DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses: 1/2 Level; Reopening)

Simple Overcall = 8 - 16, New Suit by Partner = NF

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd = 15 - 17, 4th = 9 - 14,

Jump to 2NT = Minors

JUMP OVERCALLS (Style: Responses; Unusual NT)

Weak

DIRECT AND JUMP CUE BIDS (Style: Responses; Reopen)

Direct cue-bid = Michaels

2M = M+m 2M = M+m

VS. NT (vs. Strong' Weak; Reopening; PH)

VS 15 - 17	VS 12 - 14	VS 15-17 Dbl = Pen
2♣ = Any Suit	2♣ = Majors	VS 12-14 Dbl = 14+
2♦ = Majors	2♦ = one Major	VS NT - 2M = M+m

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th best	Samll from 3
NT	4th best	Samll from 3
Subseq		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	KQ	KQJ, KQ10
Queen	QJ	QJ9
Jack	J10	J
10	109	10 Strong Cards
9	9, 9x	
Hi-x	Even	Even
Lo-x	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi - Encor.		Low=Not good
	2			
	3			
NT	1	Hi - Encor.		Low=Not good
	2			
	3			

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

Normal

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Inverted Minors

Cappelletti

Lebensol

RKCB 0314

WBF Convention Card

♠ ♥ ♦ ♣

Category: Seniors

NCBO: ISRAL EVENT: All Events

PLAYERS: Zeligman-Schwartz

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Two Over One Game forcing

1NT = 15 - 17

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦, 2♥, 2♠ = nat. weak

1♥ or 1♠ >> 3♥ or 3♠ = nat. limit raise

1 Major >> 3 Minor = Nat. Invetion

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS

OPENING	TICK IF ARTIF	MIN NO OF CARDS	NEG. GBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	Better Minor	Nat. Frequntly bypass 4♦, 1NT = 7-10, 2NT = Inv.		
					3NT = 13-15, J/S in other minor = F, 2♥/♠ = Strong		
1♦		3	4♠	Better Minor	Same as on 1♣		
1♥		5	4♠	12 - 22	1NT = F, 2NT = GF, 3NT = 10 - 12		
					Drury, Splinter, Duble raise = limit		
1♠		5	4♥		Same as on 1♥		
1 NT				15 - 17, 5 Card M common	3♣= m 5+5 NF, 3♦ = m 5+5 GF, 3♥=1-3♠ 4-5 m		
					1♠=1-3♥ 4-5 m\		
					2♣=Stayman, 4 Transfers		
2♣	✓	0		23+ GF	2♦ = Waiting, Other = Nat.	2NT = 23 - 24, 2♥=25 Bal, or ♥ Suit	
2♦		6		5 - 10 HCP	2NT = F		
2♥		6		5 - 10 HCP	2NT = F		
2♠		6		5 - 10 HCP	2NT = F		
2 NT				20 - 22			
3 bids		7		Weak			
3NT				Gambling, Solid Minor			
4♣				Strong 4♥			
4♦				Strong 4♠			
						HIGH LEVEL BIDDING	
						4th Suit GF on non passed hand	

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