

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F SYSTEM CARD	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: ido moskovits and tamar moskovits EVENT (Open/Women/Senior/Transnational)	
1lvl overcall:8-16hp.5+cards		Lead	In Partner's Suit		
2lvl overcall:11-17hp.5+cards	Suit	2/4	2/4		
3lvl overcall 4 th pos: 13-16. 6+(5)cards	NT	2/4	2/4		
3lvl overcall 2 nd pos:14-17. 6+(5)cards	Subseq				
	Other:				
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
1nt overcall 2 nd pos:15-18hp.stopper.balanced hand	Lead	Vs. NT	Vs. Suit		
1nt overcall 4 th pos : 10-14.stopper.balanced hand	Ace	AKx	AKX,Ax		
	KING	AKX,KQT,KQJ	AKX,KQX		
	Queen	QJ9,QJT,KQXX,AQJX	QJXX,Q,		
4nt(without jump):any two suits	Jack	JT8,JT9,HJT,	JTX,J		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9X,HT9	T9X,TX,T		
Jump overcall: 6-10hp. Long suit	9	9XXX	9XXX,9X,9		
2nt unusual(with jump):5+-5+ cards in the lower unbid suits.	Hi-X	DOUBELTON,top of row,top of nothing	SAME		
4nt unusual(with jump):5+-5+cards in the lower unbid suits	Lo-X	Mud,4th	Same		
Reopen: 12-14hp. 6cards	SIGNALS IN ORDER OF PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct:ghestem cuebid:5+-5+ cards in the top and bottom suits.	1	High:encourage	High:even	Italian levental	
Ghestem 3cl:5+-5+ cards in the highest ranking suits	Suit 2	High:even			
Reopen:same	3				
	1	High:encourage	High:even	Italian levental	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	High:even			
X=5+ cards in m and 4 cards inM	3				
2cl:long suit	Signals (including Trumps):				
2d:5-5 cards in M	High in trump mean suit preference for high ranking suit				
2h/sp:5 cards in M and 5(4) cards in m					
	DOUBLES				
	Support dbl to 2sp				

		nmf
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
X:t/o	natural	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□		SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	Negative X	
	Support X	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
Rdbl:10+ and two suits of the opponents.1lvl:forcing.2lvl:nf		
Int:8-11hp. Bergen.		
		PSYCHICS:rare

OP ENING	TI CK IF ARTI FICI AL	M IN · N O. O F C A R D S	NE G. DB L TH RU				
				DESCR IPTION	RESPONSES	SUBSE QUEN T ACTIO N	COMPETITI VE & PASSED HAND BIDDING
1□		3	3sp	11-21hp	Simple raise weaker then dbl raise	4 th suit forcing gf	Jump cue/overall = splinter
					Weak jump shift	Reverse by opener and responder:gf	Cuebid for overall = ask for stopper
1□		3	3sp	11-21hp	As above	As above	As Above
1□		5	3sp	11-21hp	1NT: NF 5+points raise = limit	Races = limit Re-raise = pre-emptive	Cue over comp = strong raise
					2NT = GF with trump support	splinter bergen	2□ = Δρυρη (2M = μινιμυμ)
1□		5	3h	11-21hp	As for 1□		
INT				15-17hp	2□=von Φορχινγ Σταψμ αν, 4-ωαψ τρανσφερσ		lebhensol
					3□= Πυππετ Σταψμ αν 3 □= ΗΧΠ 5□ 5□ 3□/3□ = σπλιντερ ωιτη μ ινορσ (3154/3055/2155)		

2□	x			23+ Artificial, strong near GF+	2□= Ωαιτινγ: 0-7 HXII/12+ 2□/2□/3□/3□= 8+ Νατυραλ		Natural
				Any suit(s), any shape			
2□		6		6-10hp	New suit forcing; 2NT ask for feature if Maximum	3NT=A KQXX X	Natural
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2□		6		6-10hp	New suit forcing; 2NT ask for feature if Maximum	3NT=A KQXX X	Natural
2NT				20-22hp	Jacoby, transfers, 3□ = Ποππετ Σταυμιαν		
3□		7		Pre-emptive	New Suit = Forcing		
3□		7		Pre-emptive	New Suit = Forcing		
3□		7		Pre-emptive	New Suit = Forcing		
3□		7		Pre-emptive	4□ = νατυραλ		
3NT	x			Gambling			
4□		7		Pre-emptive			
4□		7		Pre-emptive			
4□		7		Pre-emptive			
4□		7		Pre-emptive			
4NT				Minors	Choose what to play		
						HIGH LEVEL BIDDING	
						RKCB- 1403 1st step ask for Q trumps; then 5NT ask for Specific k	
						dopi ropi	
						splinter	