

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
Gestem = 2NT- low suits, 3♣ - high suits, Cue bid – extreme suits
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 HCP, responses as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL – 15-17 HCP. responses: 0-5 HCP - transfer
Cappeletti (2 in major by Miriam does not show also 4-5 cards in minor)
Response vs INT-DBL: 0-7 HCP: lowest long suit, otherwise – pass.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Head of sequence, 2 nd , 4 th	Xxx if not supported	
NT	Head of sequence, 2 nd , 4 th	Xxx if not supported	
Subseq	High-low	High-low	
Other:			
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(+);	same	
10	Tx, T9x; HT9(+); T9; Journalist	Same	
9	9x, 98(+)	same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd: encourage	same	same
Suit 2	High: even	same	same
3			
1	same	same	same
NT 2			
3			
Signals (including Trumps): Odd: encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
new suit after CUE=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
1♦ – 4 cards, 1♣ – may be 2 cards
Limit jump raise over majors
1NT responses = non forcing
1NT opening: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, 23 HCP + - any suit(s) any shape
2♦ Opening = strong 20-22 HCP, non balanced, or 8 tricks
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
Bergen
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S♠	11-21 HCP	Weak jump shift	2♦ – check back Reverse by opener: forcing	Cue bid for overcall – ask for stopper
1♦		4	3♠	11-21 HCP	Weak jump shift	As above	As above
1♥		5	3♠	11-21 HCP	Bergen, 3♥ – maximum 5 HCP		As above
1♠		5	3♥	11-21 HCP	Bergen, 3♠ – maximum 5 HCP		As above
INT				15-17 HCP, balanced	Puppet stayman, transfer (3cl to ♦)		
2♣			3♠	23+ HCP, or 9 tricks Any suits, any shape	2♦ - weak		natural
2♦			3♠	20-22 HCP non balanced or 8 tricks	2♥ - automatic		natural
2♥		6		6-10 HCP	2NT – asks strength and distribution		natural
2♠		6		6-10 HCP	2NT – asks strength and distribution		natural
2NT				20-22 HCP, balanced	Puppet stayman, transfer		
3♣		7		Pre-emptive	New suit - strong		
3♦		7		Pre-emptive	New suit - strong		
3♥		7		Pre-emptive	New suit - strong		
3♠		7		Pre-emptive	New suit - strong		
3NT		8		Strong minor, including AKQJ	Pass if stoppers in both majors, otherwise – 3♣		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						4♣ – asks aces after agreed suit.	
5♥						Responses: 4♦ – 0 or 4 aces, 4♥ – 1 red, 4♠ – 1 black, 4NT – 1 red and 1 black, 5♣ – 2 black, 5♦ – 2 red, 5♥ – 3, 5♠ – 5 (including K trump)	
5♠						Responses for 4NT: from 5 Aces including K in trump or last suit	