



WBF Convention Card 2.19

Note#20	LEADS AND SIGNALS			
	OPENING LEADS STYLE			
DEFENSIVE AND COMPETITIVE BIDDING		Lead	In Partner's Suit	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Suit	4th from H, 2nd from weak.	same ; xxS unless supported.	
ocasionally good 4-card suit at 1 level;	NT	4th from H, 2nd from weak.	same ; xxS unless supported.	Category: Natural - GREEN
2-level overcalls sound Vul.	Subseq	as above	same	Country: ISRAEL
CUE-BID RESP F1; New suit=NF , Constructive	Other:	Vs NT K asks CT/UB, A/Q ATT ;		Event: NEC cup 2004
Jump RAISE=PRE; NT RESP=NF;		Vs suit lead K from AKx(+) Vs 4* and up; signal count.		Players: Michael BAREL Migry ZUR CAMPANILE
4THX: usually 5 cards + tolerance for partners suit.	LEADS			SYSTEM SUMMARY
	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Ace	AKx+ to 4*,Ax+,AK 4* up	Ax, AKx(+)	Natural, 5-card M, 1*=3+, 1*=3+.
2nd POS: 15-17(18-)HCP; Can be semi-balanced;	King	AK to 4*,AKx+ 4* up,KQ+	AKJT(+), KQ109(+)	2* = WK2 in either MAJ ;
Resp: System on;	Queen	QJ, QJx(+), AKQ+ (poss.)	QJT/9+, AQJx+, KQ(+)	2*/= 5+*/ , 5+m
Reopen 1NT=11-14; Reopen 2NT=18+-20;	Jack	J10, J10x(+),KJT+	HJT+ ,J10,J109(8)+	Light responses NV;
	10	10x, H109x(+), 109(+)	as Vs. Suit	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x, H98x(+), 98(+)	as Vs. Suit	1NT Openings: 15-17 ; 5 MAJ possible
1-Suit: WEAK	Hi-x	Sx, xSx, xSxx, xSxxx	Sx(+) or xSx(+)	2 OVER 1 ResponsesFG
2-Suit: 2NT for lowest unbid suits.	Lo-x	HxS, HxxS	as Vs. Suit	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY			2* - WK 2 in either Major.
Reopen: Jump Overcall=Intermediate.		Partners Lead	Declarer's Lead	Discarding
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit:1st	O=ENC,E=DIS/SP	O = O (REO)	O=ENC,E=DIS/SP
MICHAELS CUE:(1m)-2m:*(55+);(1M)-2M:OM+*m(55+);	2nd	REO Count	S/P	REO Count
flexible HCP ranges.	3rd			
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	O=ENC,E=DIS/SP	S/P (SMITH)	O=ENC,E=DIS/SP
MULTI-LANDY:	2nd	REO Count	REO Count	REO Count
2* is Both Maj; then 2* ASK	3rd	S/P		
2*:either M; then 2M=P/C;2NT=ASK	Signals (including Trumps): Trumps:Hi-lo shows interest			Double cooperative - 2+ cards)
2*:+m;then 3*=P/C; 2NT INV	in ruff or S/P; REMAINDER COUNT=REO;			SCRAMBLING 2NT (after opps raise to 2M).
2*:+m;then 3*=P/C; 2NT INV	"SMITH SIGNAL" Vs NT; ODD/EVEN SIGNAL & DISCARD.			
	DOUBLES			Note#20
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			Note#20
LEB after (WK2x)-DBL-(P)-; 2NT(15-18): system on;	Opening Values; CUE-BID=F to S/A; RESP DBL after m:2+ 4			SPECIAL FORCING PASS SEQUENCES
CUE=STOP ASK; Over WK 2M:4*=OM+*,4*=OM+* NF;	-card suits; 1m-(DBL)-1M-(2M)=NAT; Over RDBL:Jump is			Pass=F when: we bid game constructively.
4NT over 3M or 4*=minors ; 4NT over 4*=any 2 suiter;	PRE, Pass is NEU			Note#1698966388
VS. ARTIFICIAL STRONG OPENINGS				
Aggressive, but decent suits if VUL.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Note#20
after STR 1* , or 1* response : DBL=Ms , 1NT = ms	NEG DBL THRU 4* ; 1m-(1*)-DBL suggests 4*+, 8+ HCP;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	NEG DBL of PRE O/C=USEFUL VALUES;			Most low-level doubles are T/O.
	NEG DBL, then new suit=NF;			Many PRE jumps in competition.
OVER OPPONENTS' TAKE OUT DOUBLE	RESP DBL thru 4*;			Psychics: Rare;
New suit=F 1-level; 1NT and higher are Txf; JUMPS=PRE;	SUPP DBL up to 2 of pd's suit;			
Bergen Raises on if opened 1M; 3NT=balanced raise to game;	RDBL of NEG DBL = TOP H.			Note#34824
RDBL=no SUPP, 9+; PSYCHICS POSSIBLE.				Note#1698966388
	Note#20			Note#34824

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thro	Description	Responses	Subsequent Auction	Passed Hand Bidding
1•		3	4•	11-21 HCP;1• with any 33minors.			
1•					jump shift = strong; 2•=INVERTED;	4sF usually to game	Note#20
1•					Usually respond up the line.	. 2 way NMF over 1NT rebid.	Note#20
1•		3	4•	11-21 HCP 3 with 4432 only.	as above		
1•		5	4•	11-21 HCP;	3•=3c limit, or 4c 6-9; 3•=4c limit raise;		
1•					3•=PRE ; 2NT=FIT FG; 1NT=F1.		
1•		5	4•	11-21 HCP;	as above		
1NT			3•	15-17	NF stayman ; 3•=pup stay; 4txf ;		
1NT				5M/6m possible.	4•,• = Texas		
2•	X			any GF; or 8.5 tricks in Major;	2• =Relay, almost any ; 2•=2nd neg		
2•					2NT = •		Note#20
2•	X	6 (5)		WK2 in either MAJ 5-11 ,	2NT = ASking , usually strong.		Might be 5 card suit in 3rd.
2•		5		5+ , 5+ Mm , 5-11	2NT ASK for m		
2•		5		5+ , 5+ Mm , 5-11	2NT ASK for m		Might be 5-4 in 3rd.
2NT				20-22HCP;BAL/SemiBal	3•=Puppet stay ; 3•,• =TXF; 3• = minors.		
3•		7(6)		PRE			
3•		7(6)		PRE			
3•		7(6)		PRE			
3•		7(6)		PRE			
3NT	X	7		GAMBLING;solid m;no outside A or K	4• = P/C ; 4• ASK for singleton.		
4NT	X			ASK for Specific Aces			

HIGH LEVEL BIDDING

CUE=usually 1st before 2nd ;

FREQ SPLINTER BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER;

RKCB, 1st step asks for Q of trumps and K's, next step for specific K's;

RKCB-DOPI,ROPI; "GERBER" over NT openings; 5NT: GSF with step RESP;

Raise to 5M : if a suit was bid by OPPT or 1 suit unbid CTRL ASK,

otherwise trump ASK or SHOW.

LIGHTNER DBL;