

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Normal style, light favorable. Transfer advances:
1. If responder passed, starting from 2 of opener's suit.
2. If responder doubled, starting from 1NT.
2NT = 4 card limit+ raise, with or without competition.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
System on. Reopening seat: starts from 11, upper limit becomes more flexible over major opening (can be as many as 16). With more than 14, 1NT bidder breaks Stayman to 2NT, 3♣ re-ask.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, disciplined Vul.
Reopen: Constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ = nat, (1♣)-2♦ = Majors, (1♦)-2♦ = Majors,
(1M)-2M = oM+ ♣, (1M)-3♣ = oM+♦.
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = Pen, 2c = Majors, 2d = 1 Major, 2M = M + a minor.
Reopening vs strong: Dbl = 1 minor / both majors, 2m = m+ higher, 2M = nat.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout doubles (no big doubles, introducing new suit shows Flexible hand), leaping/non-leaping Michales, NT = nat, except (4M)-4NT. Advances of (2M)-2NT based on transfers.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Majors, NT = minors.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers if opened 1M, some fit jumps (incl. 1♦-(X)-2M), o/w system on.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subsequent	1st/3rd		
Other: if supported high from xxx in partner's suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AK(+) for ATT	
King	KQ(+), AK	Power lead	
Queen	QJ(+)	KQ(+)	
Jack	(H)JT(+)	(A)QJ(+)	
10	(H)T9(+)	(H)JT(+)	
9	(H)98(+)	(H)T9(+)	
Hi-X	2 nd (or top of xx)	2 nd (or top of xx)	
Lo-X	4 th	4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	S/P	Odd = Enc
Suit 2	Low = even	Count	S/P
3	S/P		Low = even
1	Low = Enc	Low = Enc suit led	Odd = Enc
NT 2	Low = even	Count	S/P
3	S/P	S/P	Low = even
Signals (including Trumps): vs. NT (reverse) Smith takes first priority.			
When judged nonpertinent, switch to (standard) S/P.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal, natural responses.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X in competition shows extra values not well described by other bids.			
No support X's or XX's!			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Israel
PLAYERS: Tarnovski, Yekutieli
2024 WBG
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 15-17 1NT.
1♣ opening: either clubs or balanced (might have 5♦'s).
Transfer responses to 1♣ opening.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-2red = transfer, less than invitational.
1♣-1suit = transfer (1♠=no majors).
3NT opening = good 4 of a major opening.
2♦ Opening = 18-19 BAL no 5Ma.
Weak 2♦/♥/♠.
SPECIAL FORCING PASS SEQUENCES
Pass/X inversion style (X = offensive).
IMPORTANT NOTES
Some transfers in competition.
Opening leads: second from touching honors.
PSYCHICS: Infrequent

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		2	7H	1. 5+ unbal. 2. 4414. 3. 12-14 or 18-19, bal, no other 5 card suit	1♦/♥:♥/♠, 1♠: no majors, 1N: inv opp 12-14, 2♣:5♦+ GF, 2♦/♥:6+♥/♠ less than inv, 2♠:6+♣ GF, (but might have 5 poor ♦'s)	2NT = GF bal, 3X = Mixed.	Completing the transfer shows 3, up to 17. XYZ style.	Transfers after overcall.
1♦		4	7H	4+ unbal, or 5♦332, though This shape often opens 1♣.	Nat, simple raise = inv+, double raise = mixed.		XYZ style.	Transfers after overcall.
1♥		5	7D	5	Raise: 7-10, 2N: GF 4 card raise, 3♣: unbal imit raise, 3♦: 4 crd limit, 3M: mixed, 3(M+1): any snl 11-14.		Relay style 2/1.	Drury, switches in comp.
1♠		5	7D	5	3♥: limit raise, 3♣: inv with ♥'s, 4X: void 6-9 or 15+.		Relay style 2/1.	Drury, switches in comp.
INT			7H	15-17	Stayman, 3♣ = p Stayman, 2♠ = nat or range ask, 2NT = ♦.		Transfers after transfers.	Rubensohl.
2♣	X		7H	Good 22+ bal or any GF	2H = bust (but still GF), 2♦ = normal, 2♠/NT = good ♥/♠s, other = natural, good suit		Kokish, canape jumps.	X = bust.
2♦	X			18-19 BAL, no 5Ma	See note 1			
2♥		6 (5.5)		Weak 2	New suits F, 2N = asking.			(X)-XX = own suit.
2♠		6 (5.5)		Same	same			(X)-XX = own suit.
2NT			7H	20-bad 22 bal	3♣: puppet, 3♦/♥:♥/♠, 3♠: both minors, 4♣: both Majors for game 4♦/♥:♥/♠ for game, 4♠:4-4 minors.		2NT-3♣-3NT = both majors.	
3♣		7 (6NV)			3 level = F nat, 4♦ = KC		KC responses: 0/1/1+Q/2.	X from preemptor in comp shows
3♦		7 (6NV)			3 level = F nat, 4♣ = KC			More shape.
3♥		7 (6NV)			3 level = F nat, 4♣ = KC			
3♠		7 (6NV)			3 level = F nat, 4♣ = KC			
3NT		7.5		Long major, about 1 trick too	4♣ = slam try, pd should transfer to his suit.			
				Good to open 4M.	4♦=bid your major, 4♥=p/c.			
4♣		7						
4♦		7						
4♥		7						
4♠		7						
4NT								
5♣								
5♦							1403 RKCB, 0314 exclusion blackwood, 5N: almost always pick a slam.	
5♥							When setting a major at the 3 level, first step = non-serious.	
5♠							Setting a minor often comes in the form of optional keycards.	