

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level = 8-17, 5+ cards
2-level = 12-17, 5+ good cards
Responses :
1-level = 9+, 2-level = 9-13, 3-level : GF
1NT = 9-12, 2NT = 13-15
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 balanced
System on
Balancing = 12-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2-level = 6-10, 6+ cards
3-level = 6-10, 7+ cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2m = 55 majors
2M = 5m + 5oM
2NT = 55 lowest suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi Landy :
X = 5m + 4M
2C = at least 54 Majors
2D = 6 cards in major
2M = 5M+4m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural, could be weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+
Bergen on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>	
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>	
Subseq	Attitude	Attitude	
Other:			
♠			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AKQ(+), AKJ(+)	
King	KQ(+)	KQJ(+), KQT(+)	
Queen	QJ(+)	QJT(+), QJ9(+), AQJ(+)	
Jack	JT(+)	JT0(+), JT8(+), AJT(+)	
10	T9(+)	T98(+), T97(+), QT9(+)	
9			
Hi-X	doubelton,or no honor	doubelton,or no honor	
Lo-X	4 <sup>th</sup>	4 <sup>th</sup>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude (high encourage)	Suit preference	Italian
2	Suit preference		
3			
Signals (including Trumps) : S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+			
Responses : 1-level = 0-8			
2-level = 9-11			
Cue bid = 12+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL\RDBL			
Negative DBL			
Lead direction double			
Maximal double			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> Yahli Hiba – Re’em Khutorsky
<b>EVENT :</b> Salsomaggiore 2025, U16
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Better minor, 5-card M, 2/1
INT = 15-17
Weak-2 opening bids
Nonforcing 1NT response
2♣ opening = 23+ or 9 tricks
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak 2 opening bids
Weak jump shift responses (up to 9)
1MA-3MA LR with 3 cards, 1MA-3C 6-9 with 4-cards, 1MA-3D LR with 4 cards
Mchaels cuebid and unusual 2NT overclls
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-21 hp	1NT = 6-9, 2NT = 10-11, 2♣ = 10+, 3♣ = 6-9	Check-back Stayman, 4 <sup>th</sup> suit GF Same after DBL by opps, show stoppers up the line after minor support	Direct Cue bid=10+ fit
1♦		3	4♠	11-21 hp	As above	As above, 2 <sup>nd</sup> /3 <sup>rd</sup> suit show stopper, 4 <sup>th</sup> suit asks stopper	Second round cue bid asks for stopper
1♥		5	4♠	11-21 hp	1NT = 6-9, 2x: GF, 2NT = 10-11, 1H-3C 6-9 with 4-card, 1H-3D 10-11, 1H-3H = inv. 3 cards	Check-back Stayman, 4 <sup>th</sup> suit GF	
1♠		5	4♥	11-21 hp	As above	As above	
INT		x	4♠	15-17 balanced	Nonforcing Stayman, Major transfers, 2NT = diamond transfer, 2S club transfer, puppet stayman, Texas transfers	Smolen	Over 2C: System on, DBL stolen bid, over 2D+: DBL t.o, 2 <sup>nd</sup> level to play, 3 <sup>rd</sup> level GF. Over X: System on
2♣	x	0		22+ hp	2♦ = 0-7 hp		
2♦		6		6-10 hp	2NT = august New suit = forcing Raise non forcing	3♣ = weak + weak suit, 3♦ = weak + good suit, 3♥ = strong + weak suit 3♠ = strong + good suit	DBL penalty New suit F
2♥		6		6-10 hp	As above	As above	As above
2♠		6		6-10 hp	As above	As above	As above
2NT		x		20-22 hp	Puppet Stayman, Transfers ,Texas transfers		natural
3♣		7		6-9 hp	New suit = forcing		
3♦		7		6-9 hp			
3♥		7		6-9 hp			
3♠		7		6-9 hp			
3NT							
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB – 0314	
						Q ask	
						5NT=K ask-specific kings	
						Splinters, Controls up the line 1 <sup>st</sup> or 2 <sup>nd</sup> round	