



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: All Country: Israel Event: Mixed Teams, Lisbon Players: Engel Joseph -Rejan Molcho
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1 level overcalls may be light and sometimes good 4 suiter		Lead	In Partner's Suit		
2 level overcalls are solid	Suit	2/4th	low from 3/4 cards		
In reopening can be weaker	NT	1/2/4th	low from 3/4 cards		
	Subseq	Std	Std		
	Other: Against NT journalist - 10 promises 1 or 2 honours above				
	K against NT strong (can lead Q from KQ weak)				
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18, sound bids.		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Responds natural like 1NT opening	Ace	AK, AX		Attitude	Acol based system
Reopening 11-14 (11-16) over 1 Major opening, system on in respond!	King	KQ, can bi from AK doubletone		Unblock or count	5 major better minor
	Queen	Std, asks for attitude (O/E)		Either from QJ or KQ weak	
	Jack	Std denies the Q		Std denies Q	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Std, denies J		Strong - promises 1 or 2 higher honou	
1-Suit: All jumps are weak	9	98x, can have honour above		9 promises 10 (bad suit) 109xx	1NT Openings: (14)15-17 can be semi balanced
2-Suit:	Hi-x	Dbilton		Dbilton	2 OVER 1 Responses:F up to 2NT,
	Lo-x	3 or more		3 or more	Inverted minor
Reopen: 2NT in reopening is 19-21 and system on!	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2D opening - weak in 1 of the majors or 22-23 Bal or srtong any m
Ghestem - (1C) 2C - natural! (1D) 2D - S+C (1H) 2H - S + C (1S) 2S - H + C	Suit: 1st	Attitude on A, K other od	O/E or suit prf.	odd enc.	2H - 5H + 5(4) minor less than opening
(1X) 2NT - 2 lower unbid suits	2nd	attitude	count/SP	count	2S = 5S + 5(4) minor less than opening
(1C) 2D = Majors, (1C) 3C - S + D	3rd	attitude	count/SP	count	
(1x) 3x (except 1C) = asking for stopper for 3NT	NT: 1st	attitude/count	count or suit preference	odd	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude/count	count SP	count	
2♣ = both M	3rd	attitude/count	count/SP	count	
2♦ = 1M	Signals (including Trumps): Suit preference in trumps, odd enc. att on A/K				
2♥/♠ = ♥/♠ + m (5-4)					
2NT = Both m					
Duble = Points	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	T/O Dbl, Negative Dbl, Responsive Dbl, Supp Dbl, Inv Dbl				
Dbl = T/O. (2H) 3H = ask for stopper for NT					
(2H/S) 4NT - minors					
(2H) 4C/D = minor + other major strong hand (about 4 losers)					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				When we bid vul game (wiithout preempt)
Vs strong 1C (or 2C)					When passed hand opp bid game or 5 level sacrifice
Dbl = majors, NT = minors, every overcall is natural and not strong					When we showed invitational+ values and opp sacrifice
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Walsh responds (may bypass Diamonds if weak hand)
OVER OPPONENTS' TAKE OUT DOUBLE					
1M (dbl) we play2NT = inv + (3+ cards)					
1m (dbl) we play system on (except 2 level new suit is weak)					Psychics:

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4H	12+	1D walsh (bypass D if weak) rest natural,Inverted minor	Jump to 2 level is weak!	same!
1♦		3	4H	12+	natural, 2C F untill 2NT natural, Inverted minor	Jump to 2 level is weak! 1D - 3C 7-9 good 6 suiter	same!
1♥		5 (4)	4S	12+	Bergen, splinters, rest nat	Bergen,	drury (2C 1 way)
1♠		5 (4)	4H	12+	Bergen, splinters, rest nat	Bergen,	drury (2C 1 way)
1NT			4H	(14)15-17 can be semi balanced	NF stayman, 4 xfers, after opp bid - system off! (leb)	T/O dbl on 3/4 level, on 2 level Dbl is Pen!	same!
2♣		0	4H	strong artifical	2D relay, rest 8+	2S/3C/3D 8+ with good suit (2 honours)	same
2♦		0	4H	weak in H or S or 22-23 Bal	2H/S/3H p/c 2NT ask -> 3C/D = good weak H/S	3H/S = bad weak H/S, 3NT responds shows 22-23 Bal	same
2♥		5		5H 5(4)+ minor 6-10 pts	3C/D natural nf, 2NT asks for minor - 3C/D min 3H/S max	2S natural constructive	same
2♠		5		5S - 5(4)+ minor 6-10 pts	3C/D natural nf, 2NT asks for minor - 3C/D min 3H/S max	3H natural Forcing	same
2NT			4H	(19) 20-21 can be semi balanced	3C puppet, 2NT- 3S -> minors (1 or 2 suits)	Texas xfer, gerber, jump to 5 minor - natural!	same
3♣		(6) 7		preempt nv can be weaker	New suit forcing, 4 Major = to play		same
3♦		(6) 7		preempt nv can be weaker	New suit forcing, 4 Major = to play		same
3♥		(6) 7		preempt nv can be weaker	3S Forcing 4 minor cuebid with H fit		same
3♠		(6) 7		preempt nv can be weaker	4H to play, 4 minor cuebid with S fit		
3NT		7		preempt nv can be weaker	4C p/c 4D ask for single, 4H/S to play 4NT ask keycards	5C p/c	
4♣		(7) 8		preempt nv can be weaker	4H/S natural to play		
4♦		(7) 8		preempt nv can be weaker	4H/S natural to play		
4♥		(7) 8		anything possible	new suit is cuebid with fit		
4♠		(7) 8		anything possible	New suit is cuebid with fit		
4NT							
5♣		(8) 9		preempt nv can be weaker	new suit cuebid with fit		
5♦		(8) 9		preempt nv can be weaker	new suit cuebid with fit		
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
When we found fit, 5 Major bid asks for good trumps (2 honours)							
If opp bid suit, 5 major bid asks for control in that suit							
5NT Josephine when agreed suit							
without sure fit, jump to 5NT is pick a slam							

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
9-16 p (NV can be less)
New color forcing, cue – bid limit or better, jump to 3 level
In new suit: very good suit + fit – limit or better
Jump C.B= mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-18, stopper, after that system on
4 <sup>th</sup> = 11-14, stopper, after that system on
if opponents double us: redbl shows 5 any (2club relay)
2 any: dont
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak - NV can be aggressive.
2NT overcall = 2 lowest suits
Reopen: 2NT = 18-19, jump overcall = intermediate, 6 cards 13-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = Michael's
Jump cue bid = ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
I against strong nt, caplety against weak nt
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double- take-out.
Cue bid – showing two majors.
4m= 5m + 5 M
Jump NT bid – level 3 – to play level 4 – lowest suits
All other natural and takeout doubles
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1 club precision:
Overcall: natural or short in bid colour
X= CL + H or D+SP
1NT: long CL or D+H, 2 CL: lond D or H+S
2D: long H or S+CL, 2H: long SP or CL+D
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Natural , rare psychics

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq	3/5	3/5	
Other :high from 2 cards			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, A, Ax	Asks for attitude	
King	KA, KQ(x)	Unblock/count	
Queen	QJ(x)	QKx, QJT(x), QJ9(x)	
Jack	JT(x)	JT9(x), JT8(x)	
10	0/2 above, shortness.	0/2 above, shortness.	
9	0/2 above, shortness.	0/2 above, shortness.	
Hi-X	Even number of cards		
Lo-X	Odd number of cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High enc	Count, not always	o/e
Suit 2	count	Suit preference	
3	Suit preference	smith	
1	High enc	count	o/e
NT 2	count	Suit preference	
3	Suit preference	smith	
Signals (including Trumps): Italian, smith			
High-low want partner to play high suit. Low-high want partner to play low suit.			
When we led (in a suit) and the dummy is short in this suit, we sign suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles are usually takeout, except for special situations			
11+ points, Reopening 8+, Responses- lowest bid 0-8 , jump 9-11 cue bid GF.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
support double, Lightner double- asking partner to lead responder's first suit.			
Support X-XX			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> Oren Lidor – Ilana Loonstein <b>EVENT</b> (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b> 5 card M, 2 over 1 ( m only) Better m 1NT: 15-17 2Cl: strong 2D: multi 2H: H+ any 5-4 2S: S+ m 5-4 2NT: 5-5 m's
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MichaEls 3NT gambling 1NT overcall after 2 bid suits: 5 (higher suit) + 4 unbid suits After opps overcall 1NT: Lowest suit= any 6 card suit, unless Partner suit then support One suit above= bid suit + one above (5+4) Two suits above= bid suit + lowest suit (5+4)
SPECIAL FORCING PASS SEQUENCES
Game force situation. After opps X our 1nt. After partner redbls the opponents t.d.dbl.
IMPORTANT NOTES
Lebensoul Dont over opps X 1nt
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	Better minor	2NT: 6-9 with 5+ cards, 3 CL= 0-6 2cl = GF 2SP=weak 2H= 5sp+4 h 6-9	XYZ: 2D=GF, 2CL= D weak or all invitational hands. C.B shows 10+ points usually fit. 3 <sup>rd</sup> 4 <sup>th</sup> suit F. inv m = GF	Inverted minors
1♦		3	4S	Better minor	1NT= 6-10 can be with D support 2D= 10+ F 1 round 2NT= invitational 3D= 0-6	XYZ: 2D=GF, 2CL= D weak or all invitational bids. 3 <sup>rd</sup> suit F. C.B shows 10+ points usually fit 4 th suit F after opener rebid at 2 level	Inverted minors
1♥		5	4S	5 card major	1NT – F, 2 over 1 GF. 2NT Jacoby. Bergen	1H – 1S – 1NT: XYZ	2 way Drury
						Other 4 th suit F	3C/3D nat 2SP= mini splinter
1♠		5	4H	5 card major	1NT – F, 2 OVER 1 exc 1S – 2H. 2NT Jacoby, Bergen	4 <sup>TH</sup> suit F	2 way Drury 3C/3D nat 2NT= mini splinter
INT			4S	15-17 usually without 5 card Major. May be semi-balanced	All transfers, NF stayman, Texas transfer Leb after interference	X : usually neg C.B : GF after opponent's pen X ; see first page 2M : sign off, new suit 3 level : nat GF	
2♣	X			Strong 23+ or 9+tricks	2D = 4+, 2H= 0-3, 2NT=5+good H 8+ 2/3 any= 8+ good suit	After overcall: X : 0-3, P: 4+ new suit C.B : usually ask for stopper	
2♦	X	6 (5)		Weak major or strong NT	2/3 H/S= pass/correction, 2NT= Asking 4CL= Bid your suit in transfer 4D= Bid your suit naturally	X : pen new suit : nat C.B : ask for stopper	
2♥	X	5+5 (4)		6-10, 5H+ any other suit NOT VL can be 5+4	3/4 H to play, 2SP= pass/correct 3D= Invitation with H fit, 2NT= asking	X : pen C.B : general forcing new suit : nat 2NT : ask	
2♠	X	5+5 (4)		6-10, 5SP+ 5 minor NOT VL can be 5+4 minor	3/4 S to play, 3CL= pass/correct 3D= Invitation with S fit, 2NT= asking	X : pen C.B : general forcing new suit : nat	
2NT	X	5+5 minors		6-10 NOT VL can be 5+4	3/5 CL= pass/ correction 3H/S= nat Forcing, 4CL/D = minorwood.	X : pen C.B : general forcing new suit : nat	
3♣		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3♦		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3♥		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3♠		7 (6)	weak		Nat. Change suit- GF.	X:pen C.B: fit	
3NT	X	7/8		Gambling- AKQ in minor suit. no A/K outside	4CL/D = pass/correct 4H/SP= to play 4NT=with 7 cards bid 5, with 8 cards bid 6		
4♣		8		weak	natural	X: pen	
4♦		8		weak	natural	X: pen	
4♥		8		weak	natural	X: pen	
4♠		8		weak	natural	X: pen	
4NT	X			at least 6-5 minors- not very strong			
5♣		9 (8)		To play	natural	HIGH LEVEL BIDDING	
5♦		9 (8)		To play	natural	RKCB 0/3-1/4, over minor 4CL/D key card (minorwood), DOPI ROPI, Exclusion, 4NT after 1/2NT opening is quantitative and also after last bid NT without fit, controls, splinters, josephin	