


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 5-17 FAV, stronger o/w.
Responses: Natural. 1/1 and 3/1 F, 2/1 NF, Cue = raise ~10+.
Jump cuebid = 4 card fit, 6-9, 2NT = NAT.
Transfers after 1M – (X).
Transfers after (1X)-1M-(X)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18, stopper, after that system on. Sandwich: same.
Balancing: over m = 11-14, over M = 11-16, may have a weak stopper or no stopper.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls.
2NT overcall = 2 lowest suits.
Reopen: 2NT = 19-21, jump overcall = intermediate, 6 cards ~13-15.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid = Nat over 1♣, majors over 1♦, oM&♣ over 1M.
Jump cuebid = solid minor, wants to take a shot at 3NT if opps' suit is stopped.
VS. NT (vs. Strong/Weak; Reopening;PH)
Opps' NT is <i>weak</i> if it contains good 13.
Dbl = penalty; 2♣ = majors.
Weak NT: 2♦/2♥ = ♥/♠; 2♠ = 4♠, 5+m.
Strong NT: 2♦ = ♦+M; 2M = Nat.
Reopening: Dbl = one m or both majors; 2m = m + Higher;
2M = Nat.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
NT up to 3NT= natural, NT above 3NT= two suiter,
Jump= leaping Michaels, 3M-4m=leaping Michaels,
cue= two suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
dbl=Ms, NT=m's
OVER OPPONENTS' TAKEOUT DOUBLE
Re=business, over 1M: transfers, over 1m: system on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	2/4	3/5; Att if raised.	
Subseq	Att		
Other: Returning partner's suit sometimes. Rusinow in 5 level or after declarer showed 7 or 5-5.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Nat	Weak Lead.	
King	KQ(+); AK; AK + side stiff.	Strong Lead.	
Queen	Nat	QJ; weak lead from KQ	
Jack	Nat	(H)JT	
10	(H)T9	HT9	
9	9x or XX9	T9	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Suit Preference	Attitude
Suit 2	Count	Count	Suit preference
3	Suit preference		
1	Attitude	Att (high enc. our suit)	Attitude
NT 2	Count	Count	Suit preference
3	Suit Preference	Suit Preference	
Signals (including Trumps): Low enc, Low even, Natural suit preference.			
In discard, odd = enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Extremely aggressive style in NV, Responsible in V. Focus on Major suits and intermediate hands, rather than minor big doubles.			
Responses: Natural. Reopening: More aggressive.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive, value showing and game invitational doubles throughout.			
Frequently occurring negative doubles in competition.			

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Israel
PLAYERS: Asaf Yekutieli - Ami Zamir
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, nebulous 1♣ opening with transfer responses.
Weak 1N opening in NV/V.
Light preempts in NV/V.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = strong hand
10-13 HCP opening 1NT in NV/V (except 4th seat).
1♣ opening = Nat or Balanced; 1♦ is mostly unbalanced.
Transfer responses to 1♣ opening; some transfers in competition.
Gazzilli over 1M-1X.
SPECIAL FORCING PASS SEQUENCES
Whenever we made a GF bid. Off when opps showed a 2-suiter.
On in some additional V vs. NV sequences.
Whenever we (re)double for business, up to 2♥.
IMPORTANT NOTES
(1M) - 3♣ = oM + ♦ when VUL.
PSYCHICS: Occ. Usually psyching strength.

OPEN ING	Tick If Art	Min No Cards	Neg. Dbl Thru	BANIRI – YEKUTIELI		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2	4♣	14-16(FAV) bal. or 12-14 bal(VUL)	1♦:4+♥, 1♥:4+♠, 1♠:No M, 1N: inv, 2♣:♦ gf, 2♦:wk in a major, 2♥:5-6♣ 4♥ 4-9, 2♠:both minors, 2N:nat gf, 3♣	xyz, completing the TRF = weak NT, 1N = strong NT
				or natural opening	mixed, 3x:nat mixed, 4♣/♦:♥/♠ good raise	1♣-1♦/♥-3♦ = 16+raise. 1♣-1♦/♥-2N = GF single suited ♣.
1♦		4	4♣	4441, 5+♦ or 4♦5♣ 15- HCP	3♣: 9-11 good 6♣	Xyz
1♥		5(4)	4♣	11-22(23) HCP	3♣:10-12 fit/9-11 4 cards fit w shortness. 2N:fit 4+ gf, 3M= mixed	1M-1X: 2♣ = 4+♣11-15 or (15)16+ any; 2NT = 6-4 or 5-5 GF;
					1N: NF, 3NT/4♣: void transfer splinter 6-9/18+; 3♠: void transfer splinter 6-9/18 ; 2/1; Gazzilli over 1X; Drury in 3 rd /4 th hand, 4♦ over 1♥: good raise to 4♥	3m: 5/5 14-16; 3♥(over 1♣) = 5/5 14-17; 3M: nat, towards 4M 1M-2N-3♣: any min; 3♦/OM: nat 15+; 3M:4+♣ 15+; 3NT: bal hand with 18-19 or 15-17; 4x: min with void; 4M: 15-17 6332
1♠		5(4)	4♥	11-22(23) HCP	As above.	Same as above
INT			4♣	10-13 in Fav and not 4th seat; good 14-17 otherwise.	2♣ = Stayman, 2♦/♥ = trf, 2♠ = G.I. or clubs, 2N = diamonds, 3♣ = puppet, 3♦ 55M inv-COG, 3M = splinter, 4♣/4♠/4N = Quant no 5m/5+♣/5+♦, 4♦/♥ = transfer to ♥/♠.	Transfers after completing 2♦/♥. Responses to 3♣: 3♥/3♠ = 5 cards , 3♦ = no 5 cards M. When opponents overcall, transfers.
2♣	X			GF 22+HCP or 9 tricks	2♦=4+ relay; suit is solid suit with at least 6 cards 2♥=0-3 points, only PS destination is 2N.	Kokish: 2NT after 2♦ is 22-23 bal; 2♥ is relay to 2♣, 2N then is 24+ bal hand, 3♣ hearts, 3X: ♥+the suit (3♥=♣), pass after overcall =4+ and double=0-3
2♦				Weak 2 (5 common NV)	2NT= asking; 2M = NF; 3M = GF.	2♦-2NT: 3♣=3+M; 3♦=min bal; 3M = short; 3N = max bal.
2♥				Weak 2 (5 common NV)	2♠ = Nat NF; 2NT= asking, 3♣ = ♦; 3♦ = ♥ GI; 4♣ = kc.	2♥-2NT: 3♣=6-4x V, 5♥ NV; 3♦=some shortness ; 3♥=bal; 3NT=max bal.
2♠				Weak 2 (5 common NV)	2NT=asking; 3m = m+1; 3♥ = ♠ GI; 4♣ = kc.	Same as 2♥
2NT				19-21 bal	3♣ = Stayman; 3♦/3♥ =TRF; 3♠ = asks for 4 cards m 4♣/4♦ = S/T in ♥/♠ 4♥/♠ = minor opt KC	after 4m, next step mild acceptance. After Stayman and response, 4m is opt KC.
3♣		6		PRE	3♦: asks for 3 cards M, 4♦: RKCB	HIGH LEVEL BIDDING
3♦		6		PRE	4♣: RKCB (0; 1 w/o Q; 1+Q; 2 w/o Q; 2+Q)	
3♥		6		PRE	4♠: RKCB	
3♠		6		PRE	4♣: RKCB	
3NT	X			Good 4M opening	4♣: S/T: next steps ♥/♠ accept/reject; 4♦ bid your suit	1403 RKCB, 1st step asks for Q of trumps and K's, next step for specific kings RKCB -DOPI,ROPI; Lightner Dbl.