DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General Style: Sound; can be light in favorable Vuln.
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Preemptive; simple raises = constructive
New suit = Forcing
Reopening: same

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

2ⁿᵈ pos = 16-18 HCP; Responses: as over 1NT opening
4ʳᵈ 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) – not in balancing
Resp: CUE = F, suit = NAT NF;

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

DIRECT: **Michael`s CUE: ♥+♠ 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 - 5-4 m-M against **strong NT**. Take out against **weak NT**
2♣ = ♥+♠; then 2♦=equal majors.
2♦ = 6 Crd M
2 ♥/♠ = Called M + m
2NT = minors

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL = T/O thru 4♥ Over call at 3 level - NAT
Against 3m – 4♣ = both M, 4♦ = Long M, 4M=M-m

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	2ⁿᵈ/4ᵗʰ	xxⓍ if not supported
NT	2ⁿᵈ/4ᵗʰ	Same
Subseq	same	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(+), KQx(+)
Jack	Jx, JT(+);	same,
10	Tx; T9;	AJTX(+);KJTX(+);
9	9x, 98(+), T9x, HT9(+); KJT(+), AJ10(+)	AT9x(+), KT9x(+), QT9x(+);T9x(+)
Hi-X	Sx;	Sx; xSxx;
Lo-X	HxS, HxxS (+),xSxx, xSx;	HxS, HxxS (+),xSxx, xxS;

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	High = Encourage	Same	Italian
	2	High = Even		
	3	S/P = Normal		
NT	1	High = Encourage	Same	Italian
	2	High = Even		
	3	S/P = Normal		

Signals (including Trumps):
S/P in trump suit
Smith signals in defence against NT

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 (or 5♥-4♠)

W B F SYSTEM CARD

All events

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen raises and 2NT Jacoby over majors
2 over 1 response: GF
1NT responses = F1 over 1M opening (not after pass)
1NT opening: 15-17

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ Opening = strong, near GF - any suit(s) any shape
2♦/♥/♠ Opening =Weak 6+ (6-10 HCP)
3NT opening = Gambling
2NT overcall (over 1 level opening) = two lower unbid suits
Michaels Cue-bids:
5-5 at least – Defensive values or very strong
✓ *Over 1♣ a bid of 2♦ = Majors*
✓ *Over 1♦ Immediate Cue bid = Majors*
✓ *Over 1♥, 1♠ Immediate Cue bid = other Major and a minor*
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠

SPECIAL FORCING PASS SEQUENCES

When opponents escape from DBLed NT to m contract
By opener if responder RDBLs. After overcall on 2♦ - 4♣.

IMPORTANT NOTES

Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

Sara Bloch 11409 – Miri Neiman 3841

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise stronger than double raise (INV m);	4th suit forcing: game forcing. 2♣/♦ TWCB	Jump cue o/overcall=splinter
					3♣ =0-5; 2♠=6-9; 2♥=(5♠-4♥) 6-9HCP	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
					Weak jump shift. 2♦ = 0-5 HCP 6 cards	Reverse by responder: GF. 3rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise stronger than double raise (INV m)	As above	As above
					3♦ =0-5; 2♠=6-9; 2♥=(5♠-4♥) 6-9HCP		
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=GF	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise
					2NT = GF with trump support , 3♣/♦ Bergen Raises		2♣/♦ = TW Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥; 3♥= 10-11HCP 6 cards	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=NF Stayman, 4-way transfers; 3♣ = F puppet	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
					3♦ = 5-5mm, 3♥=31(54), 3♠=13(54): All GF+	1NT-2♣-2♦-3M = 5oM+4M(xx), 3OM - Slm	
2♣	X		3♠	Artificial, strong near GF,	Natural, 2♦ = 4+, 2♥=0-3, positive=good suit;2NT=♥	Jump in suit by opener sets suit	natural
				Any suit(s), any shape		Responder shows A or K; Cue over m	Natural
2♦	X	6	3♠	6-10 HCP 6 in ♦	New suit forcing; 2NT asks for min/max (Ogust)	Answers in accordance to convention	Natural
2♥		5		6-10 HCP 6 in ♥	New suit forcing; 2NT asks for min/max (Ogust)		Natural
2♠		5		6-10 HCP 6 in ♠	New suit forcing; 2NT asks for min/max (Ogust)		natural
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman. Minor Suit 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		**HIGH LEVEL BIDDING**	
4♠		7		Pre-emptive		RKCB – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings	
4NT	X			Roman Key Card Blackwood		Cue = mixed 1st round and 2nd.	
						Splinters	