

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NV 6+, Vul 8+ but flexible by the suit quality. Responses: nat. 2 level
NF, 1 and 3 levels F. After opponents' Dbl, transfer approach up to 2M.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Over weak\strong NT (not containing 16), Dbl = Penalty 2♣ = Both Majors 2♦ = over Maj, 2♥\2♠ = Maj + minor
Balancing against strong NT: x = both Majs or 1 minor
2♣ = ♣ + Maj 2♦ = ♦ + Maj, 2♥\2♠ = nat
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-9 –NV can be flexible. 2N unusual.
Reopen: 14-16
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: showing OM+ ♣
opening. Over 1♣, 2♦ plays the role of cuebid.
3♣ = OM+♦ over 1M opening
Style: 8+ in Vul, 6+ NV.
Responses: nat.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = t.o., jumps 8-11 or leaping Michaels.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = minors.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	3/5	
NT	4th	3/5	
Subseq	2/4 (low from xx)	2/4	
Other: Rusinow against NT and 5 level, or declarer known with 7card suit/ 55+. During the game 2/4 (low from xx middle from Hxx) and rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Most AK combinations (att)	AK(x)	
King	KQ or rarely AK sec	Strong lead- ask for count or unblock	
Queen	QJ(x), Qx	Qx, KQ(x)	
Jack	J10(x), HJ10(x), Jx	Jx, qj(x)	
10	109(x), 10x, H109	J10(x), 10x, HJ10	
9	98(x), 9x	T9, H109	
Hi-X	bad holding or xx		
Lo-X	4th (low from Hxx)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	ODD= E EVEN= SP
Suit 2	Count	S/P	Count
3	S/P		
1	Att		
Signals (including Trumps): S/P in trump std smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, natural responses.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Israel
PLAYERS: Oren Toledano, Ami Zamir
EVENT: WBG 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club. 1♣ = 16+.
1♦ = 11-15, usually 2+♦.
5-card Majors. 10-15
2♣ opening = 11-15, 6+♣. Can be 5 card 3 rd seat.
2♦ opening = 11-15, short♦, 3-suiter w 3-card M possible
variable NT 10-13 fav 1st 2nd 13-15 NV 15-17 rest
2\1 response = GF with 2♣ artificial
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ opening = 16+, artificial
1♦ opening = 11-15, 2+♦'s (or stiff honor).
2♦ opening = 11-15, short♦, 3-suiter w 3 card M possible
2♣ opening = 6+♣'s 10-15.
ART responses to 1♣ opening (1♥ and higher = FG).
Some transfers in competition. 1M-X, 1♦-X, 1♦-2M, 1M-2M
1♦-P-2♥ = 5♠ 4+♥ less than inv / inv
1♦-p-2♠ = INV: with minor or Bal.
SPECIAL FORCING PASS SEQUENCES
In low-level situation, up to 2♥.
In high lvl forcing position we play dbl as good hand and pass is request double. 1♣- (4M) or higher we are in forcing position.
IMPORTANT NOTES

OVER OPPONENTS' TAKEOUT DOUBLE
Following 1M opening, transfer approach. In general, up to 2M raise.

Support Dbl up to 2♠, Negative Dbl, Responsive Dbl. In competition, usually t.o.

PSYCHICS: Rather rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		1♣ X 0 16+ ART, F1. Upgrades common.	All ART. 1♦=0-7, others FG. 1♥=. 8-11 any or 16+ bal, w/o 5 card ♠ 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=12-13 bal, 2♠=12+ any 4441, 2NT = 14-15 Bal, 3♣♦♥♠ = weak		
1♦		2	3♠	2+♦, 11-15, stiff honor possible	1NT = 7-11, 2m = GF, 2♥ = 5♠4+♥ not inv / 2♠ = inv bal or 1 minor 2NT = both minors, 3♣+ = preemptive	XYZ structure	Transfers after opps overall: Dbl 2M, 2♣, 3♣
1♥		5	3♠	10-15 Nat	2/1 GF, 3♥ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♣ = Max with 3(4) card fit
1♠		5		10-15 Nat	2/1, 3♣ mixed, 2NT= 10-11 3+ card support. 3m = Nat inv		2♣ = Max with 3(4) card fit
1NT			3♥	12+-15 NV VUL= 14+ to 17. favorable 10-13	Transfers, 2♠=range ask or ♣, 2NT=♦, 3♣=splinter, 3♦=splinter, 3M=short, Texas		
2♣		6	3♠	6+ clubs 10-15	2♦=ask, 2M=NF, 2NT/3♣ for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♠, 3♠=6♠4♥ GF, 4♣=mixed	After 2♦, 2♥ shows either 25+ bal or nat. 2♦: 2♥=4M, 2♠=not bad, 2NT=nat, 3♣=bad, 3♦=good nat, 3♥=5♥, 3♠=5♠, 3NT=solid♣+	
2♦	X	0	NO	11-15, short ♦: 4405, 4414, 3415,	2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=natural inv, 3M=INV, 4♣=mixed, 4♦=pick, 2NT = ask	2NT: 3♣=min, 3♦=4414, 3M=3M, 3NT=4405, 2NT-3♣-3♦: 3M=3M, 3NT=4414, 4♣=4405	
2♥		6(5)		6(5)♥, 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2♠		6(5)		6(5)♠ 6-10 HCP can be light NV	2N GF relay, 3♦ is GI or nat GF. New suit at 3 lvl is nat forcing		
2NT				20-21	4x = South African trf Various minor slam oriented bids act as optional KC.		
3♣		6		6+	4♦ KC, 3♠= ask for p to bid .3♥		
3♦		6		6+	4♣ KC		
3♥		7(6)		6+	4♣ KC	HIGH LEVEL BIDDING	
3♠		7(6)		6+	4♣ KC	Unserious first step; frequent "pick a slam" application of 5N and other bids. DEPO, EKCB, Kick back when clubs are trumps.	
3NT				gambling	.		
4♣				Nat			

4 ♦
4M

			Nat			
			Nat			