

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
General Style: Sound
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 pos = 15-18 HCP; Responses: as over 1NT opening
4 th pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 18-19 HCP, balanced
Michael's in 4 th hand
2x = 12-14 p, 6+ cards
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's CUE: ♥+♠ over minor, 0M+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) (Multy Landy)
DBL - 5♣/♦+4♥/♠ VS Weak NT - DBL = 14+ HCP
2♣ = 5♥+5♠
2♦ = 6♥/♠+
2♥ = 5♥+4♣/♦
2♠ = 5♠+4♣/♦
2NT = 5♣+5♦
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT=♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, 12+ p RDBL = any 10+ HCP
1-level = F; 2-level = NF; jump raises = PRE;
Jump Shift = NF, any Jakoby, Bergen, Splinters system on

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	M.U.D.	same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	Jx, JT(+); KJT(+), AJ10(+)	
10	Tx, T9x; HT9(+); T9;	Tx, T9x; HT9(+); T9;	
9	9x, 98(+)	9x, 98(+)	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx	HxS, HxxS (+), xSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	same	Italial Levental
Suit 2	High = Even		
3	S/P		
1	High = Encourage	Same	Italial Levental
NT 2	High = Even		
3	S/P		
Signals (including Trumps): suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
new suit after CUE=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Negative Double suggest 40M. 1♣-(1♦)-DBL = 4-4 Maj's.			
Support DBL and RDBL			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Petelko Lia & Kurant Amit
EVENT: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Limit jump raise over majors
1NT responses = non forcing stayman, transfer, puppet stayman, Texas, smolen
1NT opening: 15-17
2 over 1 response: promises rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
Ogust 2NT after weak-two or jump-shift
2NT overcall = two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠
Lebensohl after weak two (direct denies stop)
SPECIAL FORCING PASS SEQUENCES
After reaching a game- PASS=max, DBL=min
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

Lia Petelko & Amit Kurant							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	Single raise weaker than double raise	4 th suit forcing; game forcing. 2♣ check back stayman	Jump cue o/overcall=splinter
					Weak jump shift.	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
					2♣ = 10+ HCP with fit (Inverted Minor) 3♣ = 6-9 HCP	Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise weaker than double raise	As above	As above
1♥		5	3♠	11-21 HCP	1NT: NF; 6-10 point raise = limit. 2NT = FG with trump support	Raises = limit. Re-raise = pre-emptive Long & Short trial bids	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT			3♠	15-17 HCP, balanced	2♣ = Non Forcing Stayman, 4-way transfers; 3♣ = Puppet Stayman 3♦ = 8+ HCP 5♥+5♠ 3♥/3♠ = splinter with minors (3154/3055/2155)	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx) (smolen)	DBL at 3-level shows values
2♣	X		3♠	23+ HCP or 8+ tricks	2♦ = waiting: 0-7 HCP/8+ balanced hand 2♥/2♠/3♣/3♦ = 8+ natural		Natural
2♦		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2NT				20-22 balanced	Jacoby transfers, 3♣ = Puppet Stayman.		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		
3♠		6		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
						HIGH LEVEL BIDDING	
						RKCB - 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
						Cue = usually 1 st round before 2 nd .	
						Splinters	