

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NV 6+, Vul 8+ but flexible by the suit quality. Responses: nat. 2 level
NF, 1 and 3 levels F. After opponents' Dbl, transfer approach up to 2M.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Over weak/strong NT (not containing 16), Dbl = Penalty 2♣ = Both Majors 2♦ = one Maj, 2♥\2♠ = Maj +minor
Balancing against strong NT: x = both Majs or 1 minor
2♣ = ♣ + Maj 2♦ = ♦+Maj, 2♥\2♠ = nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-9 –NV can be flexible. 2N unusual.
Reopen: 14-16
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: showing OM+ ♣
opening. Over 1♣, 2♦ plays the role of cuebid.
3♣ = OM+♦ over 1M opening
Style: 8+ in Vul, 6+ NV.
Responses: nat.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = t.o., jumps 8-11 or leaping Michaels.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = minors.
OVER OPPONENTS' TAKEOUT DOUBLE
Following 1M opening, transfer approach. In general, up to 2M raise.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	3/5	
NT	4th	3/5	
Subseq	2/4 (low from xx)	2/4	
Other: Rusinow against NT and 5 level, or declarer known with 7card suit/ 55+. During the game 2\4 (low from xx middle from Hxx) and rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Most AK combinations (att)	AK(x)	
King	KQ or rarely AK sec	Strong lead- ask for count or unblock	
Queen	QJ(x), Qx	Qx, KQ(x)	
Jack	J10(x), HJ10(x), Jx	Jx, qj(x)	
10	109(x), 10x, H109	J10(x), 10x, HJ10	
9	98(x), 9x	T9, H109	
Hi-X	bad holding or xx		
Lo-X	4th (low from Hxx)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	ODD= E EVEN= S/P
Suit 2	Count	S/P	Count
3	S/P		
1	Att		
Signals (including Trumps): S/P in trump std smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, natural responses.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dbl up to 2♣, Negative Dbl, Responsive Dbl. In competition, usually t.o.			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Israel
PLAYERS: Toledano Oren – Zamir Ami
EVENT: WBG 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club. 1♣ = 16+.
1♦ = 11-15, usually 2+♦.
5-card Majors. 10-15
2♣ opening = 11-15, 6+♣. Can be 5 card 3 rd seat.
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
variable NT 10-13 fav 1st 2nd 13-15 NV 15-17 rest
2\1 response = GF with 2♣ artificial
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ opening = 16+, artificial
1♦ opening = 11-15, 2+♦'s (or stiff honor).
2♦ opening = 11-15, short ♦, 3-suiter w 3 card M possible
2♣ opening = 6+ ♣'s 10-15.
ART responses to 1♣ opening (1♥ and higher = FG).
Some transfers in competition. 1M-X, 1♦-X, 1♦-2M, 1M-2M
1♦-P-2♥ = 5♠ 4+♥ less than inv / inv
1♦-p- 2♠ = INV: with minor or Bal.
SPECIAL FORCING PASS SEQUENCES
In low-level situation, up to 2♥.
In high lvl forcing position we play dbl as good hand and pass is request double.
1♣- (4M) or higher we are in forcing position.
IMPORTANT NOTES
PSYCHICS: Rather rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		1♣ X 0 16+ ART, F1. Upgrades common.	All ART. 1♦=0-7, others FG. 1♥=. 8-11 any or 16+ bal, w/o 5 card ♠ 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=12-13 bal, 2♠=12+ any 4441, 2NT = 14-15 Bal, 3♣♦♥♠ = weak		.
1♦		2	3♣	2+♦, 11-15, stiff honor possible	1NT = 7-11, 2m = GF, 2♥ = 5♠4+♥ not inv / 2♠= inv bal or 1 minor 2NT = both minors, 3♠+ = preemptive	XYZ structure	Transfers after opps overall: Dbl 2M, 2♠,3♣
1♥		5	3♣	10-15 Nat	2/1 GF, 3♥ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♠= Max with 3(4) card fit
1♠		5		10-15 Nat	2/1, 3♣ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♠= Max with 3(4) card fit
1NT			3♥	12+-15 NV VUL= 14+ to 17. favorable 10-13	Transfers, 2♠=range ask or ♣, 2NT=♦,3♣=splinter, 3♦=splinter, 3M=short, Texas		
2♣		6	3♣	6+ clubs 10-15	2♦=ask,2M=NF,2NT♦3♣for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♠, 3♠=6♠4♥ GF, 4♣=mixed	After 2♦, 2♥ shows either 25+ bal or nat.2♦: 2♥=4M, 2♠=not bad, 2NT=nat, 3♣=bad, 3♦=good nat,3♥=5♥,3♠=5♠,3NT=solid♣+	
2♦	X	0	NO	11-15, short ♦: 4405, 4414, 3415,	2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=natural inv, 3M=INV, 4♣=mixed, 4♦=pick, 2NT = ask	2NT:3♣=min,3♦=4414,3M=3M,3NT=4405, 2NT-3♣-3♦: 3M=3M,3NT=4414,4♣=4405	
2♥		6(5)		6(5)♥, 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2♠		6(5)		6(5)♠ 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2NT				20-21	4x = South African trf Various minor slam oriented bids act as optional KC.		
3♣		6		6+	4♦ KC, 3♦= ask for p to bid .3♥		
3♦		6		6+	4♣ KC		
3♥		7(6)		6+	4♣ KC	HIGH LEVEL BIDDING	
3♠		7(6)		6+	4♣ KC	Unserious first step; frequent "pick a slam" application of 5N and other bids. DEPO, EKCB, Kick back when clubs are trumps.	
3NT				gambling	.		
4♣				Nat			
4♦				Nat			
4M				Nat			