

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>7-15 Hcp , 5-13Hcp 4rt</b>
<b>Cue bid shows 11+Hcp with fit or any forcing ,jump fit weak 4+ cards</b>
<b>Bid non forcing 9-13 HCP Jump new suit 6+forcing</b>
<b>Double cue bid shows 4+cardss fit 7- 10 Hcp</b>
<b>Reopening 1NT 8-11 HCP 2Nt 12-13 HCP</b>
<b>After x from opponents Transfers</b>
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>15-17HCP 2cd. 2CL stayman,2NT Transfer to D 2sp transfer to CL</b>
<b>3CL puppet stayman,3D=5-5 Majors Inv.3M=singel 10-14HCP 4<sup>th</sup> sistem on</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Weak Nt minor over Majors cue bid forcing 2Nt asking 4<sup>th</sup>=12-14 HCP 6+suit 1x-p-p 2NT =20-21 HCP</b>
<b>Cue bid forcing 2nt asking</b>
:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>1CLB/D -2D=Majors</b>
<b>1CLB 2CLB=natural</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Vs.strong X=one minor or 2 Majors 2CL/D=suit +any,2Major =suit</b>
<b>3 any =preemptive vs.weak cappaety x=13 + 2Cl=one suit any</b>
<b>2D =Majors ,2H/S=H/S +Minor</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>Optional X.Nt Natural cue bid =strong 2 suiter (or1suit)</b>
4S-4NT= 2 or 3 suits
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over minors opening natural over major transfers,2nt /3cl/3sp =sistem on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3/4 non support	
NT	Small from good suit	same	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	<b>A,AKx</b>	<b>A,AKx</b>	
King	<b>KQ(x),Kx,AK(x)</b>	<b>AKJ,KQ10,strong lead</b>	
Queen	<b>QJ(x),Qx</b>	<b>QJX,QJ10,QJ9x,KQx,Qx</b>	
Jack	<b>J10X,,Jx,KJ10</b>	<b>J109,,J10x,,J108,,Jx</b>	
10	<b>109(x),10x,Q109,K109</b>	<b>H109,HJ109x,</b>	
9	<b>9,9x</b>	<b>109x,9x</b>	
Hi-X	normal	normal	
Lo-X	normal	normal	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	<b>Odd enc,evenSP</b>	<b>SP</b>	<b>Odd enc/,evenSP</b>
Suit 2	<b>Count</b>		
3			
1	<b>Count</b>	<b>SP</b>	<b>Odd enc,evenSP</b>
NT 2	<b>onK J or Q</b>	<b>Count</b>	
3	<b>On A high enc/</b>		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Normal style,cue bid forcing one round</b>			
<b>4<sup>th</sup> 9+shortness or normal</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
<b>When opponents show fit X up to 2 D</b>			
<b>Negative X over Jump overcall after 1nt opening</b>			
<b>Optional X if we supportand opponents bid</b>			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:</b>
<b>PLAYERS: Dani Cohen -Engel Yosef</b>
<b>EVENT (Open/Women/Senior/Transnational)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>5major,2over1,1nt semi forcing over major,bergen raises</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2D=weak major</b>
<b>2H/S=5+5 major minor</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>When we reach to game vul and opponents bid</b>
<b>IMPORTANT NOTES</b>
<b>lebenschol</b>
<b>PSYCHICS:rare</b>

OPENING	TICK IF ARTIFICI	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4sp	Better Minor 10-21 HCP	1cl-2H=5H+4S4=8HCP1cl-2S=3=7HCP	1CL-1H/1S-3D=splinter13-19hcp,4D=void 14-19hcp.3nt=fit +18-19 balance	
					Inverted minor ,1Cl-3D/H/S=weak,1nt=6-11 hcp	4CL=17-195Cl+4M2,2,1CL-1H-1S/1NT-2CL=transfer to D 2d=GF	
1♦		3	4sp	Same as 1CL	Same as 1cl	Same as 1CL1CL-2CL-2NT=min balanc3CLmin unbalanced,2x good +h ,1CL/D-1SP-2SP-2NT=asking for doubleton,3CL/D=singelton 2NT=singel SP	
					1D-3CL=9-11 6+suit inv.2NT 11-12 HCP,3NT 13-15HCP		
1♥		5(4)	4sp	10-21 HCP	1Nt semiforcing 6-11 hcp2H=6-10HCP 3 cards	1H=3CL/D-3S=ask for singel,3D=try,1H-2nt-3CLweak other nat 4CL/D=5=5 good, 1H-2NT-3H=good+CL,3N=15+no singel , 1H-2NT-3CL-3x=singel,3H=asking,1H-2NT-3CL-3NT=ask cue bid '4SP/D/CL=void	2 way drury 2nt=Minors 2Cl=7-11 4cards supp 2D=10-11 3 card supp 1H/SP-2CL/D=asking 2H=min 2SP=max
					3cl=4+h 7-9 hcp 3D=4+h 10-12 hcp 2D=5 suiter 2CL=3cards+,3h=0-6,3NT=13-15 bal,2nt=4h+GF3SP/4cl/4d=void		
1♠		5(4)	4h	10-21HCP	1S-4H=nat,1S-3H=weak nat,1S-2H,D=5+,2CL=2+	1H-2CL-2S=5-4 norev.1H-2D-3CL=55 mid or 5-4 15+,1SP-2D-3D=4or Hxx	
INT				15-17HCP	2CL=stayman,Transfers,3CL=puppet,3D=55in Major inv	1NT-2D-3H=4+doubleton min,1NT-2SP-2NT=Hxx,1NT-2NT-3D-3M=short 3NT=short in CLB , 1NT-2D-2NT=3.4.3.3 max ,1NT-2D-2SP/D/CL=max +doubleton3D=Nat ,1NT-2clb-2M-3OM=slam try ,1NT-2CL-2D-3M=smolen.1NT-2H-2SP-3CL-3SP=CLfit	
					3H/S=singel, 4CL=gerber,4NT=limit ,Smolen		
2♣	V			22+balance or forcing to game	2D=waiting Suit=8+ nat	2CL-2D-2SP-3CL=second neg.2CL-2D-2H=nat or bal 24-29 partner 2 SP,2CL-2D-3M ask for control	
2♦	V	6(5)		Weak H/S	2/3H=pass0r 2/3S,NT askmin max ,2S=pass or 3H,4cl=bid in trnsfer,4D=bid suit 4H/SP=nat	2D-2NT-3CL=min H, 3D=SP min 3h=SP max 3SP=Hmax/	
2♥		5		Weak 5+ 5minor	2NTask for minor ,new suit forc. 3nt to play ,3H=preempt 3/4CL=pass or3/4D	2H-2NT3CL/D=min 3H/SP=Max	
2♠		5		Same as 2H	Same as 2h	Same as H	
2NT				(19)20-21 HCP	Transfers,3CL=puppet stayman,3sp=minors slam try	2NT-3H-3SP-4CL-4H=Transfer to 4NT,2NT-3H-3SP-4CL-4D=good with any FIT	
3bids		7(6)		preemptive	New suit nat,forcing	<b>HIGH LEVEL BIDDING</b> Key card Blackwood, DOPI Cue bid (first+second),forcing pass after opponents bid shows good hand, 5CL=1-4, 5D=0-3,5H=2 5SP=2+q 5NT=odd+void 6CL=even+void	
3NT				Gambling	4CL=pass or correct, 4D=ask for singel		
4♣	V	7		Good 4 H	4D=ask for singel		
4♦	V	7		Good 4 sp	4H=ask for singel		
4♥/♠	nat						