

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level 8-16
2 level 11-16
Cue bid in major fit 10-12
Michaels standart
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd hand 15-18 sys on
4 th balancing 11-13 sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct wjs
Unusual nt
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michal standart
VS. NT (vs. Strong/Weak; Reopening;PH)
capp
2♣= 6 time suiter
2♦= majors
2♥= h+minor
2♠= sp +minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= take oit
Direct cue bid 2 any suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
nat
OVER OPPONENTS' TAKEOUT DOUBLE
Xx=10+
Bergen is on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	xxx	
NT	4th	same	
Subseq		same	
Other:In suit A ask for s/p K ask for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx Axx(+)	AKx(+)	
King	KQ AKx	KQx KQ10x	
Queen	Qx QJx	QJ10 QJ9x	
Jack	Jx J10 KJ10	same	
10	10x 109x jornalst	same	
9	nat	nat	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Italian odd encourage	same	same
Suit 2	High=even	same	same
3	s/p	same	same
1	italian		
NT 2	Highe=even	same	same
3	s/p	same	same
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ pt at least 3 time other suits			
Bal dbl 9-13 at least 3 time other suits			
Negative x true 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Supp x/xx			
X lead direction			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Israel
PLAYERS: yuval Levin1857/ yoav levin10463
EVENT (Open/Women/Senior/Transnational)
2/1 system
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural=5 card majors
1 ♠=2+
1 ♦=4+
1nt= 15-17optional 5 time major
1nt responses =1rf
2♦multi
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening= strong
2♦ opening=weak major or open 2nt or strong min
2♥ opening 5h+ 5 min
2♠ opening 5sp+ 5 any
2nt opening=minors
michaels
Negative d to 3♠
capp
puppet
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
splinter
Amusual 2nt
PSYCHICS:-----

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	12-21	Inverted 2nt=10-12 Rest nat		
1♦		4	3♠	12-21	Inverted same above		
1♥		5	3♠	12-21	1nt=1rf, 2 level 12+gf, Bergen, 2♥=8-10 3 time		
1♠		5	3♠	12-21	1nt=1rf, 2 level 12+gf, Bergen, 2♠=8-10 3 time		
INT				15-17 semi balance	2♣=stayman non force, 3♣=puppet, 2♠= trans ♣, 2nt=trans ♦		
2♣				22+ or 8+ tricks any hand	2♦=relay, other 6+ 5 time		
2♦				Weak2 or open 2nt or strong minor	2♥=p or c, 2nt=13+	On 2n;t 3♣=6♥ 9-10, 3♦=6♠ 9-10, 3♥=6♥ 6-8 3♠=6♠ 6-8 3nt=20-22	
2♥		5♥/5min		6=10		2nt other suit	
2♠		5♠/5any		6-10		2nt other suit	
2NT		5/5 minors		6-10		3♣=p/c	
3♣		6-7					
3♦		6-7					
3♥		7					
3♠		7					
3NT				gambling			
4♣		8		6-10			
4♦		8		6-10			
4♥		8		6-10			
4♠		8		6-10			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							

--	--	--	--	--	--	--