

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 = level 1 or 3 = forcing, level 2 = constructive.	
Reopening: same	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd pos = 15-18 HCP; Responses: as over 1NT opening	
4 th pos = 12-15 HCP; Responses as over 1NT opening	
2NT reopen = 20-21 HCP, balanced	
System on (ignore opening/response bids before 1NT)	
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: modified Michael's CUE: 2x = two highest, 2NT=two lowest (up to 16 HCP)	
Responses: all jumps in known suits are pre-emptive.	
reopening same as direct.	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Woolsey 2♣=both M, 2♦=6+ M, 2M= 5+m & 4+m, 2N=both m	
Dbl=4M & 5+m, or 6+m	
After 2♦: 2/3♥ p/c, 2♠/3m nat nf, 2NT F1 asks	
After 2MA: 2NT asks for m, rest NAT to play	
After DBL: 2♣ asks for the minor, 2♦ asks for the major	
Over weak 1NT DBL is 13+ HCP	
VS. PREEMPTS (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	
RDBL = 9+ HCP, without good fit	
1-level = F; 2-level = NF;	
Jump Shift = NF, Bergen, Jacoby 2NT are on	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	same	
NT	2 nd /4 th	same	
Subseq	Same suit: count std	same	
Others: Returns in any other suit (not opening lead)= att high discouraging			
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	Discarding
1	small = Encourage	Count	Lavinthal
Suit	Count	S/P	
2			
3	S/P		
1	small = Encourage	Same	Lavinthal
NT			
2			
3			
Signals (including Trumps):			
King lead requests count signal, ace attitude			
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			
Big doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl advancing an overcall/dbl thru 3♣			
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.			
Negative Double through 3♣			
Support double			

W B F SYSTEM CARD	
CATEGORY: Green	
NCBO: ISRAEL	
PLAYERS: Hadassa Vinevich - Naomi Vinevich	
EVENT:	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5 card Majors (11-21 HCP), 2/1 GF	
1NT opening: 15-17, could be semi-bal (5M/6m)	
1m= 3+, 1♣ for 3-3	
1NT responses= SF	
2♣ Opening = strong, near FG - any suit(s) any shape	
2\1 response: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦ Opening =Weak Major 6+ (6-10 HCP)	
2M opening = 5-5 weak (6-10 HCP)	
3NT opening = Gambling	
Bergen 4 card raise: 1M-3M 0-5, 3C: 6-9, 3D: 10-11	
2NT overcall = two lower unbid suits	
Michaels Cue-bids with specific suits	
Jump shift response at the 2L is weak (4-8 HCP)	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Rare	

Hadassa-Naomi

OPENING	X 4 A R T	MI N. NO. OF CA RD S	N E G · T H R U	Hadassa-Naomi			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	Inverted minor raises (2♣ = 10+; 3♣ = 6-9)	4 th suit forcing: game forcing. New Minor Forcing. XYZ	Jump cue o/overcall=splinter
				3+ cards	Weak jump shift	Reverse by opener: forcing 1 rd. 1MA and rebid 2MA shows INV, jump 3MA shows GF	Cue bid for overcall=ask for stopper
						Reverse by responder: FG. After inv minor show stoppers	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP 3+cards	same	As above	As above
1♥		5	3♠	11-21 HCP	1NT: SF may be 5-7 with fit. 1MA-2♣: 2+, 1♠-2♥/♥: 5+ 1MA-3MA 0-5, 3♠: 6-9, 3♦: 10-11 4-card fit raises	Re-raise = pre-emptive, 1MA-2NT-3x is shortness and 4x 5-5, 1MA-2x-2MA 5+, 1MA-2x-2NT 12-14 or 18-19, 1MA-2x-3MA sets the trump suit 1♠-2♣-2♥ unlimited 5+-4+, reverses in 2/1 show extras (15+), jump shift show better hand with 5-5, 1MA-2x-3NT shortness 15-17, 1MA-2x-3x show extras	Cuebid shows 3-card limit raise+ 2NT (MA opening only) shows 4-card limit raise+ P - 1M - 2♣= reverse Drury (support, 10-11HCP). Answers: 2M - subminimum, 2♦ 12-13HCP, 3x - cuebid
				5+ cards	2NT Jacoby, 3NT COG, splinters	1MA-3♣-3♦ INV ART	
1♠		5	3♥	11-21 HCP 5+cards	As for 1♥, 1♠-3♥ INV	As for 1♥	As for 1♥
1NT				15-17 HCP, semi/balanced	2♣= NF Stayman, 4-way transfers; 3♣ = puppet, Texas transfer	After Stayman: major = inv, minor = F1, 2NT maybe no MA 1NT-2♣; 2♦-3M = 5oM+4M GF smolen	DBL at 3-level shows values Transfers after 2D/H/S or 2C majors INT: 2x nat competitive, 2NT+ transfer (transfer to their suit shows GF Stayman)
					3♦ = 8+P, 5♥, 5♠	Super accept a minor suit transfer by bidding the minor	System on if int 2C/DBL
2♣	X		3♠	Artificial, strong near FG,, any suit, any shape	2♦ = 4+ (or a king), 2♥=0-3		natural
2♦	X	6		5-10 HCP, 6 card in M	2NT – inv+ asking. 2/3/4M = p/c	Over 2NT – 3M=–min in named M, 3m=max (3♣=♥, 3♦=♠)	Natural
2♥		5	3♠	5-10 HCP 5+♥, 5+ other	2♠ = p/c, 2N = strong, asks about 2 nd suit	After 2N 3♥=♠	Natural
2♠		5	3♠	5-10 HCP 5+♠, 5+ m	3♣ = p/c, 2N = strong, asks about 2 nd suit		
2NT				20-22 balanced/semi	Jacoby transfers, Puppet Stayman, Texas	2NT-3♣-3♦ no 5MA, yes 4MA then responder rebids other major	
3♣, 3♦, 3♥, 3♠		(6)7		Pre-emptive	New suit = forcing		
3NT	X	7		Gambling solid minor suit			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Blackwood			
				HIGH LEVEL BIDDING			
				RKCB – 1430, 1 st step ask for Q trumps; then 5NT ask for specific Kings			
				Cue = 1 st or 2 nd round control, Splinters. Double jump in a new suit is splinter			