, two lowest suits
In suit: weak.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1m – 2♦ = majors
Over 1M – 2M = OM + m
Over 1X – 3X = ask for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi Landy:
DBL = 5m + 4M
2♣ = Majors
2♦ = 1 Major
2M = M + m
Over weak NT: same but DBL is pen
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, jumps constructive or leaping Michaels.
(3m)- 4♣ = bots Majors, 4♦ = 1 Major to play, 4M = M + om
2♦ weak M/natural-3M = like I opened 1M and rebid 3M,
4m: m + M
(2M)-4m = m + OM
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
DBL = Majors
NT = minors.
Other: Natural aggressive
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers, XX = 10+, after XX, X = t/o .
1♣-(Dbl)-system on. Otherwise, 1/1 Nat F1
1♦-(Dbl)-2♦, 3♦ 3/4 6-9, 4/5 0-7

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq	Att	Att	
Other: K vs NT: unblock. Vs suit: count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJxx, AKJx, AKx+, AKQ	AKJxx, AKJx, AKx+, Ax	
King	Game+ can have the Ace	Strong lead	
Queen	QJ9x+, QJT _x +	KQ+, QJ9x+, QJT _x +, AQJ+	
Jack	QJx, JT(x), KJT+, Jx.	HJT+, QJx, JT9+.	
10	HT9+, T9+, Tx.	HT9+, T9+, Tx	
9	9x.	9x.	
Hi-X	Xx, 3 rd from even	Xx, xXx(+)	
Lo-X	xxX, xxXx, xxxX	HxxX(+), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	O/E
Suit 2	Count	S/P	Count
3	S/P		
1	Att	Smith (low enc)	O/E
NT 2	Count	Count	Count
3	S/P	S/P	
Signals (including Trumps):			
low enc, low even – high odd.			
Odd = enc, even = Levinthal in discard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Over weak 2, 2nt is Lebensohl			
Rebids are big DBL			
Other: Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL/RDBL			
Negative Dbl, Responsive Dbl, In competition, usually takeout.			
When I overcalled/opened something *(weak) and RHO cue (My suit) Dbl is don't lead			
Lead Directing Dbl			
Lightner Dbl			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Manzur Or & Matatyahou Gal
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ 2+
1♦ any 4441/5+
2/1 GF
5 cards M
2♣ = strong
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Both Majors weak
2M = 8-11 6M
3NT = gambling
Michaels
Transfers over 1♣
Bergen
1♣ -> 2♦ = weak M, 2♥ = 5♣ 4♥ 6-9, 2♠ = both minors to play
1♦ -> 2M = 6-9 6M
1♥ -> 2♠ = 6-9 6♠
SPECIAL FORCING PASS SEQUENCES
After penalty on 1NT through 2♦
When we bid GF (any vulnerability)
When we showed invite+ (V VS NV, both V/NV)
When the oops opened pass, and then after weak the passed hand going for a game (we V VS NV, both V/NV)
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-22, 2+ might have 4♦ bal	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = NO 4M, 1NT = invite 2♣ = 5+♦ GF, 2♦ = weak M, 2♥ = 5♠ 4♥ 4-9, 2♠ = both minors to play/GF, 2NT = GF	XYZ	1♣-(1NT)-2♣=both M's, 2♦ = 1M, 2M = M+m
1♦		4	4♠	11-22, 4441/5+	1 over 1: F1, Natural, Inverted Minor	XYZ	1♦-(1NT)-2♣=both M's, 2♦ = 1M, 2M = M+m
1♥		5	5♦	11-22, 5 cards ♥	1NT = SF, 2/1 GF, 2NT = Jacoby, 3m = bergen raises, Splinters.	XYZ 1♥-1NT-2m: better m.	Drury, Transfers after DBL
1♠		5	5♦	11-22, 5 cards ♠	1NT = SF, 2/1 GF, 2NT = Jacoby, 3m = bergen raises, Splinters.	1♠-1NT-2m: better m XYZ	Drury, Transfers after DBL
INT		2(1)	4♠	(14)15-17, can be semi-bal	NF Stayman. All transfers. Puppet Stayman.	M trf break: 2NT=max 3M=min, Smolen.	Lebensohl
2♣	x		4♠	Either (21)22 + points or 9 running tricks.	2♦: Relay Other: natural good suit and some points		
2♦	x	4-4 5-4	4♠	Both majors weak (0-11) 4-4 NV 5-4 VUL	2/3/4M = to play, 3m to play, 2NT ask	2♦-2NT: 3♣ = min 5♥ 4♠/5-4 min, 3♦ = min 5♠ 4♥/ 4-4, 3M = max 5M 4OM, 3NT = min 5-5, 4m = max 5-5 shortness	
2♥	x	6		8-11, 6♥	2NT ask, new suit F1	3♣ = min no side suit, 3♦ = min with side suit 3♥ = max	DBL = pen
2♠	x	6		8-11, 6♠	2NT ask, new suit F1	3♣ = min no side suit, 3♦ = min with side suit 3♥ = max no side suit, 3♠ = max with side suit.	DBL = pen
2NT		2(1)	4♠	20-22, can be semi-bal	M's transfers, Puppet Stayman. 3♠ = minors		
3♣		6		Might be light nv	3♦ ask for 3M, otherwise Nat	3♣-3♦: 3♥=3♠ 3♠=3♥ 3NT=No 3M	DBL = pen
3♦		6		Might be light nv	Nat		DBL = pen
3♥		6		Might be light nv	Nat		DBL = pen
3♠				Might be light nv	Nat		DBL = pen
3NT	x	7		7-8 playing tricks in a minor, no A/K outside.	4/5♣: P/C. 4♦: asking for shortness. 4NT: asking for suit quality.	3NT-4♦-4♥: ♣ shortness. 4♠: ♦ shortness. 4NT: ♥ shortness. 5♣: ♠ shortness	
4♣		7		Might be light nv	Nat, RKCB	HIGH LEVEL BIDDING	
4♦		7		Might be light nv	Nat, RKCB	Unserious first step, Splinters, Last Train.	
4♥		7(6)		To play	4NT: asking for aces	5NT = Pick a slam. DEPO	
4♠		7(6)		To play	4NT: asking for aces	RKCB 1403, if Q trump is unknown- first step ask Q trump	
4NT	x	6-5		At least 6-5 in the minors	To play	5♥♠/5nt ask for specifics kings.	