

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
New suit = Forcing
Reopening: same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd - 15-18 HCP balanced, 4 th 11-14 balancing HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
Resp: CUE = F, suit = NATNF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's CUE: ♥+♠ over minor, M+m over M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = 5+♣/♦ and 4+♥/♠
2♣ - at least 5-4 in the M
2♦ - 6+♥/♠
2♥ - 5+♥ and 4+♣/♦, 12+ HCP
2♠ - 5+♠ and 4+♣/♦, 12+ HCP
Over weak 1NT: DBL = 14+ HCP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT = ♣+♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	top	same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AKQ; AKx(+)	
King	Kx, KQ(+), AK(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Singleton, Doubleton	QT9(+)	
9	Second from top, Doubleton	Second from top	
Hi-X	Doubleton	Second from top	
Lo-X	Honor	Honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encourage	Low - even	Italian leventhal
Suit 2	(K) High = Odd		
	If lead K- count		
1	Low = Encourage	Same	Same
NT 2	(K) High = 0		
	If lead K- count		
Signals: Italian Leventhal. UDCA			
In trump suit: suit preference			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 12+ 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 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Gal Fibert and Dari Sarfaty
EVENT: Women U26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors (12-21 HCP)
Better Minor - Longer Minor - 1♣ if 3-3
Reverse bid,
1NT opening : 15-17 HCP balanced
1NT responses = non forcing stayman, transfer, puppet stayman, Texas, smallen
Major responses - Bergen, Jacoby, Splinter
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥/♠ Opening = Weak Major 6+ (6-10 HCP) - August
3NT opening = Gambling
Pre-emptive
2NT overcall = two lower unbid suits
Michaels Cue-bids
4 th suit forcing
August after 2♦/♥/♠
2NT Opening = 20-22 HCP balanced
After partner's 1♣/♦ - 2♥/♠ = 6+♥/♠, 6-9 HCP
1♥ - 2♠ = 6+♠, 6-9 HCP
Inverted Minors
Check back stayman

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	3♠	11-22 HCP	Suit or NT 2♣ - inverted minor Weak jump shift.	4 th suit forcing: game forcing. Reverse by opener: forcing After inverted start to show stopers	Cue bid for overcall=forcing Preemptive jumps over overcalls	
1♦		3	3♠	11-22 HCP	Suit or NT 2♦ - inverted minor Weak jump shift.	As for 1♦	As for 1♦	
1♥		5	4♠	11-22 HCP	natural Bergen, 2NT jacyby	After 2NT jacybyIn 3 rd level - suit 4 th level - single/void	Cue over comp = strong raise 2♣ = Drury (2M = min)	
1♠		5	4♥	11-22 HCP	As for 1♥	As for 1♥	As for 1♥	
1NT				15-17 HCP, balanced	2♣=NF Stayman, 3♣=puppet Stayman 2♦/2♥/2♠/2NT = transfer	After Stayman: major = 4-5 cards,	DBL at 3-level shows values	
2♣	X			Artificial, strong near GF, Any suit(s), any shape	Natural HCP OR 8+ without suit), 2♥,2♠,3♣,3♦-positive requires good suit 2♦ = natural (0-7		natural Natural	
2♦		6		6-10 HCP	New suit forcing; 2NT ask for feature	3NT = AKQxxx	Natural	
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature	3NT = AKQxxx	Natural	
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature	3NT = AKQxxx	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				
4♠		8		Pre-emptive				
5♣				Pre-emptive				
5♦				Pre-emptive				
5♥				Pre-emptive				
5♠				Pre-emptive				
							HIGH LEVEL BIDDING	
							RKCB - 0314, 1 st step ask for Q trumps; then 5NT ask for Kings	
							Cue = usually 1 st round before 2 nd .	
							Splinters	