

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
NV 6+, Vul 8+ but flexible by the suit quality. Responses: nat. 2 level
NF, 1 and 3 levels F. After opponents' Dbl, transfer approach up to 2M.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Over weak\strong NT (not containing 16), Dbl = Penalty 2♣ = Both Majors 2♦ = ♦+Maj, 2♥/2♠= nat
Balancing against strong NT: x = both Majs or 1 minor
2♣ = ♠ + Maj 2♦ = ♦+Maj, 2♥/2♠= nat
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6-9 –NV can be flexible. 2N unusual.
Reopen: 14-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue bid over minor: showing majors (after 1♣, 2♦ plays the role of cuebid)
Over Maj: cue bid = OM+♣
3♣= OM+♦ over 1M opening, over minor = ♠ + Om
Style: 8+ in Vul, 6+ NV.
Responses: nat.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = t.o., jumps 8-11 or leaping Michaels. Nv = preemts jumps. Vul = constrictive
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors, NT = minors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Following 1M opening, transfer approach. In general, up to 2M raise.
Re = business, else natural.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	2/4	3/5	
Subseq	2/4 (low from xx)	2/4	
Other: Rusinow against NT and 5 level, or declarer known with 7-card suit/55+. During the game 2/4 (low from xx middle from Hxx) and rusinow			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Most AK combinations (att)	AK(x)	
King	KQ or rarely AK sec	Strong lead- ask for count or unblock	
Queen	QJ(x), Qx	Qx, KQ(x)	
Jack	J10(x), HJ10(x), Jx	Jx, QJ(x)	
10	109(x), 10x, H109	J10(x), 10x, HJ10	
9	98(x), 9x	T9, H109	
Hi-X	3+ card suit		
Lo-X	2 or 4 card		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	ODD= E EVEN= S/P
Suit 2	Count	S/P	Count
3	S/P		
1	Att		
Signals (including Trumps): Natural S/P, UDCA, Italian in discard.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive, natural responses.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Dbl up to 2♣, Negative Dbl, Responsive Dbl. In competition, usually t.o.			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Israel</b>
<b>PLAYERS: Oren Toledano - Ami Zamir</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong club. 1♣ = 16+.
1♦ = 11-15, usually 2+♦.
5-card Majors. 10-15
2♣ opening = 11-15, 6+♣. Can be 5 card 3 <sup>rd</sup> seat.
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
12+15 NT NV Good 14- 17 vul or 4 <sup>th</sup> seat NV.
2V1 response = GF with 2♣ artificial
3 <sup>rd</sup> seat NT NV 10-15
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ opening = 16+, artificial
1♦ opening = 11-15, 2+♦'s (or stiff honor).
2♦ opening = 11-15, short ♦, 3-suiter w 3 card M possible
2♣ opening = 6+ ♠'s 10-15.
ART responses to 1♣ opening (1♥ and higher = FG).
A lot of transfers in competition
1♦-P-2♥ = 5♣ 4+♥ less than inv
1♦-p- 2♣= INV: with minor or Bal.
<b>SPECIAL FORCING PASS SEQUENCES</b>
In low-level situation, up to 2♥.
In high lvl forcing position we play dbl as good hand and pass is request double. 1♣- (4M) unfav or higher we are in forcing position
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rather rare</b>

