

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Very liberal in NV, less so in Vul. Responses: nat. 2 level
NF, 1 and 3 levels F. After opponents' Dbl, transfer approach.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
System on. Transfer to opponents' major; scrambling.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. Somewhat liberal in NV, std otherwise. 2N unusual.
Reopen: Constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: showing majors or M+ undisclosed minor depending on opening. Over short 1♣, 2♦ plays the role of cuebid.
Style: sound in Vul, less so in NV
Responses: nat.
VS. NT (vs. Strong/Weak; Reopening; PH)
Always: 2♣ = Both Majors, 2♦ = 1 Majors, 2M= 5+M +4+m.
Over weak NT (not containing 16), Dbl = Points (14+ or so).
Over strong NT :Dbl = 4M, 5+m.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = t.o., jumps constructive or leaping Michaels.
(3M)-4m = leaping Michaels. NT up to 3N is nat, above, 2 suiter.
System over natural 2m openings.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = minors.
OVER OPPONENTS' TAKEOUT DOUBLE
Following 1M opening, transfer approach. In general,
Re = business, else natural.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq	Att	Att	
Other: In certain positions in subsequent play, S.P. or count returns.			
Rusinow leads in certain positions			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Most AK combinations (att)	Ask fot Att.	
King	KQ or rarely AK (att)	Strong lead	
Queen	Nat, no K	Could have higher honor	
Jack	JTx , JTxx , Jx	JTx , JTxx , Jx	
10	0/2	0/2	
9	0/2	0/2	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	S/P	S/P
Suit 2	Count	Count	Count
3	S/P		
1	Att	Smith (low enc)	S/P
NT 2	Count	Count	Count
3	S/P		
Signals (including Trumps): Natural S/P, UDCA, Italian in discard.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, natural responses.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dbl, Negative Dbl, Responsive Dbl. In competition, usually t.o.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Israel
PLAYERS: Amir Ezion, Lior Urman
EVENT: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Strong NT, short Club
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥ opening = 6+♥, 5-11
2♠ opening = 6+♠, 5-11
2♦ opening = Both Majors NV , 6+♦ 5-11 when Vul
Light NV openings in all levels.
1 pos NV preempt = Very Light (up to 8 points)
SPECIAL FORCING PASS SEQUENCES
In low-level situation, up to 2♥. Frequent protection of our vulnerable game.
IMPORTANT NOTES
PSYCHICS: Rather rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	Bal: 12-14 or 18-19 or Unbal: 5+♣ or 4414	Natural overall	XYZ structure	Transfers in some sequences
1♦		4	4♠	Unbal or sometimes 5332	Natural overall	XYZ structure	
1♥		5	4♠	Wide Range within Std	2/1, 2 level support standard, system, 3♣=♥ inv	3♣ any GF rest Nat.	Drury
1♠		5		Wide Range within Std	2/1, 2 level support standard, system, 3♣=♠ inv	3♣ any GF rest Nat.	Drury
INT			4♠	15-17	NF Stayman & transfer structure	Natural continuations	Rubensohl
2♣	X			GF or 22+ Bal	2♦ Relay; 2♥ Garbage	Kokish	
2♦	X			6+ cards ; weak VUL Ekren's when NV (Both Majors) weak	2NT relay 2NT relay	Ogust	
2♥				6+ cards , weak	2NT GF relay , 3♦ inv in ♥	Ogust	
2♠		6		6+ cards , weak	2NT GF relay, 3♦ inv in ♠	Ogust	
2NT				20-21 (awful 22)	4x = South African trf. 3♣ p.s.		
3♣		6		In 1/3 NV, 0-7, otherwise std	4♦ KC (opt in NV)		
3♦		6		In 1/3 NV, 0-7, otherwise std	4♣ KC (opt in NV)		
3♥		7(6)		Aggressive in 1/3 NV	4♣ KC (opt in NV)		
3♠		7(6)		Aggressive in 1/3 NV	4♣ KC (opt in NV)		
3NT				gambling	4♣ p/c, 4♦ ask for shortness	Answers in steps	
4♣				Nat			
4♦				Nat			
4♥				Nat			
4♠				Nat			
4NT	X			Both Minors			
5♣						HIGH LEVEL BIDDING	
5♦						Unserious first step; frequent "pick a slam" application of 5N and other bids.	
5♥						DEPO, EKCB. 1430 Responses to RKCB	
5♠							