

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level: 6-17, rarely with 4card
2NT response to 1M is always fit showing and inv+, 2level new suit is constructive nf
2 level: 11-18
2level new suit is constructive nf
Same in Balancing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 system on
10-14 in Bal position
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak , natural responses (new suit is F)
Unusual 2NT – 2 low suits
Reopen: Medium hand
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣: M's, 2♦: one Major, 2♥/♠: MA+minor
X vs strong is 5m + 4MA (could be ♦ only in 4 th seat)
X vs weak is Points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X: M's NT: minors
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP,
1-level = F; 2-level = NF; jump raises = PRE;
Jump Shift = NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	att	3/5	
Subseq	Att with some reversed count		
Other:			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AK+	AKx+	
King	KQ+ or AK for	Power lead	
Queen	QJ+	QJ+ or KQ10/9+	
Jack	J10+ or HJ10+	J10	
10	109+ or H109+	KJT,AJT	
9	9x	9x	
Hi-X	Xx	xXx+, Xx	
Lo-X	xxX, xxXx, xxxX	Showing H	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	Low even	levental
Suit 2	Low even	S/P	Present count
3	s/p		
1	Low enc	Smith Low enc	O/E
NT 2	Low even	Low even	Present count
3	S/P	S/P	
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural – could be light if the right shape, reopening slightly lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, responsive, maximal double, Lead directing double, x is not penalty in non forced auctions when no fit was found			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Birman Daniela – Birman Alon
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
(14)15-17 1NT opening, 5Card Ma
Longer Minor - 1♣ if 3-3
2 over 1 response: FG
1NT responses = SF over 1M opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2d – multi , weak in one M major , 22-23 bal
2M – Major + minor 54+ less than opening
SPECIAL FORCING PASS SEQUENCES
When we bid a vul vs. not game we are forced
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		11-21 HCP	Single raise weaker than double raise Weak jump shift., 2d- gf with cl , 2h = 5sp4h 5-8 p	Xyz		
1♦		3		11-21 HCP	Single raise weaker than double raise Weak jump shift. , 3cl gf with d	xyz		
1♥		5		11-21 HCP	. 2x=FG , 3cl/3d bergen . 2NT = FG with trump support		drury	
1♠		5		11-21 HCP	As for 1♥			
INT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet 3sp=minors, 3h inv MJ , 3♦ short in one MJ	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx)		
2♣				Artificial, strong near FG, Any suit(s), any shape	2♦: 4+, 2♥: 0-3 , 2nt = ♥			
2♦				Multi, weak in one Major. 22-23bal	2nt= ask , 3cl weak H , 3d weak sp , 3h good sp , 3sp good H			
2♥		5		5h + minor	2nt ask – 3cl weak cl , 3d weak d, 3h good cl , 3sp good d			
2♠		5		5sp + minor	2nt ask – 3cl weak cl , 3d weak d, 3h good cl , 3sp good d			
2NT				(19)20-21	Stayman , Jacoby transfers			
3♣		6		Pre				
3♦		6		Pre				
3♥		6		Pre				
3♠		6		Pre				
				Gambling – solid minor no side values	♣: p/c, 4♦: ask for short	♣: p/c, 4♦: ask for short	♣: p/c, 4♦: ask for short	
3NT		7		Pre				
		7		Pre				
4♣		7		Pre				
4♦		7		Pre				
4♥								
4♠								
4NT								
5♣								
5♦								
5♥								
5♠								
HIGH LEVEL BIDDING								
							1430 RKCB, mixed cuebids, serious/non serious 3NT, dopi/depo, splinters (void splinters when direct to 1MA), exclusion, jump to 5NT is usually pick a slam	
