

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
1NT 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 : this minor and a higher suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV can be aggressive.
Follow ups like weak 2 openings
2nt overcall - UNUSUAL NO TRUMP
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, 2C : both majors, 2D : one major, 2M : M+minor. vs weak NT - same, except X is penalty and forced through 2D
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♣
Nat except : 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	2/4	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	Usually doesn't have a honour	
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 9+, forcing up to 3M			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner Double			
No support X/XX - opener's rebid double shows HCP			
Invitational doubles after a fit			
Responsive double			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Israel
PLAYERS: Aviv Zeitak- Nir Khutorsky
EVENT: All Events
<small>In memory of Salva Barzili</small>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
5 card major.
1C: balanced / natural
1D: 4441/5+
1NT 15-17 VUL/ 4th hand
1NT 12-14 NV pos. 1,2,3
2Cx opening : strong
2Dx opening : 0-7 points 5+ card M
2M opening : 8-11 points 6+ card M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M - 3C: 10-11 points, 3 card M, 3D: 10-11 points, 4 card M, 3M:6-9 points, 4 card M
1x - 2y (jump) : Weak jump shift
1M - (X) - transfers, (1x) - 1M - (X) - transfers
1m - (1S) - 2m : 5-9 points, 5+ Hearts
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
PSYCHICS: Could happen

OPENING	TRICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	(10) 11+ points, any balanced (rarely with 5D) / natural	1D= 2+ diamonds (if weak and balanced), 1M : natural, walsh, 1NT : 8-10, 2D/H/S = WJS. 2NT : nat, inv. inverted minors	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) is minimum	Inverted minors, CB : 10+ usually fit 1C-(1S)-2C : 5+ Hearts 6-9 points
					3D/H/S : splinter		
1♦		4	4S	(10) 11+ points, bal only if 5332. with 4441(short M or club) we open 1D	Same as 1C but : 2C : GF, 3C : inv, natural, 1NT = 5-9 points	same	Inverted minors, C.B: 10+ usually fit 1D-(1S)-2D : 5+ Hearts 6-9 points
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, 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	Drury, Transfers after take-out double CB shows 10+ points and fit, 1M - 3C : natural, 3D : 10-11, 4+ M
1♠					3NT = any singleton 13-15 points, 4m = singleton	Same	
		5	5D	(10) 11+ points, 5+ spades	Same but 1S - 3H : nat, inv		Same
INT			4S	12-14 NV 1,2,3rd position. Otherwise 15-17	Stayman, Transfers, texas transfer, 3D showing both minors, gerber	Smolen, delayed texas	Transfers if opponents overcall, negative doubles
2♣	X			Strong	2D : 4+ points 2H : 0-3 points 2S : 8+ point, nat	kokish, opener's jumps in a suit establishes trumps	X : 0-3 points P: 4+ points new suit : Natural, Up to 5 points
					2NT : 8+ points, 5+ H 3m : 8+ points, nat		
2♦	X	6(5)		0-7 points, 6(5) card H/S, weak 2 in D in 3rd seat	2/3M : P/C, 3m : nat, signoff	2D - 2NT - 3C : min hearts, 3D : min spades, 3M : maximum with other M	X : Over 2M it's P/C, Otherwise Penalty
					2NT : asking, doesn't promise points		New suit : Natural. C.B : ask for stopper
2♥		6		8-11 points, 6 card H, 0-11 in 3rd seat	3/4Hx : to play 2NT : asking 3C : Natural GF	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 : ask
					3D : asking for 3 cards in other M		
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.	2NT - 3D - 3H - 3S : minor slammish 2NT - 3D - 3S (superaccept in H) - 4m : slammish	X(on 3-4 level) : neg (on 5+ level) : Penalty
							C.B : General Forcing, usually major(s)
3♣		6		Weak	New suit is GF. 3C - 3D : asking for 3 card M 4D = RKCB		X : Penalty C.B : Fit
3♦		6		Weak	Nat. Change suit- GF. 4C = RKCB		X : Penalty C.B : Fit
3♥		6		Weak	Nat. Change suit- GF. 4C = RKCB		X : Penalty C.B : Fit
3♠		6		Weak	Nat. Change suit- GF. 4C = RKCB		X : Penalty C.B : Fit
3NT	X			Gambling- AKQ in minor suit. no A/K/2Q outside.	4C P/C, 4D asking for shortness. 4M- to play. 5C P/C 4NT asking for trump quantity		
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		HIGH LEVEL BIDDING	
5♦				To play		1st/2nd round controls, splinters, serious/unserious, RKCB 1403 DOPI DEPO Exclusion specific kings, 5NT pick a slam, ask for 3rd stopper	