

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General: level 1 – 8-15 pts., level 2 – 10-15 pts.
Responses: Suit Support (6-9 pts.), 1Nt (9-10 pts.), 2Nt (11-12 pts.), 3Nt (13+ pts.), Cue Bid (suit support and 10+ pts.).
New Suit level 1 – 9+ pts. and 5+ cards, New Suit level 2 – 11+ pts. and 5+ cards.
Ghestem: 5x5 two suits. 2Nt (2 lower suits), Cue Bid (higher and lower suits), 3Cl (2 higher suits).
Mod. DONT (after 1Nt): DBL (1 long 6+ cards suit), 2Cl/2D (5xCl/D and 4+ major), 2H (5xH and 4xS), 2S (5xS and 4xH), 2Nt (5 cards minor suits).
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos. 15-18 pts. Responses as for usual opening of 1Nt.
4 th pos. 12-14 pts. Responses (3+ pts.) as for usual opening of 1Nt.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 6-10 pts. and 6+ cards suit. 2Nt – Ghestem (2 5x5 lower suits)
Reopening:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue Bid - 10+ pts. and support (3+ cards) in partner's suit.
VS. NT (vs. Strong/Weak; Reopening; PH)
Modified DONT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL - Take Out Double (through level 4). New Suit – 12+ pts. and long suit (5+ cards). 2Nt – 15-18 pts. and stoppers, 3Nt – 19-20 pts. and stoppers.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
natural
OVER OPPONENTS' TAKEOUT DOUBLE
natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , top of sequence	same	
NT	2 nd /4 th , top of sequence	same	
Subseq.	MUD	MUD	
Other: in Nt contract may lead short major. In Partner's suit – MUD or D with high honour card.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	AK, AKx(+)	
King	AK, Kx, KQ(+)	KQ(+), AKJT(x), KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+)	same	
10	Tx, T9x	T98x, HJT(+)	
9	9x, 98(+)	987x, HT9(+)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd - encourage		Italian Leventhal
Suit 2	H Even – higher suit		
3	L Even – lower suit		
1	Odd - encourage		Italian Leventhal
NT 2	H Even – higher suit		
3	L Even – lower suit		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+ pts. and 3+ cards in other suits, or 16+ pts. Responses: no jump (0-8 pts.), jump (9-12 pts.), cue bid 13+ pts.)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F SYSTEM CARD
CATEGORY: Green NCBO: ISRAEL PLAYERS: Nathan Galili (17844) & Yoram Ozer (16082) EVENT: Israel Open Team Comp. 2020-2021
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards major, 4 cards D, short Cl. 1Nt (15-17 pts.), 2Nt (4 th hand) (20-22 pts.). 2H/2S/2Nt – 5-10 pts. and 2 five cards suits. 2Cl – strong 23+ pts. hand. 2D – Multi (weak 6x major, or 16+ pts long suit, or 20-22 pts.)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
XYZ (Responses – 2Cl relay to 2D, 2D GF, any other bid NF) 2 over 1 (GF), 4 th suit forcing (GF) Non forcing Stayman, Puppet Stayman, Smolen Bergen Raises, 2-way Drury, Trial Bids (long/short) Ghestem, Modified DONT Inverted minor – no major (4+ cards) and support in minor suit: 2Cl/2D (10+ pts.). 3Cl/3D (5-9 pts.). Lebensohl (after opponents overcall to partners opening of 1Nt. Lebensohl (after partners double to pre-emptive opening) Cue bids for controls, Splinter for voids. Gerber – in Nt Contract – 4Cl asking for Aces, 5Cl asking for K. Kickback Roman Key Cards Blackwood asking for Aces in suit. Exclusion (asking for Aces in suit contract) Josephine (5H/5S, 5Nt – asking for A/K in major contract) DOPI/ROPI – answer for Aces after opponent's interference Doubles: Take Out, Negative, Support, Re-opening, Maximal, Penalty. Journalist (lead against Nt contract)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		12-21 pts.	1D/1H/1S – 6+ pts. and 4+ cards suit 1Nt – 6-10 pts. 2Nt – 11-12 pts. 3Nt – 13+ pts. 2Cl – inverted minor – 10+ pts. and 5+ cards suit. 2D/2H/2S – 0-5 pts. and 6x cards suit. 3Cl – inverted minor – 5-9 pts. and 6+ cards suit.		
1♦	X	4		12-21 pts.	1H/1S – 6+ pts. and 4+ cards suit. 1Nt – 6-10 pts. 2Nt – 11-12 pts. 3Nt – 13+ pts. 2Cl – 2 over 1, 13+ pts., game forcing. 2D – inverted minor – 10+ pts. and 4+ cards suit. 2H/2S – 0-5 pts. and 6x cards suit. 3D – inverted minor – 5-9 pts. and 5+ cards suit.		
1♥		5		12-21 pts.	1S – 6+ pts. and 4+ cards suit. 1Nt – 5-12 pts., forcing one round. 2Cl/2D – 2 over 1, 13+ pts., game forcing. 2H – 8-9 pts. and 3 cards. 2S – 0-5 pts. and 6 cards suit. 2Nt – Jacobi – 12+ pts. and 4+ cards (H). Opener rebid: 3Cl – 12-14 pts. 3D/3H/3S – 15-17 pts. and 4+ cards second suit (D/Cl/S) 3Nt – 18+ pts. 4H – 15-17 pts. and 6 cards suit (H). 3Cl – Bergen – 6-9 pts. and 4+ cards suit (H). 3D – Bergen – 10-11 pts. and 4+ cards suit (H). 3H – Bergen – 0-5 pts. and 4+ cards suit (H). 3S – 10-14 pts. and 4+ cards suit (H) and singleton (any suit). 3Nt – 12-15 pts., balanced hand with 3 cards in H suit. 4Cl/4D – Splinter – 12+ pts. and 4+ cards (H) and short (void) in Cl/D. 4H – pre-emptive – weak hand with 5+ cards (H). 4S – asking for aces in H (out of 5).		
1♠		5		12-21 pts.	1Nt – 5-12 pts., forcing one round. 2Cl/2D/2H – 2 over 1, 13+ pts., game forcing. 2S – 8-9 pts. and 3 cards. 2Nt – Jacobi – 12+ pts. and 4+ cards (S). Opener rebid: 3Cl – 12-14 pts. 3D/3H/3S – 15-17 pts. and 4+ cards second suit (D/H/Cl) 3Nt – 18+ pts. 4S – 15-17 pts. and 6 cards suit (S). 3Cl – Bergen – 6-9 pts. and 4+ cards suit (S). 3D – Bergen – 10-11 pts. and 4+ cards suit (S). 3S – Bergen – 0-5 pts. and 4+ cards suit (S). 3H – 10-14 pts. and 4+ cards suit (S) and singleton (any suit). 3Nt – 12-15 pts., balanced hand with 3 cards in S suit. 4Cl/4D/4H – Splinter – 12+ pts. and 4+ cards (S) and short (void) in Cl/D/H. 4S – pre-emptive – weak hand with 5+ cards (S). 4Nt – asking for aces in S (out of 5).		

1Nt				15-17 pts., may have a 5 cards suit	<p>2Cl – Non-Forcing Stayman. 2D/2H/2S/2Nt – transfer to H/S/Cl/D. 3Cl – Puppet Stayman. 3D – 2 long (5+ cards) major suits, 8+ pts. 3H/3S – short in major suit, 5x5 in minor suits, 15+ pts., searching slam. 3Nt – long in minors, 10-15 pts. 4Cl – asking for aces, searching slam. 4D/4H – Texas Transfer to H/S (6+ cards), 8-15 pts. 4Nt – 16+ pts. asking for min/max → pass or 6Nt. 5Nt – 20+ pts. asking for min/max → 6Nt or 7Nt.</p>		
2♣	X			Strong, 23+ pts., or 9 tricks, any suit	<p>2D – 3+ pts. 2H – 0-2 pts. 2S/2Nt/3Cl/3D – 8+ pts. and long and strong suit (S/H/Cl/D).</p>		
2♦	X			6-11 pts. and 6 cards major suit	2H – 0-13 pts.		
	X			16-22 pts. and 6 cards any suit	2S – 12-14 pts. at least 2xS and 3xH		
	X			20-22 pts., may include 5 cards suit	2Nt – 14/15+ pts.		
	X			16-22 pts. and 6 cards D suit	as 4 th hand, after 3 passes		
2♥	X	5x5		5-10 pts., 5xH and 5x minor suit	<p>Pass 2Nt – asking for second suit and strength, game invitation. 3Cl – asking for second suit, sign off (partner Pass/Correct).</p>		
	X	6		16-22 pts. and 6 cards H suit	as 4 th hand, after 3 passes.		
2♠	X	5x5		5-10 pts., 5xS and 5x minor suit	<p>Pass 2Nt – asking for second suit and strength, game invitation. 3Cl – asking for second suit, sign off (partner Pass/Correct).</p>		
	X	6		16-22 pts. and 6 cards S suit	as 4 th hand, after 3 passes.		
2NT	X	5x5		5-10 pts., 5x5 minor two suits	<p>3Cl/3D – sign off. New suit/3Nt – to play, sign off. 4Cl/4D – game invitation, 5Cl/5D – game to play. 4Nt → 5Cl/5D 5Nt → 6Cl/6D</p>		
	X			20-22 pts., balanced hand, may have a 5 cards suit	<p>as 4th hand, after 3 passes: 3Cl – Puppet Stayman 3Cl/3H – transfer to H/S. 3S – 11+ pts., long in one or both minor suits, searching slam. 3Nt – 5xS and 4xH 4Cl/4D – sign off! 0-4 pts. and 6+ minor suit. 4H/4S – 11+ pts. and void in major, 2 long minor suits, searching slam. 4Nt/5Nt – 11/15 pts., asking for min/max.</p>		
3♣/3♦/3♥/3S				Weak, 6-10 pts. and 7 cards suit			
3NT	X			Gambling - 9-12 pts. and 7 tricks in minor suit	Pass if has stoppers in other suits, 4Cl if not.		
4♣/4♦/4♥/4S				Weak, 6-10 pts. and 8 cards suit			