

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
level 1 NV can be aggressive. responses : 2M = 5-9, cue bid = 10+ points with fit / 12+ points any, jump cue bid (level 3) = mixed raise, 2NT = 10+ points, 4+ cards fit after cue bid, we play trial bids from the overcaller, 2M showing minimum and bids below 2M show extra, up to an opening. after 1M overcall if opponents double we play transfers New suit-forcing unless 2 level (then play strong jump shift responses) XX from responder shows points (1c)-1M-(2x=transfer)-3c : mixed raise X : my bid 2x+1 : 10+ pts, fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd - 15-18 4 th - 11-14 Responses system on if opponents double 1NT for penalty : P/2M- to play, XX - one minor or both majors, 2m : m+higher jumps (except texas transfer) = to play
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV can be aggressive. Follow ups like weak 2 openings 2nt overcall – 2-lowest suits Reopen: 9-12
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid at level 2- Michaels
Cue bid at level 3- asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
vs strong NT - X : minor + major / diamonds, 2C : both majors, 2D : one major, 2M : M+minor. vs weak NT - same, except X is penalty and forced through 2D After (1m) – P – (1NT) – 2C = Majors, 2D = One major, weaker, 2M = Natural, stronger
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double: take-out, Lebensohl after weak 2 bids 4C = vs a minor : both majors /vs a major : clubs and the other major 4D = vs a minor : one major /vs a major : diamonds and the other major 4M = vs a minor : this major and the other minor, vs a major : natural Jump NT bid - level 3 - to play level 4 - lowest suits.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, NT = minors After a 1M overcall, 1NT becomes the cue bid
OVER OPPONENTS' TAKEOUT DOUBLE
If we opened in a major: transfers, 2NT = 4 card fit, inv+ Jump support is mixed raise. Weak jump shifts, splinters, XX : 10+, forced through 2x

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	1/2/4	Att if we supported, else 3/5	
Subseq	Attitude	Attitude	
Other: high from xx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) /Vs level 5+ denies K	From AK(x)	
King	AK/KQ(x) Vs level 5+ asks for count	Power lead - unblock or count	
Queen	QJ(x)	from QJ, AQJ, KQ(x)/KQJ(x), AKQx	
Jack	JT(x) may also have K/A	must hold T, may have also A/K	
10	(H)T9	(H)T9	
9	3 rd /9(x)	9(x)	
Hi-X	Even number of cards	Doesn't have an honour, could be xx or xxx	
Lo-X	Odd number of cards	Probably led 4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	Reverse count	Italian
Suit 2	Reverse count	Suit preference	
3	Suit preference		
1	Low enc	Reverse count	Italian
NT 2	Reverse count	Suit preference	
3	Suit preference		
Signals (including Trumps): Sometimes suit preference.			
When we lead (in a suit) and dummy is short in this suit, we signal suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles are usually takeout, except for special situations			
Responses- level 1 0-7 level 2 8-11 cue bid 12+ / both majors inv+, forcing up to 3M			
Correcting Cor NT to D (at any level) is natural, but not big double			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner Double			
No support X/XX - opener's rebid double shows HCP			
Invitational doubles after a fit			
Responsive double			
When we double splinter: If we bid the suit earlier, suggests a sacrifice. Else, asks for a lead in the suit above the splinter			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Israel PLAYERS: Aviv Zeitak- Nir Khutorsky
EVENT: All Events <small>In memory of Salva Bazzila</small>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 2/1 GF, 5 card major
1C: balanced / natural 1D: unbalanced 1NT opening 15-17 VUL/ 4th hand 1NT opening (11)12-14 NV pos. 1,2,3 2C opening : strong 2D opening : 0-7 points 5+ card M 2M opening : 8-11 points 6 card M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M - 3C: 3-card support INV 1M - 3D: 4-card support INV, 3M: 4-card M (5-9) Weak jump shift responses Transfers in competitive bidding
SPECIAL FORCING PASS SEQUENCES If responder showed limit + pass is forcing at level 4 V vs NV and level 5+ at any vulnerability Low level forcing passes - After XX or Penalty oriented doubles Forced through (their) 2D when we penalized their opening/overcall NT For other sequences see notes
IMPORTANT NOTES

New suit in level 1 – system on, transfers are constructive, no inverted minors

PSYCHICS: Could happen

OPE NIN G	A R T	# car ds	NE GX				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	(10) 11+ points, any balanced without 5M / natural	1D= 2+ diamonds (if weak and balanced), 1M : natural, walsh, 1NT : 8-10,,2D/H/S = WJS. 2NT : nat, inv. inverted minor. Level 3 shows splinter with a minimal opening.	4th suit GF, two-way C.B, New minor forcing after a minor rebid, Modified wolff signoff, after a reverse bid 4th suit / 2NT (the lower bid) shows minimum	Transfers if they overcall 1M. Jump shifts in competitive are preemptive, less than invitational. All bids are the same as non passed hand 1C - (1NT) – 2C = majors
1♦		4	4S	(10) 11+ points, unbalanced	Same as 1C but : 2C : GF, 3C : inv, natural, 1NT = 5-9 points	Same, modified wolff after 2NT rebid	1D - (1NT) – 2C = majors
1♥		5	5D	(10) 11+ points, 5+ hearts	1NT - semi forcing, 2S : weak jump shift, 2NT : Jacoby, 3C : LR, 3D : LR with 4 hearts, jump support : mixed raise 3S = any singleton 13-15 points, 3NT = singleton spade, 4m = singleton	4th suit GF, two-way C.B, New minor forcing after a minor rebid, Modified wolff signoff, 2c rebid may be 2+ if NV, lowest bid is any short trial bid, other bids are natural trial bids	Drury, 1M - 3C (by passed hand) : natural, transfers after take-out double and after 2C overcall CB shows 10+ points and fit, 4NT is two places to play except 1M-(4m)
1♠		5	5D	(10) 11+ points, 5+ spades	Same but 1S - 3H : nat, inv 3NT = any singleton 13-15 points, 4m = singleton	Same	Same
INT			4S	(11) 12-14 NV 1,2,3rd position. Otherwise (14) 15-17 Seldom with a 6 card suit	Stayman, Transfers, texas transfer, 3D: both minors slammish, 3M: 13(54), 4C: gerber, 4S: both minors not slammish	Smolen, delayed texas	All bids from 2NT up to 3S are transfers, Texas, negative doubles, 2 nd level bids are system on after 2C(double=Stayman), otherwise off
2♣	X			Strong	2D: 4+ points. 2H: 0-3 points. 2S: 8+ point, nat. 2NT: hearts, 8+ points. 3m: natural, 8+ points	kokish, opener’s jumps in a suit sets it as trumps	X :0-3 points P: 4+ points new suit : Natural, Up to 5 points
2♦	X	(5) 6		0-7 points, 6(5) card H/S, weak 2 in D in 3rd seat	2/3M : P/C, 2NT : asking, doesn’t promise points, 3m : nat, signoff, 4C: bid your suit in transfer, 4D: bid your suit, 4M: to play	2D - 2NT - 3C : min hearts, 3D : min spades, 3M : maximum with other M	X : Over 2M it’s P/C, Otherwise Penalty New suit : To play, C.B : ask for stopper
2♥		6		8-11 points, 6 card H, 0-11 in 3rd seat	3/4H : to play 2NT : asking 3C : Natural GF. 3D : asking for 3 cards in other M	2M - 2NT - 3C : min bad suit, 3D : min good suit, 3H : max bad suit, 3S : max bad suit	X : Penalty C.B : general forcing new suit : Natural 2NT : asking
2♠		6		8-11 points, 6 card S, 0-11 in 3rd seat	Same	Same	X : Penalty C.B : general forcing new suit : Natural 2NT : ask
2NT				20-21 NV	Transfers, modified puppet ,3D: H transfer/minor slammish, 3S: minor suit stayman, 4C: both majors, 4S: both minors not slammish	2NT - 3D - 3H - 3S : minor slammish 2NT - 3D - 3S (superaccept in H) - 4m : slammish	C.B: usually major(s) X (on 3-4 level) : neg (on 5+ level) : Penalty.
3♣		6		Weak	New suit- GF. 3D : asking for 3 card M. 4D = RKCB		X : Penalty C.B : Fit, new suit = nf
3♦		6		Weak	New suit- GF. 4C = RKCB		X : Penalty C.B : Fit, new suit = nf
3♥		6		Weak	New suit- GF. 4C = RKCB		X : Penalty C.B : Fit, new suit = nf
3♠		6		Weak	New suit- GF. 4C = RKCB		X : Penalty C.B : Fit, new suit = nf
3NT	X			Gambling- AKQ in minor suit. no A/K/2 Q outside the minor	4/5/6/7C: P/C, 4D asks for shortness 4M- to play, 4NT asks trump		
4♣		7		Not strong	Natural	X : Penalty	
4♦		7		Not strong	Natural	X : Penalty	
4♥		7		Not strong	Natural	X : Penalty	
4♠		7		Not strong	Natural	X : Penalty	
4NT	X			at least 6-5 minors- not very strong			
5♣				To play	5M is a grand slam try in clubs	HIGH LEVEL BIDDING	
5♦				To play	5M is a grand slam try in diamonds	1st/2nd round controls, splinters, serious/unserious, RKCB 1403, DOPI, DEPO, Exclusion, specific kings, 5NT pick a slam, ask for 3rd stopper	