

<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	