

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound; can be light in favorable Vuln.
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Preemptive; simple raises = constructive
New suit = Forcing
Reopening: same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 16-18 HCP; Responses: as over 1NT opening
4 rd pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5) – not in balancing
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's: 2♦ → ♥+♠ over 1minor, OM+m over 1M
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)
Dbl - 5-4 m-M against strong NT. Take out against weak NT
2♣ = ♥+♠; then 2♦ = equal majors.
2♦ = 6 Crd M
2♥/♠ = Called M + m
2NT = minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥ Over call at 3 level - NAT
Against 3m – 4♣ = both M, 4♦ = Long M, 4M=M-m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT=♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit
1-level = F; 2-level = NF; jump raises = PRE;
Jump Shift = NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	xx⊗ if not supported	
NT	2 nd /4 th	Same	
Subseq	same	Same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+), KQx(+)	
Jack	Jx, JT(+);	same,	
10	Tx; T9;	AJTX(+); KJTX(+);	
9	9x, 98(+), T9x, HT9(+); KJT(+), AJ10(+)	AT9x(+), KT9x(+), QT9x(+); T9x(+)	
Hi-X	Sx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx, xSx;	HxS, HxxS (+), xSxx, xxS;	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	Same	Italian
Suit 2	High = Even		
3	S/P = Normal		
1	High = Encourage	Same	Italian
NT 2	High = Even		
3	S/P = Normal		
Signals (including Trumps):			
S/P in trump suit			
Smith signals in defence against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
new suit after CUE=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's (or 5♥-4♠)			

W B F SYSTEM CARD
CATEGORY: GREEN
NCBO: ISRAEL
PLAYERS: <u>Sara Bloch 11409 – Albert Spyer 864</u>
EVENT: <u>Lirr</u> <u>albert spy</u>
<u>All events in Israel</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen raises and 2NT Jacoby over majors
2 over 1 response: GF
1NT responses = F1 over 1M opening (not after pass)
1NT opening: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near GF - any suit(s) any shape
2♦ Opening = Weak M 6+ (6-10 HCP)
2♥/2♠ Opening = Weak 5-5 Opened Major and m(6-10 HCP)
3NT opening = Gambling
2NT overcall (over 1 level opening) = two lower unbid suits
<i>Michaels Cue-bids:</i>
<i>5-5 at least – Defensive values or very strong (16+HCP)</i>
✓ <i>Over 1♣ a bid of 2♦ = Majors</i>
✓ <i>Over 1♦ Immediate Cue bid = Majors</i>
✓ <i>Over 1♥, 1♠ Immediate Cue bid = other Major and a minor</i>
Lebensohl after 2-level overcall of 1NT(direct denies stopper)
Negative Doubles to 3♠
SPECIAL FORCING PASS SEQUENCES
When opponents escape from DBLed NT to m contract
By opener if responder RDBLs. After overcall on 2♦ - 4♣.
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

