

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1lvl overcall: 8-16hp. 5+cards
2lvl overcall: 11-17hp. 5+cards
3lvl overcall 4 <sup>th</sup> pos: 12-17. 6+(5) cards
3lvl overcall 2 <sup>nd</sup> pos: 14-17. 6+(5) cards
Responses: cue bid: 10+ fit, 2nt: 10+,4 cards , new suit: 9-16, new suit with jump: GF
cue jump: 6-9, 4cards
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1nt overcall 2 <sup>nd</sup> pos: 15-18hp. stopper. balanced hand
1nt overcall 4 <sup>th</sup> pos: 10-14. stopper. balanced hand
System on
4nt(without jump): two suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcall: 5-10hp. Long suit
2nt Unusual (with jump):5+-5+ cards in the lower unbid suits.
Reopen: 12-14hp. long suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump cue bid in M asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: X = penalty (highest points in 1NT range)
2cl : 54 M's
2d : 6 in M
2M : 5 cards in M and 5(4) cards in m
Weak : same
Gambling : same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
4nt unusual (with jump): 5+-5+cards in the lower unbid suits
On 2d/3cl/3d (weak) 4cl = M'S, 4d = long M, 4h/4sp = M+om
Lebensohl over weak 2
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
aggressive weak
X = M's, 1NT = m's
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: 10+. If bid 1M, transfers. Otherwise 1 lvl is F and 2 lvl NF.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	2/4, low from 3.	
Subseq	Attitude	Attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. NT	Vs. suit	
Ace	AKx	AKx, Ax	
King	Power lead	KQx	
Queen	QJ9,QJT,KQTx,AQJx	QJx, Q,	
Jack	JT8,JT9,HJT	JTx, J, Jx	
10	T9x,HT9	T9x,Tx,T	
9	9xxx	9x,9	
Hi-X	DOUBLETON	SAME	
Lo-X	Mud,4th	3/5	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	attitude	count	Italian Lavinthal
2	Suit preference	suit preference	Present count
3			
NT 1	Attitude	smith	Italian Lavinthal
2	count	count	Present count
3			
Signals (including Trumps): UDCA , In trumps suit preference			
Upside down smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
competitive, value showing and game invitational doubles, support (UP TO 2s), negative and responsive DBL.			

W B F SYSTEM CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>
<b>NCBO:</b>
<b>PLAYERS: Daniel Msika and Ido Moskovits</b>
<b>EVENT: Juniors/Open</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Openings: 1cl =2+cl
1d = 5+d/4441
1NT: 15-17
2/1 GF with 1NT SF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2Cl opening: strong/9 tricks gf
2D opening : 0-7hp with (5)6+ M
2M opening: 8-11hp with 6+M
3nt: Namyats
1M-3cl = 10-11, fit
1m-2MA/1♣-2♦: 6-9hp, 6+
1♦-3♣: inv with 6+cl, 1m-3M = 6-9hp natural
1♣-3♦: inv with diamonds
Transfers after 1D/1H overcalls.
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we showed 25p+
After RDBL we are forced through their jump/support
DBL against weak 1NT forces us through 2♦
<b>IMPORTANT NOTES</b>
1nt - (x penalty) – p = forcing 2cl (long m/both M), 2m = m+M, 2M=natural
<b>PSYCHICS: rare</b>

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7sp	11-21hp	Inverted Minors, Int: 8-11, 1d can be 3 cards and 6-7	2 way checkback, 4 <sup>th</sup> suit gf, transfers after 2NT rebid, new minor forcing	Jump cue = splinter Cue bid = 10+ fit Transfers on overcall 1♦ 1♥
					Weak jump shift responses 2NT: 0-5 with good fit 3m: 6-9 3MA: weak		Unusual vs unusual-low cue: fit 10+ high cue: Passed hand new minor forcing
1♦		5(4)	7sp	11-21hp	As above Int: 6-11,	As above	Transfers on overcall 1♥
1♥		5	7sp	11-21hp	1NT: SF 6-11, 2/1 GF, 2NT = GF Jacoby	4 <sup>th</sup> suit GF, 2-way CB, 1MA-2x-2MA=5+	Cue over comp = 10+ fit
					Void Splinters (12-15) 1♥-2♣: 6-9	Transfers after 2NT rebid	2♣=drury, 4m over overcall = jump fit, transfers over DBL
1♠		5	7d	11-21hp	As for 1♥	long trial bids after 2M support	Unusual vs unusual-low cue: fit 10+ high cue: the 4 <sup>th</sup> suit gf
INT				(14)15-17hp	2♣ = Forcing Stayman, 4-way transfers, 2SP = inv or clubs, 4cl, 4d = Texas transfers, 3♣ = puppet Stayman	Smolen, delayed Texas (4d, 4h)	Lebensohl, negative DBL
					3♦: 55 M through game 3♥/♠ = 1354 10+		
2♣	x			22+ Artificial, strong near GF+	2♦ = 4+ 2h = 0-3	Kokish	P on overcall = 4+, X = 0-3
					2♥/2♠/3♣/3♦ = 8+ Natural		
2♦	x	5		0-7hp	New suit to play, 2NT = asking	3♣/3♦ = min, 3♥/3♠ = max	
2♥		6		8-11hp	New suit forcing, 2NT = asking	3♣ = any 6-4, 3♥ = min 3♦/3♠ = splinter, 3NT = max	
2♠		6		8-11hp	New suit forcing, 2NT = asking	3♣ = any 6-4, 3♦/3♥ = splinter 3♠ = min, 3NT = max	
2NT				20-22hp	Jacoby, transfers, 3♣ = Puppet Stayman		
					3♣ = minors or long d Texas transfers, 4♣ clubs		
3♣		7(6)		Pre-emptive	3d = ask for 3 cards in M		
3♦		7(6)		Pre-emptive	New Suit = Forcing		
3♥		7(6)		Pre-emptive	New Suit = Forcing		
3♠		7(6)		Pre-emptive	4♥ = natural		
3NT	x			Namyats, strong M	4cl = bid in transfer, 4d = bid your M, 4M = natural		
4♣				Pre-emptive			
4♦				Pre-emptive			
4♥				Pre-emptive			
4♠				Pre-emptive			
4NT				Minors			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB- 1403 1st step ask for Q trumps;	
5♥						then 5NT ask for Specific k dopi depo splinter	
5♠						Controls 1/2 rounds serious/non serious	

