

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1st level: 8+, responses: jump shift = F, otherwise NF. 2NT = 13-15 Cue bid: 10+ with fit. Mixed raise: 7-9 with 4 cards fit. 1NT:9-12, 2NT:13-15. Reopening: 7+
2nd level: 11+: responses: new suit F1R, support in 3rd level: 6-9, cue bid: inv+ 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
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, after XX, X = pen. 2/1 = 6-9 points 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	2/4	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+, QJTx+	KQ+, QJ9x+, QJTx+, AQJ+	
Jack	QJx, JT(x), KJT+, Jx.	HJT+, QJx, JT9+.	
10	HT9+, T9+, Tx.	HT9+, T9+, Tx	
9	9x.	9x.	
Hi-X	2 nd	2 nd	
Lo-X	4 th	4 th	
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 X/XX Negative Dbl, Responsive Dbl, In competition, usually t.o.			
When I overcalled/opened something *(weak) and RHO cue on 3level (my suit) Dbl is don't lead Lead Directing Dbl Lightner Dbl			

W B F CONVENTION CARD
CATEGORY: Green NCBO:
PLAYERS: Manzur Or & Zur Snir
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ 2+
1♦ any 4441/5+
2/1 GF
5 cards M
2♣ = strong
While nun vul – 1x opening 11+
1NT = 14-16
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = weak M
2M = M+m (5-5 most of the times)
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
SPECIAL FORCING PASS SEQUENCES
After penalty on 1NT through 2♦
When we bid GF
When we are vulnerable and they don't, and we showed inv+
When the oops opened pass, and then after weak the passed hand going for a game (we vul opps nunvul, both vul/nunvul)
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♣ = 6+♦ GF, 2♦ = weak M, 2♥ = 5♠ 4♥ 6-9, 2♠ = both minors to play, 2NT = GF	XYZ	XYZ
1♦		4	4♠	11-22, 4441/5+	1 over 1: F1, Natural, Inverted Minor	XYZ	XYZ
1♥			5♦	11-22, 5 cards ♥	1NT = SF, 2/1 GF, 2NT = Jacoby, 3m = bergen raises, Splinters.	XYZ 1♥-1NT-2m: better m.	XYZ, Drury.
1♠			5♦	11-22, 5 cards ♠	1NT = SF, 2/1 GF, 2NT = Jacoby, 3m = bergen raises, Splinters.	XYZ 1♠-1NT-2m: better m	XYZ, Drury.
INT		2(1)	4♠	14-16, can be semi-bal (Ace single with 6 cards m 6331 or 2 doubletons)	NF stayman. All trf. Puppet stayman. Smolen. 4♣ = 3334/3343/2344/3244 slam invite, 4♠ = 5♣332 slam invite, 4NT = 5♦332 slam invite	Smolen.	Lebensohl
2♣	x		4♠	Either 23 + points or 17+ points with 9 running tricks.	2♦: Relay Other: natural good suit and some points	kokish	
2♦			4♠	5-10, Weak M	2/3/4M: P/C. 2NT: asking. 4♣: bid your suit in transfer. 4♦: bid your suit. 4M: to play	2♦-2NT: 3♣ = max ♥, 3♦ = max ♠, 3♥ = min ♥, 3♠ = min ♠	
2♥	x	5-4		5♥ - 5m most of the times	3/4♥ = to play, 2NT = asking, 3/4♣ = P/C, 3♦ = invite ♥	3♣ = min ♥ + ♣, 3♦ = min ♥ + ♦, 3♥ = max ♥ + ♣, 3♠ = max ♥ + ♦. DBL = pen	
2♠	x	5-4		5♠ - 5m most of the times	3/4♠ = to play, 2NT = asking, 3/4♣ = P/C, 3♦ = invite ♠	3♣ = min ♠ + ♣, 3♦ = min ♠ + ♦, 3♥ = max ♠ + ♣, 3♠ = max ♠ + ♦. DBL = pen	
2NT		2(1)	4♠	19-21, can be semi-bal (Ace single with 6 cards m 6331 or 2 doubletons)	Majors transfers, Puppet stayman. 4♣ = 3334/3343/2344/3244 slam invite, 4♠ = 5♣332 slam invite, 4NT = 5♦332 slam invite		
3♣		6		pre-emptive	Natural, RKCB aces ask	DBL = pen	
3♦		6		pre-emptive	Natural, RKCB aces ask	DBL = pen	
3♥		6		pre-emptive	Natural, RKCB	DBL = pen	
3♠				pre-emptive	Natural, RKCB	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		pre-emptive	Nat, RKCB	HIGH LEVEL BIDDING	
4♦		7		pre-emptive	Nat, RKCB	Unserious first step, Exclusion, Splinters, Last Train.	
4♥		7(6)		To play	4NT: asking for aces	5NT = Josephine. 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. answers 1/2	