

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level 8 – 17-. Change of suit NF. Jump to new suit=GI 12-14 P.
2 level 11 – 17. Change of suit IRF. Jump to new suit= GI 12-14 P.
3level 13 – 17. Change of suit GF. Jump to new suit=splinter.
Overcalls and WJO when partner is a passed hand may be weaker.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 18, Stayman / Jacoby
(1X) – P - (P) – 1NT = 11 – 14.
We use sys on over 1NT overcall
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preempt. Style=Vul dependent. Treat as opening pre in response.
Reopen: Intermediate 13 – 15, 6+ cards.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣/1♦) 2♦=Majors. (1M) 2M = Michaels, OM+m.
After Michaels 3m/4m by partner = P/C. higher levels = natural.
1X – (1Y) – 3♣ ask partner to bid 3NT. Promise a Y stopper.
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong (14+P) NT: X=♣ or ♦+♥, 2♣=♦ or ♥+♠, 2♦=♥ or ♠+♣, 2♥=♠ or minors, 2♠=♠+♦, 2NT=♥+♠, 3X=Preempt.
Vs. weak (<14P) NT : X=13+ P, The rest as Vs. strong NT.
(1NT) – P – P – ? Two suits 4-4 Not Vul 5-4 Vul.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Standard. Cue=Michaels. 4m=m+M.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or minors., 1♠=♠+♦
1NT=♥+♣ 2X=Natural. two suits are 5+ 4+. P/C continuations.
lowest NT is a strong ask.
(2♣) ? – X=Majors, 2NT=minors.
(1♣/2♣) P (1♦/2♦) ? –X=Majors, 1NT=minors.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers. But if 1X (1♠) then 1NT = natural.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low from an Honor, Mud.	4 th best, Low from xxx	
NT	Attitude	4 th best, Low from xxx	
Subsequent	Present count in a suit that was played before		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQ(x) asking for count	Strong lead	
Queen	AQJ, QJ	AQJ, QJ. May have KQx	
Jack	Natural	Natural	
10	Natural	Natural	
9	Natural	show higher card(s)with an 8	
Hi-X	Short suit or no Honor	Attitude	
Lo-X	Promise Honor	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O/E	S/P	Odd/even
Suit 2	O/E	count	count
3			
1	O/E	Smith.	Odd/even
NT 2		S/P	count
3		count	
Signals (including Trumps): many suit preference signals.			
No S.P on trick 1 unless the signal is with 5+ known cards.			
Few count signals. Smith over NT only.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light, Can have only 2c support in unbid minor(s).			
Most X are for T/O. Some predefined X = penalty.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When we open with a PRE suit(s) unknown then XX over their X show an independent suit.			
Many two suits bids. Support X/XX over partner's 1♦/1♥/1♠ response.			
POWER X = Any strong hand.			
X of suit previously bid=do not lead this suit.			
X over splinter ask for lowest unbid suit.			

W B F CONVENTION CARD
CATEGORY: i.e. <u>Green</u> / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Avi Kalish – Nir Grinberg 21/8/2024
EVENT (<u>Open</u> /Women/ <u>Senior</u> /Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural. 2/1= GF. 1Major - 2♣ may have 10-11P 3 cards in M.
1♣=2+, 1♦=5+ or 4441♣, 1M=5+ (4 possible 3 rd 4 th).
2♣=strong, 2♦= weak at least 4+ both Majors, 2Major=5+M
1X – 1NT = up to 11P.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. 1♣=2+ may have longer ♦. 1♣-1♦=♦ or 0-7 any hand.
1♣-1♦-1♥=♣+♥ or 11-14 bal. Rs 1♠ ask then 1NT=11-14 bal,
2♣=11-14 5+♣&4♥, 2♥=15-17 5+♣&4♥.
1♣-1♦-1NT=18-19 bal.
2. 2♦ =weak at least 4+ both Majors.
3. 2M = Weak two 5+M. Vul 5Major promise 5minor.
4. P/C bids, and X to ask clarification when partner has 2 possible hand types.
5. 2♣ responses to 1M GF, 2+ cards or 10-11 P 3 cards in M.
6. 1X – jump to 2suit = 6c 4– 7P. (Only 1♣ - 2♦=7-10P ♣ fit)
7. NV V.S VUL all 1suit openings start from 10P. All NT ranges start from 1P less than usual.
SPECIAL FORCING PASS SEQUENCES
According to history of bidding and vulnerability.
IMPORTANT NOTES
3 rd seat opening : NV 9+P.
Competition agreements – See notes
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		2+ cards 11- 21.	"WALSH" 1♦ or 0-7 any hand, 1NT =8-11 P, 2♣=Inverted (F-to 3♣), 2♦=7-10P 5+♣. 2M=4-7 P, 2NT=12-15P or 18-19P, 3♣= 4-6P. 3X=Splinter, 3NT=16-17P	1♣-1♦-1♥=♣+♥ or 11-14 bal. Rs 1♠ ask. 1♣-1X-2♣=6+♣. XYZ after 1NT rebid. Transfers after 2NT rebid.1♣ – 1M – 4♣=18-19P & 4 cards in M. 1♣-1M-2♣-Relay=GF.	After 1♣-2♣-2♦ = 4+♣. Other bids except splinter = less than 4+♣.
1♦		4		4+ cards 11- 21. 5♦ or 4441 any singleton except singleton ♦.	1NT =6-11 P, 2♣=5+♣ GF, 2♦= Inverted (F-to 3♦), 2M=4 -7 P, 2NT=12-15P or 18-19P, 3♣= 7-10P 5+♦, 3♦=4-6P, 3X=Splinter, 3NT=16-17P	1♦-1X-2♦ =6+♦ XYZ after 1NT rebid. Transfers after 2NT rebid. 1♦- 1M- 4♦= 18-19P & 4 cards in M. 1♦-1M-2♦-Relay=GF.	
1♥		5		5+ cards 11- 21	2/1 GF. 2♣ =2+ may have 10-11P & 3M, 2♦= 5+, 2♠=4-7 2N=Jacoby ,3m=Bergen (see note O8), 3♥=0-5P, 3♠=4♥ 8-10 P short suit. 3NT=3♥-4-3-3 13-15P, 4m= void 11 - 14 P.	XYZ after 1NT rebid. Transfers after 2NT rebid. After DRURY – 2♥=No game, 2♦=Min possible game, Rest=As after 1♥ - 2♥.	1♥-(X)- ? 2NT/3m=Bergen.. 1♥-(1♠)- ? 2NT/3m=Bergen. After Pass 2♣ by RS=Drury (may have 8-9P with 4M).
1♠		5		5+ cards 11- 21	2/1 GF. 2♣=2+ may have 10-11P & 3M. 2♦/2♥= 5+. 2N=Jacoby. 3m=Bergen (see note O8). 3♥=4♠ 8-10 P short suit, 3♠=0-5P, 3NT=3♠-4-3-3 13-15P, 4m= void 11 - 14 P.	XYZ after 1NT rebid. Transfers after 2NT rebid. After DRURY –2NT or more=As after 1♠ – 2♠.	1♠-(X)- ? 2NT/3m=Bergen. After pass 2♣ by RS=Drury (may have 8-9P with 4M).
INT				14+ - 17. May have 5422, 6322, singleton honor.	4 way Transfers,2♠=♣, 2NT=♦.3♣=puppet 3♦=5+ both minors GF. 3♥/♠=minors 5-4 and short ♥/♠. 1NT - 2♠/2NT OB accept with A or K.	1NT-2♣-2♦/2♥-2♠ = 5♠ GI. 1NT-Transfer-accept-See note O4. 1NT-2♦-2♥-2♠ = 5♥ GI. 1NT-3♦-3♥(ask)-3♠/3NT= short ♠/♥.	
2♣		0		Bal 22+ or more P. Non Bal 4 or less losers.	2♦=5+P, 2♥=0-4P, 2♠/3m=8+P, 5/6+c. If 5c then not 5-3-3-2 2NT=8+p with 5+♥. 3M=QJTxxxx.	2♣-2♦-2♥ = 5+♥ or 25+P Bal. 2♠= relay and then 2NT =25+P Bal. 2♣-2♥-2NT=GF.	2♣ (2/3 suit bid) X = 0-4P. 2♣ (4+ suit bid) X = short suit.
2♦		0		weak (6 - 10 P) at least 4+ & 4+ both majors. VUL – at least 5♥ & 4♠.	2NT = ask. 3♦=3 cards both majors invitation. 4♣ = slammish for ♥, 4♦ = slammish for ♠. Rest=To play.	2♦ - 2NT - ? 3♣=Not Max, 3♦=5-5, 3♥=Max 5♥&4♠, 3♠=Max 5♠&4♥, 3NT=Max 4♠&4♥. 4♣/4♦ by RS is fit ♥/♠	2♦-(OV)-X = Penalty. 2♦-(Dbl)-ReDbl=Bid your best Major. Pass I have ♦.
2♥		5 (6)		Weak two with 5+♥. Vul 5M promise 5m.	2NT ask for suit & strength. Change of suit = good hand 1RF. Jump = natural. GF.	After 2♥-2NT - 3♣=5M, Rest=6M → 3♦=Min, 3♥=Med, 3♠=Max 3N=AKQ.	2♥-(Suit)-X = Penalty.
2♠		5 (6)		Weak two with 5+♠. Vul 5M promise 5m.	2NT ask for suit & strength. Change of suit = good hand 1RF. Jump = natural. GF.	After 2♠-2NT - 3♣=5M, Rest=6M → 3♦=Min, 3♥=Med, 3♠=Max 3N=AKQ.	2♠-(Suit)-X = Penalty.
2NT				19(+)- 22(-)P Balance or Semi Balance	3♣m=Puppet,y, 3♦/3♥=Transfer. 3♠=minors 4+ 4+, 4♣=Bw, 4♠=Stronger than 4NT.	Natural. Jump to 4NT=Slam invitation.	
3♣		7 (6)		Wide range. Vul dependent.	3♦=ask 3 card Major. 3M=1RF, 4♦=KC for ♣.		
3♦		7 (6)		Wide range. Vul dependent.	3M=1RF, 4♣=KC for partner's suit.		
3♥		7		Wide range. Vul dependent.	3♠=1RF, 4♣=KC for partner's suit.		
3♠		7		Wide range. Vul dependent.	4♣=KC for partner's suit.		
3NT		7		Gambling. No side A/K or void.	4♣=P/C, 4♦=ask short suit, 4M=Natural. 4NT=SI.	3NT-4♦:4M=SH-M, 4NT=no SH, 5m=SH-m	
4m		8(7)		Long minor mostly 8C preempt	4♦=KC for ♣. 4NT=KC for ♦.		
4♥/4♠		7		Natural. Up to 5 Losers	4NT=KCB, Suit=CAB. Answers Steps: No, 2 nd , 1st	HIGH LEVEL BIDDING	
4NT				11-12 minors	Pick a minor.	In response to partner natural NT 4♠=pick a	slam. 4NT=standard slam Inv.
5minor		7		Natural		KC ask by 4NT. 1430 responses. 5NT=1/3/5KC+void, 6♣=2/4KC+void No Q trumps. 6♦=2/4KC+void+Q trumps Next step ask for Q of trumps. DIPO, RIPO.	
5Major		7		Asking for AK-Major		Jump over game level=Exclusion KC. when passing 4NT with a fit 5NT=KC. With a known 8+ cards Major fit we play Non serious 3NT. Cue bid = 1/2 control, Last train CB (only with 1 suit below trumps). 5NT=pick a slam.	

