DEFENSIVE AND COMPETITIVE BIDDING	=

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style: may be very light NV especially NV vs. VUL.

Responses: basically nat.; 2NT over 1M overcall = INV+ & 4+fit.

Change of suit only in jump is GF;

Transfer responses after our 1M is doubled.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: 15-17(18) Responses: system on.

Reopening: 11-14 Responses: system on.

4th live: 15-17(18) Responses: system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

2M over 1m is weak (4-10);

Ghestem: over (1m)-2♦=♥+♠; 2NT=om+♥; 3♣=om+♠.

Ghestem: over (1M)-2NT=♦+♣; 3♣=OM+♦.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Ghestem: over (1♣)-2♣ is natural; over (1♦)-2♦=♥+♠.

Over (1M)-2M=♣+OM.

(1M)/(1♦)-3cue=asks for stopper.

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs. strong (2nd and 4th seat): X=5+m&4+M, 2♣=M's, 2♦= ♥ or ♠ (usually 6+ cards), 2M=5+M&4+m, 2NT=m's.

Vs. weak (2nd and 4th seat) (weak NT is defined as 13-15 or less): X=14+p, 2♣=M's, 2♦=6+♥ or ♠, 2M=5+M&4+m, 2NT=like 2NT opening.

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Cue-bids over weak 2X=M's over m; m's over M; 4m=m+OM.

Lebensohl over opponent's Weak 2 including multi.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X=M's, 1NT=m's.

OVER OPPONENTS' TAKEOUT DOUBLE

Transfer responses when opponents double our 1M opening/overcall.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	2nd/4th	3rd/5th
Subseq	Attitude	Attitude
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks for attitude	Asks for attitude
King	Asks for attitude (count o. 5+ level)	Asks for unblock or count
Queen	QJ(x), QJ10(x)	KQ(x), KQJ(x), KQ10(x), QJ(x)
Jack	KJ10(x), J10(x)	KJ10(x), J10(x)
10	K109(x), Q109(x), 10(x), 109(x)	K109(x), Q109(x), 10(x), 109(x)
9	9x, H98(x)(+)	9x, H98(x)(+)
Hi-X	Even	Xx, XXXx
Lo-X	Odd	HxxX, HHxX, HxxXx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Att (high=enc.)	Att	Odd/Even
	2	Count (hi-low=even)	Count	Count
	3	Att/Count	Att/Count	Att/Count
NT	1	Att (high=enc.)	Att	Odd/Even
	2	Count (hi-low=even)	Count	Count
	3	Att/Count	Att/Count	Att/Count

Signals (including Trumps): SP, Smith echo in NT (high card = enc.)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: May be light with good shape; may also be off shape after 1M with 4 card in OM.

Responses: Cue=F1.

Reopening: 8+p.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X or XX in competition up to 2-level of our M.

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Israel
PLAYERS: Levin Amir – Roll Joseph
EVENT: Open, all events

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 card M, 1♦ = 4+ UNBAL or any (17)18-19 BAL (no 5M), 1♣ = 2+ (can have longer ♦'s if BAL).

2♣ Opening = GF or (22)23+ BAL.

2♦/♥/♠ Opening = Weak 2 (4-10) may have 5-cards UNBAL hand at favourable vulnerability (NV vs. VUL); NV – 2♦=Weak (0-10) with both M's (4+4+).

1NT Opening = 11-14 NV; (14)15-17 VUL, 5M or 6m possible.

2/1 GF; 1NT response to 1M opening = NF (up to 11).

Preempts style depends on vulnerability. At favourable may be very light.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

XYZ over 1NT and 1M rebids by opener.

Gesthem.

Some transfer responses over opponents' 1♦/1♥ overcall and after our 1M opening or overcall is doubled.

Support X and XX in competition up to 2-level of our M.

SPECIAL FORCING PASS SEQUENCES

1S – (X) – XX is F unless opponents jump/raise.

IMPORTANT NOTES

PSYCHICS: Rarely.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11+ HCP, natural or BAL (can have longer ♦'s if BAL)	2♦=weak in M (6 cards); 2♥=5+♠&4+♥ 5-9; 2♠=INV+ in ♣; 2♣=relay GF; 3♣=mixed raise; 3X=Preempt (depends on vulnerability).	1♣-1X-2NT= (1) 6♣&3X GF; or (2) 6+♣ INV with less than 3X; or (3) 6+♣ GF. 1♣-1X-3♣=15-17 with 6♣&3X.	1♣-(1♦)-X = 4/5♥; 1♥ =4/5♠; 2♦=6+♥; 2♥=6+♠; 3♦=5+&5+ M's GF.
1♦	X	2	4♠	11+ HCP natural UNBAL or 18-19 BAL (no 5M)	2♦=weak (4-8 HCP) in M (6 cards);2♥=5+♠&4+♥ 6-9; 2♠=relay GF; 2♠=INV+ with ♦'s; 3♣=INV, natural; 3♦= mixed raise; 3X=Preempt (depends on vulnerability).	Same as 1♣.	1♦-(1♥)-X = 4/5♠; 2♥=6+♠.
1♥		5	4♠	11+ HCP, natural	2♠= weak 6+ cards (4-8 HCP); 2NT=4-fit GF; 3♣=INV 3-fit; 3♦=INV 4-fit; 2♣=relay GF; 3NT/4m=transfer VOIDs (8-11 HCP).	XYZ after 1NT rebid: 2♦=ART GF, 2♣=TRF to 2♦ (to stop or show INV hands).	2♣=Druri in 3rd/4th seat usually with 3-fit exactly; 2NT=INV with 4+fit; 3m=NAT 6+cards weak.
1♠		5	4♥	11+ HCP, natural	3♥=6+♥ INV; 2NT=4-fit GF; 3♣=INV 3-fit; 3♦=INV 4-fit; 2♣=relay GF; 3NT/4m=transfer VOIDs (8-11 HCP).	Same as 1♥.	Same as 1♥
INT			4♥	11-14 HCP NV; (14) 15-17 HCP VUL (5M or 6m possible)	2♣=stayman; 2♦/♥=transfer to ♥/♠; 2♠=range ask or ♣'s; 2NT=♦'s or both m's weak; 3♣=puppet stayman; 3♦=m's 5+5+ GF; 3♥/♠=SPL in M (31)(54); Texas transfers.	1NT-2♣-2X-3♣=re-stayman; 1NT-2♣-2X-3♦=5+ in m (usually with 4M); 1NT-2♣-2M-4♣=BAL slam-try in M; 4♦=RCKB; 3OM=slam-try with SPL in any.	Transfer lebensohl over competition.
2♣	X	0	4♥	(22)23+ HCP BAL or any GF	2♦=waiting, 2♥=0-3 HCP any; 2NT=8+ HCP good 5+♥'s; other NAT good suit.	2♣-2♦-3M=4M&5+♦.	
2♦	X		4♥	NV=0-10 HCP both M's (4+/4+), VUL=weak (4-10 HCP)	2NT = asks (Ogust over weak-2).		
2♥	X	5-6		Weak (4-10 HCP)	2NT = Ogust asks.		
2♠	X	5-6		Weak (4-10 HCP)	Same as 2♥.		
2NT				(19)20-22 HCP BAL, 5M or 6m ok	3♣=stayman; 3♦/♥=transfer; 3♠=minors; Texas transfer; 4♣=M's (5+/5+) GF or slam-force.		
3♣		6		Natural pre.	4♦=RCKB.		
3♦		6		Natural pre.	4♣=RCKB.		
3♥		6		Natural pre.	4♣=RCKB.		
3♠		6		Natural pre.	4♣=RCKB.		
3NT	X	7		Solid m, no more than Q outside	4♣/5♣=P/C; 4♦=asks short; 4M=to play.		
4♣		7		Natural pre.			
4♦		7		Natural pre.			
4♥		7		Natural pre.			
4♠		7		Natural pre.			
4NT		7.5-8		Good 5m opening (8.5-9 playing tricks			
5♣						**HIGH LEVEL BIDDING**	
5♦						4NT RCKB (1430); cue-bid style: 1st or 2nd round control; 5NT=usually pick a slam; Lightner doubles; unserious 3NT in many situations.	
5♥							
5♠							