

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Regular
1 level=8-17, 2 level 2=10-17
Responses: level 1,3 Forcing, level 2 non forcing (9-12)
cuebid - 10+ fit, jump cuebid - 6-9, 4+ fit, jump support is weaker
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 15-18, stopper, after that system on
4th = 11-14, not necessary stopper, after that system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls
2NT overcall = 2 lowest suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid = Michaels
(1m) - 2m = 5-5M
(1M) - 2M = 5M-5m
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = 15+ points
2C = one suit 6+ cards (5)
2D = Majors (5-4 +)
2H = H+m (5-4 +)
2S = S+m (5-4 +)
2NT = minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
natural
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+, looking for Pen

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AKQ(+), AKJ(+)	
King	KQ(+)	KQJ(+), KQT(+)	
Queen	QJ(+)	QJT(+), QJ9(+), AQJ(+)	
Jack	JT(+)	AJT(+), JT9(+), KJT(+)	
10	T9, Tx, QT9(+)	T9, Tx, HT9(+)	
9	T9x(+),9x	T9x(+),9x	
Hi-X	Xx, xXx, xXxx+	Xx, xXx, xXxx+	
Lo-X	HxX	HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High Encouraging		Lavinthal
Suit 2			
3			
1	High Encouraging		Lavinthal
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Regular shows support in the unbid suits			
Reopening can be more aggressive			
Big double			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL			
Maximal DBL			
Support DBL / RDBL			
Lead directing DBL			

W B F CONVENTION CARD
CATEGORY: green
NCBO: Israel
PLAYERS: Yoav Shor and Aviv Zeindberg
EVENT: U16
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
3+ minor, 5 card MA, 1NT opening 15-17
2C opening is strong
2D/H/S opening weak
2/1 GF, 1NT responder is NF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Weak 2 opening
Weak jump shift responses
Jacoby 2NT
1MA-3MA is limit raise
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	♠3	3+ ♣	1x= natural 2c= inverted, 2x= 6-9 6+x, 2NT=inv	4th suit GF, new minor forcing	Weak jump support by responder in competition
						17+ Reverse bids	jump support up to 9 in comp
1♦		3	♠3	3+ ♦	same as 1c, 1D-2C GF, 1D-3C 6-9	same as 1c	First-round cue bid by responder shows 10+ with a fit
							Second-round cue bid by either opener or responder is GF and asks for a stopper
1♥		5	♠3	11-22(23) HCP	2H= 6-9, 3H=10-11, 2/1 gf, 2NT Jacoby	Same as 1c	no 2NT Jacoby or 2\1 BPH
					1nt=6-11 NF 3♠/4♣/4♦/4♥ = splinters		Splinters only in opponent's suits in competition
1♠		5	♥3	same as 1H	Same as 1H	Same as 1c	
INT				15-17 balanced	Strong: 2♣ = Stayman, 2♦/♥ = trf, 2♠ = clubs/inv 2N = diamonds, 3♣ = puppet, Texas	Natural	They overcall DBL system on They overcall 2C system on + stolen DBL They overcall 2D+ system off... 2L new suit is competitive, 3L new suit is F, DBL is negative, Cue bid is Stayman
2♣	x			GF 22+HCP or 9 tricks	2♦=0-7, 2x=8+, 2NT=8+ natural	2c - 2d - 2NT system on	
2♦		(5)6		weak 6-10, 6(5)	2NT asks, New suit F, raise or jump raise are pre-emptive	After 2NT play Ogust: 3c=bad suit bad hand, 3d=good suit bad hand, 3h=bad suit good hand, 3s good suit good hand	DBL pen
2♥		(5)6		weak 6-10, 6(5)	same as 2d	same as 2d	
2♠		(5)6		weak 6-10, 6(5)	same as 2d	same as 2d	
2NT				20-21 bal	3♣ = Puppet; 3♦/3♥ =TRF; 4♦/4♥ = texas ♥/♠	natural	
3♣				PRE	natural		
3♦				PRE	natural		
3♥				PRE	natural		
3♠				PRE	natural		
3NT	X			GAMBLING - solid minor	4♣=p/c		
4♣							
4♦				PRE			
4♥				PRE			
4♠				PRE			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Controls, splinters	
5♥						RCKB 0314	
5♠							