DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEA	DS STYLE				
9+ 1st level, 12+ 2nd level (Solid overcalls)			Lead		In Pa	rtner's Suit	CATEGORY: i.e. Green
On overcall: cuebid = 10+ with fit, support = 6-9 with fit	_						
Responses: new suit 1st level = 4+ cards, forcing new suit on the 2nd level = 8-11 with 6 cards	Suit		2/4		2/4		NCBO: Israel
On reopening overcalls can be slightly weaker	NT		2/4		2/4		PLAYERS: Aviv Zaidenberg - Itamar Herbst
	Subseq		2/4		2/4		EVENT 2023 Youth World Championship
	Other:						41
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
any 1NT overcall is 15-17(18) balanced with stopper	Lead		Vs. Suit		Vs. N		
System on (same responses as after 1NT opening)	Ace		AK+, Ax			x+, AKQx+ AKxx	GENERAL APPROACH AND STYLE
Lebensohl over opp intervention	King		KQ+, Kx			+, KQJ+	Natural 5533, 2/1, solid openings and overcalls. 1NT = 15-17
	Queen		QJ+, Qx			, QJ9+, AQJ+	
	Jack		JT+, Jx		_	T9+, JT8+	-
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		T9+, K/QT9)+		A/K/QT9+	
In suit = Weak and natural (shows length); on that 2NT = august, new suit = natural, GF	9		9x		9x		
2NT = 55 lowest suits	Hi-X		Doubleton		Doub	leton	
	Lo-X		At least 3, w	ith honor	At lea	ast 3, with honor	
	SIGNALS IN ORDER OF PRIORITY						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Le	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
cuebid on minor = 55 majors	1	Enc					
cuebid on major = 55 OM+m	Suit 2			No signal		Suit preference	
Jump cuebid = asking for stopper	3						
	1	Enc		No signal		Suit preference	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2						
2C = majors 10+, 2NT minors, others natural	3						
X = penalty (max of the range of the 1NT)	Signals (in	ncluding	g Trumps):				
	Odd enc o	Odd enc on leads and discards, Lavinthal discards					
				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOI	IT DOI	IBLES (Styl	e; Responses;	Reoner	-	
X = takeout, $2NT = (15)16-18$, $3NT = $ to play							
(10)10 10, 0111 10 pm	12+	1 style, Responses: without a jump = 0-7 points, jump = 8-11, cuebid = +					
	_						_
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	<u> </u>						SPECIAL FORCING PASS SEQUENCES
X = majors, $NT = minors$, other natural	SPECIAI	L, ART	IFICIAL &	COMPETITI	VE DBI	LS/RDLS	
							Pass is forcing only if we are in GF situation
	Support X	(3 card	ls in the majo	or), negative X,	XX	after takeout = 10+	
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES
XX = 10+, support = 6-9							
new suit 1st level = 4+ cards, forcing							
new suit on the 2nd level = 6-9 with 6 cards	11						
1NT = 6-9, 2NT = 10-11	_						
	⅃ ┗——						PSYCHICS:

OPENI NG	TIC K IF ART IFIC IAL	MIN. NO. OF CAR DS	NEG. DBL THR U								
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
14		3		Better minor (33 we open 1C)	1X = natural, 2C = inverted, 1NT = 6-9, 2NT = 10- 11	On inverted we show stoppers, forced up to 3C. New minor forcing					
14		3		Better minor (44 we open 1D)	1X = natural F, 2D = inverted, 1NT = 6-9, 2NT = 10-11	On inverted we show stoppers, forced up to 3D. New minor forcing					
1♥		5		5+ cards, law of 20	2/1 is game forcing, splinters, 2H = 6-9, 3H = 10- 11 4H = weak to play	2C = nmf	drury				
1♠		5		5+ cards, law of 20	2/1 is game forcing, splinters, 2S = 6-9, 3S = 10-11 4S = weak to play	2C = nmf	drury				
INT				15-17 Balanced	2C = stayman ,2D/H = Transfers, Puppet, 4NT = min/max, 4C = ask for aces		Lebensohl				
2♣				Strong, 9+ tricks or 23+	2D = relay, suit = $8 + good suit (5 + cards)$	2NT = 23-24					
2♦				Weak	2NT = Ogust, new suit = natural GF						
2♥				Weak	2NT = Ogust, new suit = natural GF						
2♠				Weak	2NT = Ogust, new suit = natural GF						
2NT				20-22	2D/H = Transfers, Puppet,4NT = min/max, 4C = ask for aces						
3♣				Weak	new suit = natural GF						
3♦				Weak	new suit = natural GF						
3♥				Weak	new suit = natural GF						
3♠				Weak	new suit = natural GF						
3NT				none							
4♣				Weak							
4♦				Weak							
4♥				Weak							
4 ♠											
4NT											
5♣				Weak		HIGH LEVEL BIDDING					
5♦		ļ	ļ	Weak		4NT on suit = aces from 5 (including K of trumps): 0/3, 1/4, 2, 2 w Q					
5♥				Weak		After 4NT, 5NT asking for specific kings					
5♠				Weak							