DEFENSIVE AND COMPETITIVE BIDDING		LEADS A	ND SIGNALS	W B F SYSTEM CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE		
overcall at 1 level= 8-17		Lead	In Partner's S	category: Green
overcall at level 2: 10-17 responses nat and forcing 1 round	Suit	2 nd /4 th	Same	NCBO: ISRAEL
overent at 10 17 100 onto 1 nt and 1010 mg 1 10 and	NT	2 nd /4 th	Same	PLAYERS: Ofek Gal Or and Yonatan Ben Melech
advancing an overcall: new suit is F, jump shift response is weak	Subseq	2 nd /4 th	Same	EVENT:
cue bid: fit INV+, jump support weak (5-9)	Others:	2 / ·		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2 nd pos = 16-18 HCP; Responses: as over 1NT opening		Vs. Suit	Vs. NT	SISIEW SUMWAKI
	Lead			GENERAL APPROACH AND STYLE
4 rd pos = 11-14 HCP; Responses as over 1NT opening	Ace	AKx (+),Ax(+)	AK; AKx(+)	
2NT reopen = 19-21 HCP, balanced	King	Kx, ,KQ(+)	KQ(+)); KQT	
	Queen	Qx,QJ(+)	QJT(+), QJ9(-	
	Jack	Jx, JT(+); KJT(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx, HT9(+);T9;	Same	Limit jump raise over majors
Weak one-suiter (6-card)	9	9x, T9XX	Same	1NT responses = non forcing
Resp : CUE = F, suit = NAT NF;	Hi-X	Sx; xSx;	Sx; xSxx;	
Unusual 2NT	Lo-X	Hx <u>S</u> , Hxx <u>S</u> (+),xS	Sxx	1NT opening 15-17
	SIGNALS	IN ORDER OF PRIOR	RITY	2 over 1 response: promises rebid
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead Dec	larer's Lead Disca	
Michaels		igh = Encourage Sam		5
Hieraeis		igh = Even	Luviii	2 • Opening = Strong, near 1 G - any stat(s) any snape 2 • Opening = Weak • 6+ (6-10 HCP)
Responses: all jump in known suits are pre-emptive.	3 \$			2 V Opening = Weak V 0+ (0-10 HCF) 2 V/2 Opening = Weak Major 6+ (6-10 HCP)
reopening same as direct		igh = Encourage Sam	e Lavin	
1 C			Laviii	Inai Wichaels Cue Bius and Unusuai Zivi
VS. NT (vs. Strong/Weak; Reopening;PH)		igh = Even		
DONT: Double - Any one suit, relay to 2 .	3 S			
2 2: Clubs and a higher suit (at least 5-4 or 4-5)	Signals (inc	luding Trumps):		
2♦: Diamonds and a higher suit (at least 5-4 or 4-5).				
2♥: Hearts and spades (at least 5-4 or 4-5).				
2♠: Spades, weaker than a double followed by a 2♠ rebid.		DO	UBLES	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style; Re	sponses: Reopening)	
DBL = T/O thru 4♥		t 10+ with classic shape,		
DDD — 1/0 unu T Y		NAT. CUE-BID= F un		
	new suit aft		in a suit is blu twice,	
NG ADDIELOTAL GEDONG ODENINGS 1. 1. 4.	new suit are	LI CUE-II		SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SPECIAL.	ARTIFICIAL & COM	PETITIVE DBLS/RDL	·
			port DBL/RDBL (throug	
OVER OPPONENTS' TAKEOUT DOUBLE	\dashv			IMPORTANT NOTES
2NT=NAT:	Ⅎ ┠───			AM ORTALI HOLED
1-level = F; 2-level = F; jump raises = INV	1			
1-level – F, 2-level – F, Julip falses – HVV	1			PSYCHICS: Rare
				rsiunius; kare

C b	F	MIN. NO. OF CARDS	NEG.DBL THRU	Ofek Gal Or and Yonatan Ben Melech				
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*		3	3 🔥	11-21 HCP	1NT: 6-10, 2NT: 11-12, 3NT: 13-15	4 th suit game forcing, New	Cue bid for overcall= forcing	
					2cl= 6-9 fit, 3cl= 10-11 fit, 2d/2h/2sp= weak 2 (6-9)	Minor forcing Reverse by opener:Forcing	Jump support in overcall is 6-9 and 4 card fit	
					2C1= 0-9 III, 3C1= 10-11 III, 2d/2h/2sp= Weak 2 (6-9) 1L new suit is F1	1. (overcall) 3. = 6.9 and a fit	Preemptive jumps over overcalls	
1 •		3	3 🔥	11-21 HCP	As above	As above	As above	
1 🗸		5	34	11-21 HCP	1NT: NF; 5-10 point, 2NT = nat bal 10-11 ponits, 3 ♥ in inv	1 ★ (overcall) jump 3 ★ 6-9 HCP and 4-card fit 1 ★ (DBL) 3 ★ inv	Cue over comp = invitational+ raise	
					2h= 6-9 points fit, 3h= inv 10-12 point			
1 🔥		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥	
1NT				15-17 HCP, balanced or semi balanced	2♣=Stayman, 2 ♦ / ♥ transfer, 2 ♠ relay to 3 ♣ to get out in 3 ♠ or 3 ♦, direct 3L response is NAT and strong	After Stayman: major = inv, minor = F1	DBL at 3-level shows values Ignore DBL system on Ignore 2 ♣ system on with stolen dbl Negative DBL against 2 ♦ + inv with system off	
2*	X		3 ^	Artificial, strong near FG,	2 ♦ =0-7 points or 8+ points without any 5 cards, 2h/2sp/3cl/3d= nat 5 cards+ 8+ points		natural	
				Any suit(s), any shape			Natural	
2♦		6	3 🔥	6-10 HCP	New suit forcing; 2NT Is August; 2 ◆ - 4 ◆ competitive	3NT = AKQxxx	New suit forcing, Natural	
2♥		6		6-10 HCP	New suit forcing; 2NT Is August; 2♥-3♥ competitive	3NT = AKQxxx	Natural	
2 🔥		6		6-10 HCP	New suit forcing; 2NT Is August; 2♠- 3♠ competitive	3NT = AKQxxx	natural	
2NT				20-22 balanced	Stayman, $3 \spadesuit / \bigoplus$: transfer, $3 \spadesuit 1$ minor transfer			
3*		6		6-10 HCP	New suit = forcing			
3♦		6		6-10 HCP	New suit = forcing			
3♥		6		6-10 HCP	New suit = forcing			
3 🔥		6		6-10 HCP	4 ♥ = natural.			
3NT	X							
4*		7		6-10 HCP				
4♦		7		6-10 HCP				
4♥		7		6-10 HCP	HIGH LEVEL BIDDING		H LEVEL BIDDING	
4 🔥		7		6-10 HCP		RKCB – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings		
						Controls = usually 1 st round before 2 nd .		