



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Aggressive NV and 3rd position	
2NT response = 4 card fit 10+ Jump cuebid = 4 card fit, 6-9	
Responses: new suit 1/1 and 3/1 F, 2/1 NF	
Transfers after (1x) – 1M - (X)	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd = 15-18, stopper, system on	
4 th = 11-14, not necessary stopper, system on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak jump overcalls	
2NT overcall = 2 lowest suits	
Reopen: 2NT = 19-21, jump overcall = intermediate, 6 cards 13-15	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cuebid = Michael's , any range.	
Jump cuebid = asks for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X = Penalty	
Vs. strong = Multy Landy:	
2♣ = majors	
2♦ = one major	
2M = 5M 4m	
DONT in 4 th hand	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
2/3NT= natural, 4NT= two suiter,	
leaping and non-leaping Michaels over 2M and 3MA opening	
cue= two suiter, over 3m: 4♣ = M's; 4♦ = one M; 4M = M+m	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
dbl=Ms, NT=m's	
OVER OPPONENTS' TAKEOUT DOUBLE	
Re=business, over 1M: transfers, over 1m: system on	
After 1M: 2NT-jacoby, 3cl – limit+, splinters	
3D/H (After 1sp): nat inv	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	2/4	3/5	
Subseq	Attitude	Count	
Other: Returning partner's suit often count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AKx+, AQx+	
King	KQ+ or AK	Power lead	
Queen	QJ+	QJx+, KQx+, AQJx+	
Jack	J10+ OR KJ10+	(H)JT	
10	(H)T9	HT9	
9	9x or XX9 (even overall)	Nat or (H)T9	
Hi-X	Xx	No honor	
Lo-X	Hxx(x)(x)	Hxx(x)(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Suit Preference	Italian
Suit 2	Count	Count	
3	Suit preference		
1	Attitude	Suit preference	Italian
NT 2	Count	Count	
3	Suit Preference		
Signals (including Trumps): UDCA, Natural suit preference. In discard, Italian.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Extremely aggressive style in NV, Responsible in V. Focus on Major suits and intermediate hands, rather than minor big doubles.			
Responses: Natural. Reopening: More aggressive.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive, value showing and game invitational doubles throughout.			
Responsive double, support double			
Frequently occurring negative doubles in competition.			
Lightner doubles			

W B F CONVENTION CARD	
 	
CATEGORY: Green	
NCBO: Israel	
PLAYERS: Ilai Baniri – Tomer Loonstein	
EVENT: any	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1, 5-card MA	
1♣ BAL or clubs, 1♦ 4+ UNBAL	
INT opening variable range (V 15-17, NV 11-14)	
2M weak M, 2♦ weak V, both majors NV	
Focus on pre-emption and competition: aggressive style in NV	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Ekren's 2♦ opening NV	
11-14 NT when we are favourable	
Transfers over 1♣ 2+ opening	
Weak two jump shift responses	
1MA-3C Limit raise in MA	
1MA-3♦, 1♦-3♣, 1♠-3♥: NAT 6+ cards INV	
SPECIAL FORCING PASS SEQUENCES	
Whenever we commit to game	
Whenever we bid game V vs. N	
Whenever we (re)double for business, through 2♥	
IMPORTANT NOTES	
PSYCHICS: rare	

O P E N I N G	T i c k I f A r t	Min No Car ds	Neg Dbl Thr u	BANIRI - Tomerlon			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		2	4♠	2+♣ possible 5♦332; any bal hand w/o 5M	1♦=4+♥; 1♥=4+♠; 1♠= No M; 1nt=inv; 2♣=♦ gf; 2♦=♣ gf 3♣=fit 6-9	xyz, 1M rebid=15-17 or 11-14 bal, could be made with 4 cards M 1N rebid=18-19 bal over 2NT: 3CL: very bad hand, other GF	1m(1NT)2♣-Majors The rest is natural
1♦		4	4♠	4441, 5+♦ or 4♦5♣ 15- HCP	2♦=inv m; 3♣= 8-11 at least 6♣ 2M=6-9 6 cards	XYZ, 2NT: inv+, after 3CL relay. 1NT: 11-14, inverted minors	1m(1NT)2♣-Majors The rest is natural
1♥		5(4)	4♠	11-22(23) HCP	3♣= inv in ♥ 3♦= nat inv; 2♠=6-9 6♣	1M-3CL-3D: ask. After 1M-1X-2NT we play trf	Drury, jump fit
1♠ □					cards; 3♥=mixed 2NT=fit 4+ gf 1nt=sf 3♣/4♣/4♦=splinter with void If doubled – transfers; 2/1	1♥-1NT: 2♠: art GF, 3m: 5-5 GF, 3♠: 6-5 GF	
		5(4)	4♥	11-22(23) HCP	SAME as above	1♠-1NT- 2♣: diamonds (4+), 2♦: hearts (4+), 2♥: 6+♠ 2♠: clubs (4+), 3♣: 5-4 GF, 3red: 5-5 GF	Same
INT			4♠	15-17 balanced 11-14 at favourable	2♣ = Stayman, 2♦/♥ = trf, 2♠ = G.I. or clubs, 2N = diamonds 3♣= puppet, 3♦ 55m inv, 3M = M shortness, 4♦/♥= transfer to ♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M; Answers to 3♣: 3♥/3s= 5 cards , , 3♦= no 5 cards M. Transfer super accept. 1NT-2♦: 2♥ = no M; 2♠ = 4♥; 2NT = 4♠; 3♣ = both M; 3♦ = 5♥; 3♥ = 5♠	Over 2C (1suit/CL+any) sys on, otherwise X:to Lebensohl Over penalty X: P to play, 2M nat, 2m=m+any, XX=both M/1m Over 3D: 4CL=M's, 4D/H=TRF Texas transfer on through
2♣	x			GF 22+HCP or 9 tricks	2♦=relay 4+; 2♥=0-3; suit is solid suit with at least 6 cards	Kokish:2nt after 2♦ is 23-24 bal; 2♥ is relay to 2♠, 2n than 2♠ is 24+ bal hand, 3♥ hearts, 3m/♠ ♥+the suit,	pass=4+ and double=0-3
2♦	x			NV: Both majors 44-55 3-10	2/3/4M=to play ;2nt=asking; 4♣= bid your better M in trf; 4♦=bid you better M	2♦-2n: 3♣=5-4 min; 3♦=4-4 min; 3M=5-4 max;3nt=4-4 max	
2♥		6(5)		W2MJ 5-11	2NT = asking, 4CL=ask for aces New suit=GF	2M-2NT: 3♣ = bad suit min; 3♦ = good suit min; 3♥= bad suit Max 3♠ = good suit Max	
2♠□		6(5)		W2MJ 5-11	Same	Same as above	
2NT				20-22 bal	3♣ = Stayman; 3♦/3♥ =TRF; 3♠ = asks for 4 cards m 4♦/4♥ = S/T in ♥/♠	2NT-3♣: 3♦=no 5 cards M; 3♥=5+; 3♠ = 5+♠;	
3♣		6		PRE	3♦ = asks for 3 cards M, 4♦=RKCB		HIGH LEVEL BIDDING
3♦		6		PRE	4♣=RKCB		Controls serious/non serious
3♥		6		PRE	4♣=RKCB		Freq Splinter Bids; 5NT pick a slam
3♠□		6		PRE	4♣=RKCB		1403 RKCB, 1st step asks for Q of trumps and K's,
3NT		7		GAMBLING - solid minor	4♣=p/c; 4♦=asks for shortness;		RKCB -DOPI, ROPI DEPO; exclusion-0314