9	LEADS A	ND SIGNALS					
OVERCALLS(Style; Responses; 1/2 level; Reopening)	OPENIN	G LEADS STYLE				WBF Convention Card	
In one level can be (not often) 4 cards. In 2 level decent	Lead in Partner's Suit				er's Suit		
	Cuit	If no support (real suit, not 1m),		port (real suit, not 1m),	Cohenery is Conser (Dive (Ded (1994 (Descen Chickery		
Reopening can be light (8+ HCP) and 4 cards.	Suit	2/4 (high from doubleton)		small from XXX.		Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
When answering to overcall: 1 level forcing (and can be 4 cards), 2 level	NT	2/4 (high from doubleter)		If support, high from XXX. If no support, small from XXX.		Country: Israel Event:	
constructive, jump forcing if non-jump would not be forcing		2/4 (high from doubleton) If no supp					
((1D)-1H-(p)-2S is weak (0-5 HCP) but 3C is forcing.	Other:					Players: Michal Nosacki	
(1x)-1M-(not pass)-2NT is support with 4 cards, inv+.						Matilda Poplilov	
(1D)-1H-(p)-1S-(anything) - 2D is 3 cards spades							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
15-18 second position, system on	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE	
11-15 fourth position, system on	Ace	From AK		Same		2/1 GF, 5 times Major, Better minor בות בביד, stayman, 4 transiers, כב pupper, כב וווע שונה ב-סוי, סוי singleton +2-כ וויסויק.	
15+-18 after: (1C)-p-(1H)-1nt. Now system off, only forcing is 2H or jump		From KQ, or AK when asking for count		Asks for unblocking (10+) or count			
		from QJ		from KQ10x or worse, or from qj		4C variations for slam invitation, 4D/H texas, 4S Slam invitation with 5 clubs, Smolen	
		top of sequence or internal sequence		Same		1M- 1NT almost forcing, bergen, J2NT	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	top of sequence or internal sequence Same		Same		1m- 2m inverted, 3m 4-9, 2NT natural invitational, 2X 0-6 6 times, 1D-3C 6 clubs 9-11.	
1-Suit: weak (5-10 HCP) in direct position (but versus a passed hand	9	from 109x Or from H98		Same		2C GF (almost) - 2D waiting (4+HCP), 2H negative	
can be sometimes 4-12 HCP), 14-16 6 times in reopening.	Hi-x	ANY doubleton or 2/4	4: Hx, Xx, xXx	Same		3c Puppet after 1nt only (smolen after 2nt), 2way Checkback	
2-Suit: Michels.	Lo-x	2/4: HxX, HxxX, HxxXx		Same		2NT (19+) 20-21, 3NT gambling	
(1x)-p-(1y) - now 2y is natural; 2x is 5-5 in other suits. 2nt is at least 6-5	SIGNAL	S IN ORDER OF PRIC	DRITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lea	d	Discarding		
Direct and reopening - michels. Jump - asks for stopper	Suit:1st	Enc/disc	count		Suit Pref (italian)		
	2nd	count	Suit Pref				
(1x)-p-(p)- 2nt - 19-21 natural. Arter partner opens and overcair - cue is support inv+ and jump cue is splinter.	3rd	Suit Pref	Sultrici				
	NT: 1st	Enc/disc			Cuit Durf (italian)		
After partner overcalls - cue bid is support inv+ and jump cue is mixed rais			smith		Suit Pref (italian)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	count			2D - 6 cards in one major, 5-10HCP, or balanced 22-23	
dbl 5+m, 4M; 2C majors;2D 6 cards M; 2M 5cards M + 5+(4) m; 2NT 5-5	3rd	rd Suit Pref Suit Pref				2M - 5-10 HCP, 5M + 5+(4) m	
3m at least 6, HCP unknown, 3M at least 6, preemptive (4-11 HCP)	Signals (Signals (including Trumps):					
Same in reopening	High encouraging or even, Low discouraging or odd						
after weak NT (any range below 14-16) same system,							
but all bidding constructive and DBL is penalty.	DOUBLE	S					
	TAKEOUT DOUBLES(Style;Responses;Reopening)						
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Can be o	ffshape.					
dbl takeout, cue bids on minor 2 majors.							
preempt (any weak, including weak 2, multi, or 2 suits, or 3x) - 4m is 5-5 in m and M.						SPECIAL FORCING PASS SEQUENCES	
After 3NT gambling, both 4C and 4D majors, when 4D stronger (15+ HCP)							
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL	,ARTIFICIAL AND C		OUBLES/	REDOUBLES		
(1c): 1d = D+H, 1h = H+S, 1s = C+S, 1nt = D+S, 2C = C+D, dbl = C+H			<u></u>				
(1c)-p-(1d): 2d = D+H, 1h = H+S, 1s = C+S, 1nt = D+S, 2c = C+D, dbi = C+H, (1c)-p-(1d): 2d = D+H, 1h = H+S, 1s = C+S, 1nt = C+H,						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	lightner						
2c = C+D, dbl = D+S	invitational (1S-(2H)-2S-(3H)-dbl invites game in spades)					Good Bad	
	Lead directing					After (2nt or 2d-2x-2nt or 2c-2x-2nt) and 3c: 3d not 4 cards (now smolen) and 3nt both majo	
	Dopi/Ropi						
inverted on, but 2NT mixed and 3m weak. Drury off. Rdbl - 9+.	Dbl of splinter asks to lead the suit below the splinter.					Psychics: Very Rare	
On 1M (double) 1NT and 2 level bids transfers.Bergen and Jacoby off.							
1x-dbl-3y weak. 1M-dbl-2nt 4 cards, 10+.	l						

				Israel	Michal Nosacki - Matilda Poplilov	Israel	
OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
ΙC		3	4H	11-21 HCP, 3 if 4333 (not 4d) or	INT 9-10 HCP; 2C inverted; 3C 4-9 HCP; 2NT II HCP; ID can be with 3 cards when no other bid.	2-way checkback after opener rebids Int	inverted is off after overcall. After dbl, 2m is 10+, 3m preemptive, 2NT mixed.
				4-4-2-3	weak jump shift (0-5 HCP).	IC-IM-4M balanced 18-19	is 10+, shi preenpuve, zivi nixed.
					IC-IM bypass long diamond if less than opening,	IC-ID-INT balanced, can have 4M. IC-ID-INT-2M gf, 5+D and 4M.	
					IC- 3D/H/S 7 cards 6-8 HCP	IC-Ix-3NT long semisolid clubs.	
					Ic-Ix-2nt now all continuations are transfers,		
ID		3	4H	11-21 HCP,	INT 6-10 HCP; 2C GF; 3C 9-11 HCP, 6 clubs;	Same as Clubs	ID-dbl-3C preempt.
				3 (usually) only if 4-4-3-2	2D inverted; 3D 4-9 HCP; 2NT natural;		
				(sometimes we do it if 4333)	Others like after 1c		
IH		5	4D	11-21 HCP (can be less with shape)	INT almost forcing; 2S wjs;2m GF; bergen, Jacoby	1H-1NT-2m-2H can be 3 5-6 HCP. 1H-3C/D-3S asks for shortness.	Drury
					IH-2H 6-10 HCP. Now 2S starts short game	1H-1NT-2m can be with 3(2) m. 1H-1NT-2NT 17-19HCP. 1H-1S/NT-3NT 6H 18-20	IH-(dbl) now Is natural, Int/2c/2d transfers, 2h support 5-7 HCP, 2NT 4H 10+, 3 level bids preempts.
					3S 7 cards, 6-8 HCP. 4C, 4D splinter 12-14HCP	IH-INT-2C-2S club support 10-11. IH-INT-2D-2S either 6 clubs 9-11 or 4 diamonds 10-11 (now 2nt asks)	
					2C can be with doubleton, 2D with 5 cards	1H-2m-3m 4 cards 14+. With 4 cards, less HCP either splinter or 2M or 2NT.	
IS		5	4H	11-21 HCP (can be less with shape)	same. 3H natural invitational.	Same, After IS-3C/3D 3NT asks for shortness.	Drury. IS-(dbl) now Int/2c/2d/2H transfers, 2s support 5-7 HCP, 2NT 4s 10+, 3 level bids preempts.
I NT	I NT (f		(14)15-17 HCP. Can have 5M or 6m	2C NF stayman.	INT-2C-2D: Now 2H weak both majors, 2S INV+ with 4H and 5S.INT-2C-2D- 3M smolen.	After intervention DBL takeout.	
					4 suits transfer; 3C puppet; 3D 55majors invitational; 3H/S	INT-2C-2M-3OM fit, slamish. Preaccept after minor transfer. Suit after minor	Rubensohl.
					singleton, 2-30M, 4-5 or 5-5 minors. 4C invitational with minors (see answers); 4D/H texas; 4S	transfer singleton. INT-2NT-3D-3NT singleton club. INT-4C-4D asks: now 4H 44 in minors, 4S 3-3-3-4, 4NT 3-3-4-3.	
					invitational 5332 with 5 clubs; 4NT invitational 5332 with 5 diamonds.	After all invitations 4NT is refusal.	
2 C	v			GF (almost)/ 17+ HCP	2D 4+HCP, waiting; 2H negative; 2S/3C/3D 5+, 8+HCP.	2c-2d/2h-2NT gf (after this as after 2nt opening).	2C-(not pass or double)-dbl 0-3 HCP
					2NT 5+H;	2C-2H-2M-(anything)-3M can be passed	
2 D	V			6 cards Major, 5-10 HCP, or balanced 22-23	2H,2S,3H p/c; 3S inv with spades. 3NT,4H,4S to play.	2D-2S- now if hearts, 3C maximum, 3D minimum. 2D-2NT now 3C maximum,	2D-(2M)- dbl pass/correct.
				120400 PU 22-23	2NT asking; 3m forcing. 4C bid your M with transfer. 4D bid	3D minimum with hearts, 3H minimum with spades. 2d-2nt-3c gf, and now 3d asks for major in transfer. For any answer on 2nt, 4 m is cue bid and 4M to play.	2D-(3x)- dbl 100% penalty
					your major. After any responder bid (except 3S), NT is the strong hand.	After 2D-2x-2NT, continuations as after 2NT opening, After 2D-2/3x-3NT, continuations as after (3x)-3NT.	2D-2NT-(3M) now pass means I have the other major.
						2D-2S- now if hearts, 3C maximum, 3D minimum. 2D-2NT now 3C maximum, 3D minimum with hearts, 3H minimum with spades. 2d-2nt-3c gf, and now 3d asks for major in transfer. For any answer on 2nt, 4 m is cue bid and 4M to play.	
2H V	v			5H, 5+m, 5-9 HCP. Sometimes 5-4	2NT asks,3C p/c, 2S to play, 3S/3D natural and GF.	2H-2NT-: 3C min with clubs, 3D min with diamonds, 3H max with clubs,	
						3S max with diamonds.After 2NT and answer of 3c/3d, 3OM invites slam in M, 3Om invites slam in m. After 2NT and answer of 3H/3S, 4m is slamish in minor, 4om slamish in M, 4OM to play.	
2S	v			5S, 5+m, 5-9 HCP. Sometimes 5-4	Same as H.	Same as H.	
2NT				(19)20-22, balanced or semibalanced.	3C smolen. Now 3d no major, 3M 4 times, 3NT both majors.	2NT-3C-3d/h/s-4m slamish in m. 2NT-3C-3M-OM- slamish in M. 2NT-3d-3h-3s 5-5 slamish. 2nt-3h-3s-4h 5-5 not slamish.	
					Major transfers; 3SS MSS; Texas; 4C/4S/4NT Slam invitation as after Int.	2NT-3C-3D now: 3M is 4 cards M+5 OM. 2NT-3C-3NT - now 4C hearts, 4d spades, 4H slamish in club (and then 4s KC and 4nt so), 4S slamish in d (and then 4NT so and 5c KC).	
3m		6		Preemptive 4-10 HCP. Can be very weak suit.	4om slamish. 3X forcing.	3C-3H: 4H doubleton, 3S no doubleton H, 4D 3 hearts, 4C signoff.	
3M		6		Preemptive (4-10 HCP)	3S forcing, 4m cue. 4OM to play.	High Level Bidding	
3 NT	V			gambling, no outside K.	4/5/6C Pass/Correct. 4M to play. 4D asks for singleton.	RKC 1403; DOPI/ROPI; After 5C/5D lowest step asks for Q. If no Q return to	suit.
4m		7		Preemptive (4-10 HCP)		After 4NT and answer, the lowest available step (not signoff and not asking for 0	Q asks for K. Answer shows specific K
4M 4NT		7		Preemptive (4-10 HCP)	Lackwood - bid asks for control.	Exclusion - answers 0314.	
	v			minors		Lowest possible cue.	
						IM-2NT Jacoby. Answers: 3C minimum, 3D/3OM 15+, 4 cards; 3NT 17-18 balar	nced; 3M 15+, 4clubs.
						4X void. 4M 12-14, 6 cards balanced.	
						After IM-2NT-3C - 3M asks for shortness and other suit shows shortness.	
						Non-Serious 3NT (or 3S over hearts).	
						After Major fit (1M-2M or 1m-1M-2M) - new suit is long game try, next step is p	reparation to short game try.
						But jumping to 4 level shows second suit,	