

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
General Style: Sound (5) 8-16 HCP
Responses: cue-bid = Forcing raise; Jump Raises = PRE; Jump Shift = Pre-emptive; simple raises = constructive
(2x) New suit = Forcing
Reopening: same, balancing 2NT = 20-22
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd - 15-18 HCP balanced, 4 th 11-14 balancing HCP System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5-5)
Resp: CUE = F, suit = NATNF; mixed raise
After Michael's cue - low cue -> fir F, high cue - F other suit / nat
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's CUE ♥+♠ over minor, OM+m over M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
In response to partner's bid - fit & 10+ HCP / strong usually fit
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = 6 in any suit
2CL = 5-5 / 5-4 in both Minors
2D = 5-5 / 5-4 in both Majors

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd / 4 th	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	M.U.D	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AKQ; AKx(+)	
	Kx, KQ(+)	KQ(+); AKJT(x); KQT9(+)	
	Qx, QJ(+)	QJT(+), QJ9(+)	
	Jx, JT9(+); KJT(+)	same, AJ10(+)	
	Tx, JTx(+), HT9(+); T9(+);	Same	
	9x	same	
	Sx; xSx...;	Sx; xSxx;	
	HxS, HxxS (+), xSxx		
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low enc.	Count std.	s/p (Italian)
Suit 2	Count std.	s/p	
3	s/p		
1	Same	Same	s/p (Italian)
NT 2	Same	Same	
3	Same		
Signals : UDCA			
Italian Lavinthal in discard (odd enc. , even lavinthal)			
Signals after opening lead -> low enc. (K: count upside down)			

W B F CONVENTION CARD ♣♦♥♠
CATEGORY: Green
NCBO: Israel
PLAYERS: ADEL PETELKO & ZIV ROITMAN
EVENT: U16 / GIRLS
SYSTEM SUMMARY
Natural, 5 card Majors (12-21 HCP)
Better Minor (at least 3) - Longer Minor - 1♣ if 3-3
1NT opening: 15-17 HCP balanced
1NT responses = non forcing, Stayman, transfer, checkback Stayman, Puppet Stayman, Texas, Smolen
Major responses - Bergen, Jacoby, Splinter
Reverse big, long trail bid
2 over 1 response: promises rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP) -> ogust resp.
Two Over One GF
Pre-emptive
2NT overcall = two lower unbid suits
Michael's Cue-bids

2H = 5 Hearts + 5 one Minor 2SP = 5 Spades + 5 one Minor	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) May be light 12+ HCP with classic shape, otherwise strong hand Responses: NAT. CUE-BID= F until a suit is bid twice; New suit after CUE = F1 Support Double, re-opening double, balancing DBL 8+ HCP SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Negative Double suggest 40M. 1♣-(1♦)-DBL = 4-4 / 4-3 Maj's. SOS RDBL	4 th suit forcing
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Lebensohl		2NT Opening = 20-22 HCP balanced Lebensohl (over 1nt & weak 2) Inverted Minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ DBL = ♥+♠, NT=♣+♦		SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKEOUT DOUBLE RDBL - 10+ , 2x = NF		IMPORTANT NOTES PSYCHICS: Rather rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass			Not an opening bid			
1♣		3	Better Minor 11-21 HCP	Single raise stronger than double raise Weak jump shift 2NT = 11-12 HCP balanced	4 th suit forcing: game forcing. Reverse by opener: forcing	Cue bid for overcall=forcing, fit Pre-emptive jumps over overcalls
1♦		3	Better Minor 11-21 HCP	Single raise stronger than double raise	As above	As above
1♥		5	5 Card Maj. 11-21 HCP	1NT: NF; 6-10 point raise = limit. 2NT = FG with trump support 4+ cards (jacoby) 2♥ = 6-9 HCP 3 cards 3♥ = 0-5 HCP 5+ cards	Raises = limit. Re-raise = pre-emptive Bergen 1h - 3cl (6-9 4c / 10-11 3c) - 3d (15-17) / 3NT (medium) / 3sp (slamF)	Cue over comp = strong raise 2♣ = Drury (2M = min) 2NT = 10-11 balanced
1♠		5	5 Card Maj. 11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT			15-17 HCP, balanced	2♣ = Stayman 3♣ = puppet stayman 4♦ / 4♥ - Texas Jacoby transfers Smolen	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-2/3M = 5oM+4M(xx) 8-9/10+ p 5-5 : transfer -> 2 nd M Breaking a transfer requires 4 card fit, max. HCP	DBL at 3-level shows values Majors Overcall-> 11-14 balancing
2♣	X		Artificial, strong near FG,	2♦ = neutral (4+ HCP), 2♥ = 0-3 HCP positive requires good suit	Cheaper minor = second negative thru 3♦	Natural
			Any suit(s), any shape			Natural

2♦		6	6-10 HCP	New suit forcing; 2NT Ogust		Natural
2♥		6	6-10 HCP	New suit forcing; 2NT Ogust		Natural
2♣		6	6-10 HCP	New suit forcing; 2NT Ogust		Natural
2NT			20-22 balanced	Jacoby transfers, Puppet Stayman.		
3♣		7	Pre-emptive	New suit = forcing		
3♦		7	Pre-emptive	New suit = forcing		
3♥		7	Pre-emptive	New suit = forcing		
3♠		7	Pre-emptive	4♥ = natural.		
3NT	X	7	Gambling			
4♣		8	Pre-emptive			
4♦		8	Pre-emptive			
4♥		8	Pre-emptive		HIGH LEVEL BIDDING	
4♠		8	Pre-emptive		RKCB - 0314, 5d -> 1 st step ask for Q trumps; then 5NT ask for specific low Kings	
4NT	X		Pre-emptive (cl & d)		Cue = usually 1 st round before 2 nd .	
					Splinters , DOPE ROPE, Exclusion	