

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1 level, sound 2 level Jump raise – weak New suit = F at 1 level New suit = NF at 2 level Cue bid = F 1 round D = strong, other suits
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-17 NAT. Response = system on. 4 th = 10-14 HCP reopen
JUMP OVERCALLS (Style; Responses; Unusual NT)
1Suit = weak. Change of suit = F 2NT = 2 lower suits 2NT in reopen = 19-21 HCP
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michales Cue bids Jump Cue bid – asking for stoper
VS. NT (vs. Strong/Weak; Reopening;PH)
x- ♣ or ♦ and ♥. 2♣ =♦ or Majors. 2♦ =♥or ♠ and ♣. 2♥ = ♠ or minors. 2♠ =♥ and ♣. 2NT = ♦ and ♠
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Optional Double
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Jump in Partner's suit = weak
Redouble = strong

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	3 rd and 5 th	Same	
Subseq	3 RD and 5 th	Same	
Other	2 nd and 4 th	same	
	jurnalist		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	same	
King	KQx, AK	AKJ10(+), KQJ, KQ10(+)	
Qween	QJ10(+)	QJ10(+), KQx	
Jack	J10x(+), J10, KJ10x	J10x, Jx	
10	10x, A109, k109, Q109, 109x	Jurnalist	
9	9x,	2 nd highest of a bad suit	
Hi-X	Hi from doubleton , mud	Doubletone or mud	
Lo-X	In partner's suit unless supported	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	Suit preference	Italian always
Suit 2	Suit preference	count	
3	Count		
1	attitude	Suit preference	Italian always
NT 2	Suit preference	count	
3	count		
Signals (including Trumps):			
Suit preference			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DOUBLE			
RESPONSIVE DOUBLE			
SUPPORT DOUBLE			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS; YESHAYAHU LEVIT / RONNIE TOR EVENT: SENIORS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1=GF
Better Minor
1NT= 15-17
Weak 2 bids
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-20	Inverted minors, 3♣=PRE, Jump Shift = weak		
1♦		3	4♠	11-20	same		
1♥		5	4♠	11-20	1NT=F, 2NT=GF 4 cards raise, Bergen 4 cards raises. 3♥=PRE. 3NT=singleton in either minor. 3♠=singleton ♠	After 2NT response – transfers	
1♠		5	4♠	11-20	same		
INT				15-17	Stayman, 4 suits transfers, Texas transfers, 4♣=Gerber		
2♣	yes			22+ HCP if BAL. Suit- GF	2♦=NEG. Others=NAT.	3♣=2 ND NEG	
2♦		6		7-11	2NT= asking for feature, New Suit = F		
2♥		6		6-10	2NT= asking for feature, New Suit = F		
2♠		6		6-10	2NT= asking for feature, New Suit = F		
2NT				20-21	Puppet Stayman, Texas transfers. 3♠= both minors		
3♣		6,7		Preemptive	New Suit = F 1 Round		
3♦		6,7		Preemptive	New Suit = F 1 Round		
3♥		6,7		Preemptive	New Suit = F 1 Round		
3♠		6,7		Preemptive	New Suit = F 1 Round		
3NT		7		Gambling solid minor maximum Q outside	4♣, 5♣= P/C		
4♣				Preemptive			
4♦				Preemptive			
4♥				Preemptive			
4♠				Preemptive			
4NT				Asking for Aces	5♣= 0-4, 5♦=1, 5♥=2, 5♠=3		
5♣						HIGH LEVEL BIDDING	
5♦						4NT=RKCB. 0314	
5♥							
5♠							
5NT							