DEFENSIVE AND COMPETITIVE BIDDING	1	LEADS AND SIGNALS					W B F CONVENTION CARD
	ODENIN	OPENING LEADS STYLE				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) level 1 NV can be aggressive. responses: after 1M overcall if opponents	OPENIN					CATEGORY C	
double we play transfers	G:4		Lead 3/5			ner's Suit	CATEGORY: Green NCBO: Israel
XX from responder shows points	Suit NT		2/4		3/5 3/5		
(1c)-1M-(2x)(transfer)-3c: mixed raise X: my bid 2x+1: 10+ pts, fit	1 1		2/4		3/3		PLAYERS: Aviv Zeitak- Nir Khutorsky EVENT : All Events
(1c)-1M-(2x)(transfer)-3c. Illixed raise X. Illy bid 2x+1. 10+ pts, Ill	Subseq Other: his	rh from	V.V.				EVENT: All Events
	Other, mg	311 110111 2	AA .				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
2 nd - 15-18 4 th - 11-14	Lead		Vs. Suit		Vs. NT	1	
Responses system on	Ace		AK(x) /Vs lev	el 5+ denies K	From A		GENERAL APPROACH AND STYLE
if opponents double 1NT:	King		AK/KQ(x)			nonour or give count,	2/1 GF
	l		Vs level 5+ asks for count		strong lead		5 card major.
P- to play XX - transfer to 2C then 2D=nat, 2H= both M's	Queen		Q singleton or		AKQx	, AQJ, $KQx(x)/KQJ(x)$,	short club
2m: this minor and a higher suit	Jack		shortness or J	$\Gamma(x)$ may also	must ho	ld T, may have also A/K	1NT 15-17 VUL/ 4th hand
2M = to play	10		have K		(IDTO T	7/)	1NT 11(10)-13 NV pos. 1,2,3
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		(H)T9/T(x)		(H)T9/T	(X)	2Cx opening : strong
NV can be agressive.	9		3 rd /9(x)		9(x)	1 1 1	2Dx opening: 0-7 points 5+ card M
Jump overcall - weak. responses in suit - GF	Hi-X		Even number			doesn't have a honour	2M opening: 8-11 points 6+ card M
2nt overcall - UNUSUAL NO TRUMP	Lo-X		Odd number o		Probabl	y led 4"	
Reopen:	SIGNAL	1	RDER OF PI			I	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	↓	Partner		Declarer's Lea	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue bid at level 2- Michaels	1	Low enc		Reverse count		Suit preference	Gazzili after 1M-1NT
Cue bid at level 3- asking for stopper	Suit 2 Reverse 3 Suit pref						
				D .		g tr c	
	4	Low enc		Reverse count		Suit preference	
VS. NT (vs. Strong/Weak; Reopening;PH)	4 1	Reverse		Suit preference			
vs strong NT - Multi Landy - see notes		Suit pref					
vs weak NT - Multy Landy(except for X which is pen)	Signals (including Trumps): Sometimes suit preference.						
	When we led (in a suit) and dummy is short in this suit, we signal suit preference.						
	┨						
	_			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Double- take-out.		Doubles are usually takeout, except for special situations					
Cue bid - showing two majors or major and minor.)-8 level 2 9-11		0113		
Jump NT bid - level 3 - to play level 4 - lowest suits.	responses	10 (01 1 (, 0 10 (01 2)-11	cae dia 12+.			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠	1						SPECIAL FORCING PASS SEQUENCES
Nat except:	SDECIA	[ADTI	IFICIAL 8-4	COMPETITION	Æ DRI (S/RDI S	See Notes Page 29
X = majors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Lightner Double					500 110008 1 age 27	
X = majors NT = minors	Eighnief D	ouble					
OVER OPPONENTS' TAKEOUT DOUBLE	-						IMPORTANT NOTES
	-						IVIT OKTANT NOTES
Transfers	-						
	1						PSYCHICS:
	J						I DI CIIICD.

OPENI NG	TIC K IF ART IFIC IAL	MIN. NO.	NEG. DBL THR U							
		OF CAR DS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1 ♣		2	4S	can have 4Dx if bal	1D= 2+ diamonds, 1M: natural ,walsh,1NT: 9-11 points,	3rd suit forcing, 4th suit GF, two-way C.B, C.B:	Inverted minors			
					nat. 2NT: 6-9 points, clubs	10+ usually fit 1C-(1S)-2C : 5+Hx 6-9 points				
1♦		4	4S	bal only if 5332 with 4441(short M or Cx) we open 1D	1 over 1- 6+ points 4+ cards. 3club- 8-11points 6+ clubs. inverted minor, 2NT: nat, inv	s. 3club- 8-11points 6+ clubs. 3rd suit forcing, 4th suit GF, two-way C.B, C.B: 10+ usually fit 1D-(1S)-2D: 5+Hx 6-9 points				
1♥		5	5D	5 Card Major	1NT - semi forcing. 2NT Jacoby - see notes. Bergen - see	C.B showes 10+ points usually fit, Gazzili, Transfers after take-out double	Drury			
1♠					notes.	C.B showes 10+ points usually fit, Gazzili,				
		5	5D	5 Card Major	Same	Transfers after take-out double	Drury			
INT			4S	11(10)-13 NV 1,2,3rd position. Otherwise 15-17	Strong NT : Stayman, Transfers, Smolen Weak NT : 2C : inv 2D : GF 2M/3x : To play	Strong NT : Transfers Weak NT : Lebensohl				
2♣	X		 	Strong	2Dx: 4+ points 2Hx: 0-3 points 2Sx: 8+ point, nat	X:0-3 points P: 4+ points new suit: Natural,				
				Suong	2NT: 8+ points, 5+ Hx 3m: 8+ points, nat	Up to 5 points. C.B : ask for stopper				
2♦	X	6(5)		0-7 points, 6(5) card H/S, weak 2 in D in 3rd seat	2/3M: P/C, 3m: nat, signoff	X : Over 2M P/C, Otherwise Penalty				
				D In old boar	2NT : asking	New suit : Natural. C.B : ask for stopper	†			
2♥		6		8-11 points, 6 card H, 0-11 in 3rd seat	3/4Hx : to play 2NT : asking 3C : Natural GF	X : Penalty C.B : general forcing new suit :				
					3D : asking for 3 cards S	Natural 2NT: ask				
2♠		6		8-11 points, 6 card S, 0-11 in 3rd seat	3/4Sx : to play 2NT : asking 3C/H : Natural GF	X : Penalty C.B : general forcing new suit :				
					3D : asking for 3 cards H	Natural 2NT : ask				
2NT				19-21 NV	Transfers, FCTS.	X(on 3-4 level) : neg (on 5+ level) : Penalty				
				20-21 V		C.B : General Forcing, usually major(s)				
3♣		6		Weak	Nat. Change suit- GF except 3D: asking for 3 card M	X : Penalty C.B : Fit				
3♦		6		Weak	Nat. Change suit- GF.	X : Penalty C.B : Fit				
3♥		6		Weak	Nat. Change suit- GF.	X : Penalty C.B : Fit				
3♠		6		Weak	Nat. Change suit- GF.	X : Penalty C.B : Fit				
3NT	X			Gambling- AKQ in minor suit. no	4D asking for shortness.4C P/C.					
				A/K/2Q outside.	4M- to play.5C P/C 4NT asking for trump quantity					
4♣		7		Not strong	Natural	X : Penalty				
4♦		7		Not strong	Natural	X : Penalty				
4♥		7		Not strong	Natural	X : Penalty				
4♠		7		Not strong	Natural	X : Penalty				
4NT	X			at least 6-5 minors- not very strong						
5♣				To play		HIGH LEVEL B	IDDING			
5♦				To play		RKCB 1403 DOPI DEPO Exclusion				
5♥				To play		4NT after 1/2NT opening is quantitative				
5♠				To play						
	I	ĺ		1						