DEFENSIVE AND COMETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

General Style: 1 CLUB / 1 DIAMOND / 1 HEART / 1 SPADE

Responses: cue-bid = MICHAELS

General Style: 1 HEART / 1 SPADE

Responses: 2NT = TWO MINORS 5 CARDS SUITS

Jump Shift = Pre-emptive; simple raises = constructive

New suit = Forcing

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd pos = 16-18 HCP; Responses: as over 1NT opening

4rd pos = 10-14 HCP; Responses as over 1NT opening

JUMP OVERCALLS(Style; Responses; Unusual NT)

Weak one-suiter (6-card)

2NT = 2 lower suits (5+5)

Resp: CUE = F, suit = NAT NF;

Reopening:

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

DIRECT: Michael`s CUE: ♥+♠ over minor, OM+m over M

VS. NT(vs. Strong/Weak; Reopening;PH)

Dbl-Penalty Oriented

Other: natural

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

DBL = TAKE OUT THRU 3 SPADE

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKE OUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	2nd/4th	xxx if not supported
NT	2nd/4th	xxx if not supported
Subseq		
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(+); KJT(+)	same, AJ10(+)
10	Tx, T9x; HT9(+);T9;	Same
9	9x, 98(+)	same
Hi-x		
Lo-x		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	Odd= Encourage	same	same
2nd	Even High = Higher suit	same	same
3rd	Even Low = Lower suit	same	same
NT: 1st	same	same	same
2nd	same	same	same
3rd	same	same	same

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

May be light 10+ with classic shape, otherwise strong hand.

Responses: 0-8 NAT, 9-11 WITH JUMP, 12+ CUE-BID

new suit after CUE=F1

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

WBF System Card

Catego : Green

Country:	**ISRAEL**
Event:	Senior
Players:	אברהם דקל - דר' הרץ רוג'ר

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5 card Majors

Better Minor

1NT RESPONES = NON FORCING

1NT Openings: 15 - 17

2 OVER 1 Responses: No

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2 CLUB = 23+ points, or 9 Takeaways

2 DIAMOND = 6 CARDS IN DIAMOND , 6 - 10 HCP

2 HEART / 2 SPADE = 6 CARDS IN MAJOR , 6 - 10 HCP

3NT = GAMBLING

MICHAELS CUE BID

2NT OVERCALL = TWO MINORS 5 CARDS SUITS

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Double Jump in new suit = splinter if minor over major

Psychics: