

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		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd pos = 16-18 HCP; Responses: as over 1NT opening		
4 th pos = 10-14 HCP; Responses as over 1NT opening		
2NT reopen = 20-21 HCP, balanced		
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 Michaels Cue-bids $\heartsuit + \clubsuit$ over minor, OM+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+ Minor +4 major		
2♣ = ♥+♦; 2♦=long Major. 2H/Sp = Major + Minor		
Other: natural		
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL = T/O thru 4♥		
4cl=2 majors 4D= long major 4H/Sp= major + other minor		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
DBL = ♥+♦, NT=♣+♦		
OVER OPPONENTS' TAKEOUT DOUBLE		
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit		
1-level = F; 2-level = NF; jump raises = PRE;		
Jump Shift = NF		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2 nd /4 th	xxx if not supported
NT	2 nd /4 th	same
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(+)	same, AJ10(+)
10	Tx, T9x; HT9(+);T9;	Same
9	9x, 98(+)	same
Hi-X	Sx; xSx;	Sx; xSxx;
Lo-X	HxS, HxxS (+),xSxx	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low = Encourage	same
Suit	High = Odd	
2	S/P	
	Law = Encourage	Same
NT	High = odd	
3	S/P	
Signals (including Trumps):		
Echo in trump suit shows ability to ruff		
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 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.		
Supportive X and XX at level2		

W B F SYSTEM CARD		
CATEGORY: Green		
NCBO: ISRAEL		
PLAYERS: VIDAVSKI Hana IBF5855 – OFIR Ronit IBF4207		
EVENT: ALL EVENTS -		
System 2/1		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural, 5 card Majors		
Longer Minor - 1♦ if 3-3		
Limit jump raise over majors		
1NT responses = F1 over 1M opening		
1NT opening: 15-17		
2 over 1 response: FG		
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		
2NT overcall = two lower unbid suits		
Michaels Cue-bids		
Lebensohl after 2-level overcall of 1NT (direct denies stop)		
Negative Doubles to 3♦		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Double Jump in new suit = splinter if minor over major		
Jump Cue bid by opener = splinter raise		
PSYCHICS: Never		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	VIDAVSKI Hana IBF5855 – OFIR Ronit IBF4207			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♦	11-21 HCP	Single raise weaker than double raise	4th suit forcing: game forcing. 2♣ New minor forcing	Jump cue o/overcall=splinter
					Weak jump shift.	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
						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: F1; 5+ point raise = limit. 2x=FG	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise
					2NT = FG with trump support		2♣ = Drury (2M = min)
1♣		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
					3♦/3♥/3♣ = strong, natural	1NT-2♣-2♦-3M = 5oM+4M(xx)	
2♣	X		3♣	Artificial, strong near FG,	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural
				Any suit(s), any shape			Natural
2♦		6	3♣	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				20-21 balanced	Jacoby transfers, 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	
4NT	X			Blackwooed		Cue = usually 1 st round before 2 nd .	
						Splinters	
							6x instead of 5NT ask for 3 rd control