

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Level 1 – 9-16
Level 2 – 11-16
Level 3 2 nd hand – 14 – 17
Level 3 4 th hand – 12-17
Cue bids = 10+ with fit
Jump support – weak 6-9
New suit forcing 1 round (level 1,3) level 2 not forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 balanced with stopper
Balancing: 1nt: 12-15 2nt: 15-18
System on
5-5 lowest unbid suits by passed hand or jump
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual NT – 2 lowest unbid suits
Reopen: 13 – 16, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
1X – 3X = solid minor, asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = HCP
2♣ = 6+ any suit
2♦ = Majors
2♥ = 5+ m4+
2♠ = 5+ m4+
2NT = Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=take out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive
X = majors
NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+
Suit=6-9 5 cards

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK+, Ax	AKxx, AKxxx+, AKJ+, AKQ+	
King	Asks for count	Ask for unblock/count	
Queen	Qx, QJ+	KQ+, QJT+, QJ9+	
Jack	Jx, JT+	JT9+, JT8+	
10	T9x+	T9+, Q+T9+	
9	98x+	T9x+	
Hi-X	xXx, xXxx+, Xx	xXx, xXxx, Xx	
Lo-X	HxxX+	HxxX+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Count (only if long suit in dummy)	Odd = enc Even = Levental
Suit 2	Count (if king lead)	Smith(low=enc)	
3			
1	Reverse Attitude	Count (only if long suit in dummy)	Odd = enc Even = Levental
NT 2	Count (if king lead)	Smith(low=enc)	
3			
Signals (including Trumps): UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
No jump: 0 – 7			
Jump: 8-11			
Cue bid: 12+/inv 4-4 majors			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL			
Support DBL/RDL			
Game inviting DBL			
Responsive DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Israel
PLAYERS: Eitan Gisin, Itamar Herbst
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+ major
Better minor
2/1 game forcing with 1nt 1 round forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = strong 23+/9+ running tricks
2♦/♥/♠ = weak
3NT gambling opening
1MA- 3m: 10-11, 6+ card minor
1m -2MA/1♣-2♦ - 0-5hcp, 6+ cards
1♥-3♣: splinter
1♠-3♥: 10-11hcp, 6+cards
SPECIAL FORCING PASS SEQUENCES
When game forcing pass is forcing and shows a stronger hand
Than DBL
IMPORTANT NOTES
PSYCHICS: rare

