

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound
<b>Responses:</b> cue-bid = Forcing raise; Jump Raises = preemptive;
Jump Shift = preemptive; simple raises = constructive
New suit = Forcing
Reopening: same
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos. = 15-18 HCP; Responses: as over 1NT opening
4 <sup>th</sup> pos. (balancing) = 11-14 HCP; Responses as over 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
<b>Response:</b> CUE = F, suit = NAT NF;
Ghestem
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>DIRECT:</b> Ghestem CUE= 2 end suits. 3♣ - 2 higher suits
Responses: all jumps in known suits are preemptive.
Reopen: any good two suits
Reopening same as direct.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
After 1NT (15-17) - DONT (X = long suit. Any suit bid is at list 4-5/5-4 in the bided suit and one of the higher suits)
After weak 1NT(12-14) system revert to Cappelletti (see below)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥
DBL on weak 2 – Lebenshol, leaping Michaels (4 in minor is 5-5 in the minor and other Major. Strong hand)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Ignore DBL; RDBL = 10+ any distribution
1-level = F; jump raises = preemptive;
Jump Shift = NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Count	
NT	2 <sup>nd</sup> /4 <sup>th</sup> , Journalist	Count	
Subseq	Same	same	
Others: K lead in NT ask for unblock or count if no honour			
K lead in suit contract ask for count			
LEADS			
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(+)	Jx, JT(+)	
10	Tx, T9x; HT9(+); T9;	Journalist (0 or 2 above)	
9	9x, 98(+)	Journalist (0 or 2 above)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 UDCA	Count - UDCA	Rotational
Suit 2			
3			
	1 UDCA	Count - UDCA	Rotational
NT 2			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: 0-8-NAT, 9-11-Jump 12+ 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.			
Support Double, Redouble			
Dbl after 1NT – 1 long suit (6 cards and up)			
Double in 4 <sup>th</sup> Balancing position = 9+ short in bided suit. Subsequent bid shows 13+			
After opponent overcall, X of opener partner=10+. Rebid after that X by same opener partner is 13+ GF.			

W B F SYSTEM CARD
<b>CATEGORY: כלנית וייסבלום – יוסי רייכמן</b>
<b>NCBO: ISRAEL</b>
<b>PLAYERS: כלנית וייסבלום – יוסי רייכמן</b>
<b>EVENT:</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<b>Natural, 5 card Majors</b>
Longer Minor - 1♣ if 3-3
1NT responses = F1 over 1M opening
1NT opening: 15-17
2 over 1 response: FG (system off after opponent intervention)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near GF - any suit(s) any shape
2♦ Opening (multi) = Weak Major (6-10 HCP) or 2NT (20-22)
2♥/2♠ Opening = 5 times + 5 in lower suit. Less than opening. 2NT response asks for second suit.
2NT opening = 2 minors, less than opening
3NT opening = Gambling
Ghestem is either up to 14 HCP or above 18HCP:
Ghestem: 2NT overcall = two lower unbidden suits
Ghestem: Cue-bid overcall = 2 flanking (ends) unbidden suits
Ghestem: 3♣ overcall = 2 high end unbidden suits
Negative Doubles up to 3♠
Lebenshol after NAT 2-level overcall of 1NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
After getting in regularly bid to game level, if Contestant get to higher bid, Pass is forcing to double or bid a higher bid.
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	כלנית וייסבלום – יוסי רייכמן			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Inverted minor Weak jump shift.	4 <sup>th</sup> suit forcing: game forcing. New min F Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted minor	As above	As above
1♥		5	3♠	11-21 HCP	1NT= F1; 2x=GF, Bergen. 2♥=8-10 HCP 2NT = GF with trump support. Opener to show short suit or 3♥ with stronger than opening or 4♥ with 12-14. 3NT Shows 15 17 non-even without singleton.	1♥-P-1NT-2x then 3♥ = 11 HCP	Cue over comp. = strong raise 2W Drury (see below)
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet (after 3♦ response rebid 4♣ if having both Majors and shorter ♣ than ♦ or 4♦ in the opposite case)	Smolen, Texas. See Superaccept and other responses below	DBL at 3-level shows values
2♣	X		3♠	Artificial, strong, FG, Any suit(s), any shape	Natural, 2♦ = 0-7, positive requires good suit	2NT after 2♦ is forcing	natural Natural
2♦	X		3♠	Multi. Weak in MAJ or 2NT	2♥ = pass or correct; 2♠ = pass or correct (good ♥ for game), 2NT (15+) ask for suit (see below). 3X – Forc.	After nat. overcall by opp X is bus. 3 in Maj to play opener opening. 2NT same as system.	Natural
2♥	X	5-5		5♥ + 5min. 6-10	3♣ - P/C. 2NT (13+) ask for second suit (can be without power hand). Other new suit forcing.	Natural	Natural
2♠	X	5-5		5♠ + 5 in other suit. 6-10	Same as for 2♥	Natural	natural
2NT	X	5-5		Minors. 6-10	New suit forcing;	Natural	Natural
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT	X			2 Minors, slam invitation			
<b>HIGH LEVEL BIDDING</b>							
						RKCB – 1403, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific lower King	
						Cue = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> . Splinters.	
<b>Additional systems</b>							
				Texas, Delay Texas, Bergen (also after X), Swiss, Inverted minor, 2-way checkback Stayman, DONT, Journalist, Smolen, Lebenshol, Support X/XX, Gesthem, 2Way Drury (also after X), Combined short/Long trial bid, Exclusion, Touching suits (after double on our NT opening), Gerber.			
				Reverse: Weaker Partner bid 2NT ask for 3♣ bid by the strong hand unless 18+. Balancing (12-14 and stopper – 1NT – responder (Nat) =2 level min, Q- stronger), x – 9+			

**Swiss**

1♥/♠	3NT	Shows 13-15HCP and support of 3 cards. Exactly 4333. Power in all side suits. Bidder with side suit of Qx, for example, will prefer to play NT even with the major fit. Need Alert
Any new suit is Cue Bid		

Any intervention by opponents (including double) cancels Swiss sequence

**Two way DRURY in 3/4 seats opening (also after double intervention)**

Opener in 3<sup>rd</sup> or 4<sup>th</sup> position can open with 9-11HCP if have 5 time Major (9-11 non vulnerable, 12+ when vulnerable, law of 15 with Spade).

Dealer	P	
P		1♠/♥
	P	

2♣		Support of 4 cards and 7-11HCP.
	2♠/♥ 2♦	No interest to continue Ask to describe hand: 2♥ shows 7-9 HCP 2♠ shows 10-11 HCP
2♦		Support of 3 cards and 10-11HCP. Long/Short trial bid can take place after 2♦ as if it was 2♠/♥
2♠/♥		Support of 3 cards and 6-9 HCP.

**Response after double our 1NT opening: Touching suits**

המשיב לפותח יברר לאחר ה X-האם מדובר ב X-מעניש, אם כן יפעל באופן הבא:

1. הכרזת סדרה תציג = יד עם 2 סדרות (4-4) צמודות. כלומר הכרזת 2♣ תציג את סדרות ♣ + ♦.
2. הכרזת פאס תהא טרנספר ל XX. הפותח XX ואז הכרזת סדרה ע"י המשיב תציג יד דו סדרתית עם 2 סדרות לא צמודות (לדוגמא ♠ + ♥ או ♠ + ♦).
3. הכרזת XX תראה כי למשיב יד עם סדרה אחת ארוכה (+5 קלפים). הפותח יכריז 2♣ והמשיב יציג סדרתו.

**Double after opponent sacrifice** - shows odd number of cards in opponent suit.

**After sequence: 2D – 2NT (15+)**

3C/3D = weak opening with 6-8 HCP (C shows H and D shows S)

3H = weak S opening with 9-10 HCP

3S = weak H opening with 9-10 HCP

**The following bid can be with 4 time suit.**

	1♦		
1♣		1♥/♠	can be with 4 time suit or 5 time
		X	Have at least 4 time in both suits

**Response to overcall can be with 4 card suit:**

	1♥		
1♣		Pass	
	1♠		can be with 4 time suit or 5 time

**Combined Long/Short trial bid**

Declarer	Partner	Comments
1♠	2♠	Same with intervention of opponents, same after 2♦ 2 Way Druri response
3♣, 3♦, 3♥		Long Trail Bid in bided suit
2NT	3♣ (relay)	Declarer start sequence of showing Short Trial Bid (Singleton)
3♦, 3♥	←	Short Trial Bid in bided suits
3♠		Short Trial Bid in ♣

Declarer	Partner	Comments
1♥	2♥	Same with intervention of opponents, same after 2♦ 2 Way Druri response
3♣, 3♦		Long Trail Bid
2NT		Long Trail Bid in ♠
2♠	2NT (relay)	Declarer start sequence of showing Short Trial Bid (Singleton)
3♣, 3♦	←	Short Trial Bid in bided suit
3♥		Short Trial Bid in ♠

In long trial bid with positive answer and weak hand, show artificial suit if it below 3 level bid in the trump suit.  
Using Combined Long/Short Trail Bid means that splinter in Major contract shows VOID!

After establishing a suit – jump to 5 in suit – goes to 6 if have 2 out of top 3 honours

After p-p-1S/H/D/C- dbl = can be with very few pts but at least 4/4/4 in 3 other suits and all pts are in those suits.

### **The following are variation to Stayman with 5/4 or better in Majors**

#### Stayman with weak hand (0-7):

1NT - 2♣- 2♦ - 2♥ - Opener can Pass/2♠. Responder has at least 4-4 in majors.

#### Stayman with Invitational hand (8-9):

1NT - 2♣- 2♦ - 2♠ - Responder has 5♠ and 4♥.

1NT - 2♦ - 2♥ - 2♠. Responder has 5♥ and at least 4♠.

1NT - 2♣- 2♥ - 2♠ - Responder has 4♠. Otherwise, responder will bid 2NT.

#### Game forcing with 5-5 in Majors:

1NT - 2♥ - 2♠ - 3♥ - Responder has 5♥ and 5♠.

#### Jump to 4NT:

Any jump from 1/2NT to 4NT is quantitative.

1NT - 2♣- 2♥ - 4NT - Responder has 4♠. Invitational to slam.

Jump from 1/2NT to 4♣ is As' question.

#### Slam invitational in minor:

1NT - 2♣- 2♦/♥ - 3♣ - Responder has 4♠ and at least 5♣.

#### Slam invitational in Major:

1NT - 2♣- 2♥ - 3♠ - Fit in ♥ and slam invitational.

1NT - 2♣- 2♠ - 3♥ - Fit in ♠ and slam invitational.

1NT - 2♣ - 2♦ - Texas – 6-4

1NT – 3M = 1 in this M, 3 in the other M and 5/4 m

1NT – 3♦ = 5/5 minor

**Superaccept transfer after 1NT opening**

Rule 1: Super-accept with hearts more often than with spades, and especially with a doubleton spade.

Rule 2: Superaccept with known working values.

Rule 3: Always superaccept with 5 trumps.

Rule 4: Never superaccept with a 4-3-3-3 shape.

Rule 5: Rarely superaccept with too many high cards of uncertain worth.

1NT (P) transfer (P) ?

- **3M** = a nuisance superaccept (4 trumps with a minimum).
- **2(M+1)** = a strong superaccept (For example: 1NT-2♦-2♠ or 1NT-2♥-2NT)

Responder can either re-transfer (with weak hand or certain game) or ask for doubleton by bidding 2NT/3♣. After opener shows doubleton, responder can either re-transfer if possible or bid 3M for signoff. Alternatively, can go on bidding for higher contract.

**Lebenshol**

	INT	
		2X (Natural bid)
	?	

- 1) Double – Punishment Double (general power of 8+ HCP)
- 2) Two over two – 5-7 HCP, fight partial game.
- 3) Three over two – 9+ HCP, game forcing.
- 4) Cue bid – 9+ HCP, at least one 4 times major suit, no stopper in opponent suit.
- 5) 3NT – 10+, no 4 times major suit, no stopper in opponents’ suit.
- 6) 2NT – forcing opener to bid 3♣ and the rebid options are:
  - a. Pass with 0-8 HCP (at least 6 time ♣)
  - b. Bid suit 8-9 HCP.
  - c. Cue Bid (opponent suit) shows at least one 4 times major suit and stopper in opponent suit. Game forcing.
  - d. 3NT – Stopper in opponent suit and no 4 times major suit.

**Lebenshol - Response to double after weak opening:**

	X (opening+. 12+ if short in opening suit, 15+ if not short in opening suit)		
2♥/2♠			P
	8-11 HCP 3♣, 3♦, 3♠ (4 times), 3♥ Can be 4 time, in extreme cases 3 time.	0-7 HCP or 12+ 2♠ over 2♥ is 0-7 2NT same as in Lebenshol. Any return response other than 3♣ is big double. 3♠ after weak 2♥ - 5 times 8+. Cue Bid, 3NT same as Lebenshol, but 12+ .	

b. Same responses after opener double intervention in level of two:

1X -> 2Y -> Pass -> Pass -> Double

**Cappelletti after opponent opens weak 1NT (12-14):**

X – punishment X

2♣ - long suit. Partner will bid 2♦ to verify the long suit. Any other response shows his own long suit.

2♦ - 5 time both major (can be 5-4 but not 6-4). Partner chooses the major suit. Jump to 3 level is invitation to game.

2♥ - 5 time in ♥ and 5 times in one of the minors. 3♣ is P/C. If partner bids 2NT (10+) he is short in ♥ and asking to verify the minor suit.

2♠ - 5 time in ♠ and 5 times in one of the minors. 3♣ is P/C. If partner bids 2NT (10+) he is short in ♠ and asking to verify the minor suit.

2NT - 5 time both minor

**Answer to 4NT with void:**

5NT – even number of Aces with void

6X – odd number of Aces and void in X suit.

**Double transfer bid by opponent (lead direction), (Opener never superaccepts):**

1NT opener bid the transferred suit – have 3-4 cards in the suit, 15 HCP.

1NT opener bid pass – have only 2 cards. Partner can Re-double for re-transfer or bid natural another suit for game forcing or bid his original suit if wants to protect card(s) in the doubled suit.

1NT opener bid Re-double – 3-4 support 17 HCP.

**Double 2♣ Stayman by opponent (lead direction):**

1NT opener bid a Major suit –has stopper in ♣.

1NT opener bid Re-double – has good ♣ suit.

1NT opener bid pass – no stopper in ♣. Partner can Re-double for Stayman again.

**Opponent Doubles our Que bid** – re-double shows first control in the doubled suit

## 2 way check back:

הכרזת check back זו היא המתקדמת ביותר.  
 השיטה עוזרת לנו לדייק בהכרזות של משחק חלקי, הזמנה  
 למשחק מלא ולהזמנות לסלם.  
 המצב מתייחס להכרזות של

1x-1M

1nt

בשיטת check back רגילה היינו שואלים 2C על מצב  
 המיג'ורים אצל הפותח. ההמשכים לכיוון game או slam לא  
 ברורים ויש בעיות במצבים שונים.

### כיצד עובדת שיטת 2wcb?

- \* כל הכרזות ההזמנה ל game (או סגירה ב 2d) מתחילות ב 2cl
  - \* כל הכרזות ל game או יותר מתחילות ב 2d
  - \* הכרזת 2nt תהיה מזמינה 11 מאוזן (ללא 5M)
  - \* הכרזת 3cl תהיה סגירה (ללא קשר מה הכריז הפותח)
  - \* הכרזות קפיצה לגובה 3 מזמינות לסלם וסדרה/ות טובה/ות
- המשכים לאחר 2cl:

הפותח מחויב להכריז 2d ואז כל הכרזה של המשיב תהיה  
 מזמינה (11-12) נק'.

1cl – 1sp

דוגמאות:

1nt – 2cl

2d – 2sp = מזמין עם חמישייה (שישייה חלשה) לא מאוזן

3sp = מזמין עם שישייה

2h = מזמין עם 4-5

3d/h = מזמין עם 5-5

3cl = מזמין עם תמיכה (יתרון שביד

מינימלית נשחק בחוזה חלקי נכון)

2nt = מזמין עם חמישייה ומאוזן 5332

המשכים לאחר 2d:

הכרזת שאלה 2d חייבה את השותפות למשחק מלא ולכן הפותח יכול להראות את החלוקה המדויקת שלו (כולל בגובה 3)

דוגמאות:

1cl – 1sp

1nt – 2d

2h = רביעייה

2sp = 3 קלפים

2nt = ללא מיג'ורים (2344)

3cl = חמישייה (2335)

3d = חלוקה 2245 (נדיר)

כל הכרזה של משיב היא טבעית ומחייבת משחק או יותר הכרזת תמיכה במיג'ור בגובה 3 תהיה הזמנה לסלם (חלש יותר היינו סוגרים ל 4M).

הזמנות לסלם במיג'ור:

בעזרת שיטה זו אנו יכולים להבדיל בין ידיים הרוצות להזמין לסלם ומעונינות בעזרה בסידרה לבין ידיים שמעונינות להזמין לסלם עם סדרה סגורה (חצי סגורה)

מצב א' - שותף פתח ולי יש 18 נקודות ו KJxxxx בספייד

אני מעוניין להזמין לסלם אך גם צריך קצת עזרה (מול

שני קטנים לא מעוננין בסלם גם אם פותח מכסימלי)

מצב ב' – שותף פתח ולי יש 15 נקודות ו KQJTxxx בספייד

אני מעוניין להזמין לסלם בלי שפותח ידאג לעזרה רק

מינימום מכסימום (וקונטרולים טובים)

1d – 1sp

1nt – 2d

2x/3x – 3sp

מצב א'

1d – 1sp

1nt – 3sp

מצב ב'

1c

Ghestem- גסטם
2NT overcall = 2 lower unbidden suits (שתי סדרות נמוכות)
Cue-bid overcall = 2 flanking (ends) unbidden suits (שתי סדרות קיצוניות)
3♣ overcall = 2 high end unbidden suits (שתי סדרות גבוהות)

Hi,  
 System – 2/1, minor opening 3+  
 Carding - UDCA  
 Attitude – UDCA.  
 Lead – NT – 2/4 and Journalist. Suit contract – 3/5  
 Discarding – Rotational  
 2♦ - either weak in major or 2NT

Discarding – Rotational – Throwing what we do not want. High request the suit above. Low request the suit below. Club is above Spade and Spade is below Club.

\* בכדי להכריז 2 על פתיחה בגובה 1 של המתחרים ( למשל 1ספייד - 2 דיימונד) גם אם יש 13 נקודות ביד אבל הדיימונדים ריקים - נקודות לא מספיקות היות וההכרזה של 2 דיימונד מתיימרת לעשות 8 טריקים ולכן - יש את מה שנקרא - "מבחן איכות הצבע" -  
 SQOT=Suit quality overcall test. Number of cards in your suit PLUS number of honours(j+) = tells you how many tricks you are able to take.

\* בנוגע לחוק ה-20 - זה מה שקיבלתי  
 The rule of 20 isn't so popular anymore. Many now prefer the rule of 22. You make the calculation just as you do with the rule of 20 BUT you add the number of quick tricks.