



| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>                      |
| Aggressive NV and 3rd position.  |
| Jump cuebid = 4 card fit, 6-9  |
| 2NT response = 4 card fit 10+  |
| Responses: Natural. 1/1 and 3/1 F, 2/1 NF. After 1M overcall and opps'         |
| Transfers after 1M – (X), (1x) – 1M - (X)                                      |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| 2 <sup>nd</sup> = 15-18, stopper, after that system on                         |
| 4 <sup>th</sup> = 11-14, not necessary stopper, after that system on           |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| Weak jump overcalls  |
| 2NT overcall = 2 lowest suits  |
| Reopen: 2NT = 19-21, jump overcall = intermediate, 6 cards 13-15               |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| Direct cuebid = Michael's  |
| Jump cuebid = asks for stopper   |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                  |
| Dont in 4 <sup>th</sup> hand   |
| Vs. strong = multy landy:  |
| 2♣ = majors  |
| 2♦ = one major   |
| 2M = 5M 4m   |
| X = Penalty  |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                          |
| NT up to 3NT= natural, NT above 3NT= two suiter,                               |
| Jump= leaping Michaels, 3M-4m=leaping Michaels,                                |
| cue= two suiter, over 3m: 4♣ = M's; 4♦ = one M; 4M = M+m                       |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |
| dbl=Ms, NT=m's   |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| Re=business, over 1M: transfers, over 1m: system on                            |

| LEADS AND SIGNALS   |                          |                   |                 |
|---|--------------------------|-------------------|-----------------|
| <b>OPENING LEADS STYLE</b>  |                          |                   |                 |
|   | 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.  |                          |                   |                 |
| <b>LEADS</b>  |                          |                   |                 |
| Lead  | Vs. Suit                 | Vs. NT            |                 |
| Ace   | Nat                      | Weak Lead.        |                 |
| King  | Nat or AK                | Strong Lead.      |                 |
| Queen   | Nat                      | Weak Lead         |                 |
| Jack  | Nat                      | (H)JT             |                 |
| 10  | (H)T9                    | (H)T9             |                 |
| 9   | 9x or XX9 (even overall) | Nat or (H)T9      |                 |
| Hi-X  |                          |                   |                 |
| Lo-X  |                          |                   |                 |
| <b>SIGNALS IN ORDER OF PRIORITY</b>   |                          |                   |                 |
|   | Partner's Lead           | Declarer's Lead   | Discarding      |
| 1   | Attitude                 | Suit Preference   | Attitude        |
| Suit 2  | Count                    | Count             | Suit preference |
| 3   | Suit preference          |                   |                 |
| 1   | Attitude                 | Suit preference   | Attitude        |
| NT 2  | Count                    | Suit Preference   | Suit preference |
| 3   | Suit Preference          |                   |                 |
| Signals (including Trumps): UDCA, Natural suit preference. In discard, italian.   |                          |                   |                 |
| <b>DOUBLES</b>  |                          |                   |                 |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>  |                          |                   |                 |
| 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.   |                          |                   |                 |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>  |                          |                   |                 |
| Competitive, value showing and game invitational doubles throughout.  |                          |                   |                 |
| Frequently occurring negative doubles in competition.   |                          |                   |                 |

| W B F CONVENTION CARD   |
|---|
|   |
| <b>CATEGORY:</b> Green  |
| <b>NCBO:</b> Israel   |
| <b>PLAYERS:</b> Ilai Baniri – Tomer Loonstein   |
| <b>EVENT:</b> any   |
| <b>SYSTEM SUMMARY</b>   |
| <b>GENERAL APPROACH AND STYLE</b>   |
| Short Club, 2/1, <b>V:14-16 1NT</b> , <b>NV: 10-13</b> , NV: Ekren's 2♦   |
| 2M weak M   |
| Focus on preemption and competition: extremely aggressive style in NV.  |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  |
| Ekren's 2♦.   |
| 2+ 1♣ opening; Unbalanced 1♦.   |
| 10-13 NT when we are favourable   |
| Transfers over 1♣   |
| <b>SPECIAL FORCING PASS SEQUENCES</b>   |
| Whenever we committed to game, or accepted game invitation.   |
| Whenever we bid game, V vs. NV.   |
| Whenever we (re)double for business, up to 2♥.  |
| <b>IMPORTANT NOTES</b>  |
| <b>PSYCHICS:</b> extremely seldom   |

| OPEN<br>ING | Tick<br>If<br>Art | Min<br>No<br>Cards | Neg.<br>Dbl<br>Thru | BANIRI - Tomerlon                       |   |   |
|-------------|-------------------|--------------------|---------------------|---|---|---|
|             |                   |                    |                     | DESCRIPTION                             | RESPONSES   | SUBSEQUENT ACTION   |
| 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=14-16 or 11-13 bal, could be made with 4 cards M<br>1N rebid=17-18 bal  |
| 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   |
| 1♥          |                   | 5(4)               | 4♠                  | 11-22(23) HCP                           | 3♣= inv in ♥ 3♦= nat inv; 2♠=6-9 6♣ cards; 3♥=mixed 2NT=fit 4+ gf 1nt=sf<br>3♠/4♣/4♦=splinter with void If doubled – transfers; 2/1 |   |
| 1♠□         |                   | 5(4)               | 4♥                  | 11-22(23) HCP                           | As above;.  |   |
| INT         |                   |                    | 4♠                  | 14-16 balanced<br>10-13 at favourable   | 2♣= Stayman, 2♦/♥ = trf, 2♠= G.I. or clubs, 2N = diamonds<br>3♣= puppet, 3♦ 55m inv, 3M = M shortness, 4♦/♥= transfer to ♥/♠        | 1NT-2♣: 2♦ = no 4M; 2M = 4+M; Answers to 3♣: 3♥/3♠= 5 cards , , 3♦= no 5 cards M. Transfer Breaks ,if opponents bid – 2NT = lebensohl, doubles are takeout in general.<br>1NT-2♦: 2♥ = no M; 2♠ = 4♥; 2NT = 4♠; 3♣ = both M; 3♦ = 5♥; 3♥ = 5♠ |
| 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 after overcall=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   |
|             |                   |                    |                     | V: weak 5-11                            |   |   |
| 2♥          |                   | 6(5)               |                     | W2MJ 5-11                               | 2NT = asking  | 2M-2NT: 3♣ = bad suit min; 3♦ = good suit min<br>3♥= bad suit Max 3♠ = good suit Max  |
| 2♠□         |                   | 6(5)               |                     | W2MJ 5-11                               | 2NT = asking  | As above;   |
| 2NT         |                   |                    |                     | 19-21 bal                               | 3♣= Puppet; 3♦/3♥ =TRF; 3♠ = asks for 4 cards m<br>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  | <b>HIGH LEVEL BIDDING</b>   |
| 3♦          |                   | 6                  |                     | PRE                                     | 4♣=RKCB   | controls  |
| 3♥          |                   | 6                  |                     | PRE                                     | 4♣=RKCB   | Freq Splinter Bids; Direct Splinters over 1M=VOID;  |
| 3♠□         |                   | 6                  |                     | PRE                                     | 4♣=RKCB   | 1403 RKCB, 1st step asks for Q of trumps and K's,<br>next step for specific kings   |
| 3NT         |                   | 7                  |                     | GAMBLING - solid minor                  | 4♣=p/c; 4♦=asks for shortness;  | RKCB -DOPI,ROPI; Lightner Dbl   |