

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
6-17 MAY BE 4 CARDS ON 1 LEVEL
NEW SUIT=NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 /11-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAEL CUE BID
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
CAPP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T/O / LEB AFTER (WEAK 2) X
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=10+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+		
King	KQ+	KQJ/KQT/CAN BE KQ+	
Queen	QJ+	QJT/QJ9	
Jack	JT+	JT9/JT8	
10	HT9+ / TX / T	SAME	
9	T9+	SAME	
Hi-X	SHORT	SHORT	
Lo-X	H	H	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ODD=ENG	COUNT	O/E
Suit 2			
3			
1			
NT 2	SAME	SAME	SAME
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
NAT-CAN BE LIGHT			
NAT RESPON			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUP X/XX			

W B F SYSTEM CARD
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: ZACK-LIBER</b>
<b>EVENT (Open/Mix)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1
1CL=2+ 1D=4+
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
BERGEN
INVERTED MINORS
1NT CAN HAVE 5M
2D=WEAK/STRONG MAJOR OR 20-22 BAL
2NT=5+/5+ BOTH MINORS 5-10 HCP
REV DRURY
CHECK BACK STAYMAN
2H/2SP=5M+ 4/5 MINOR
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: RARE</b>

