

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
Solid
1 Over 1 – 4 cards forcing : (1♣) - 1♥ - (P) -1♠
2 over 1 – 5 cards non forcing (1♣) - 1♠ - (P) -2♥
2 over 2 – 5 cards non forcing (1♦) - 2♣ - (P) -2♥
3 over 2 – 6 cards non forcing (1♠) - 2♦ - (P) -3♣
2♣ by responder shows 3 cards fit (1♦) - 1♥ - (P) -2♣ 10+
Cue bid by responder show 13+ (1♦) - 1♥ - (P) -2♦ 13+
2NT/Cue bid at the 3 level show 4 cards fit 10+/7-9
After (1m) – 1x - (P) -1M - (P) 2m = 3 cards fit 2M = 4 cards fit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18 2x Natural / Cue bid - forcing
4 <sup>th</sup> 11-14/15 Transfers / Trx to Cue bid – Stayman
After (1♣) – p – (p) – 1N – (p) 2♣ - Stayman 2♦/2♥ Transfer
(weak M) – 2N – (p) - 3♣ Stayman. Transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
in Reopening: 13-14 6 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem 8-11 or 15+
(1x) – 3x – asking for stopper long and solid minor suit
Aggressive reopening
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2 <sup>nd</sup> and 4 <sup>th</sup> Landy/Woolsey - With some modifications
Double = Long minor + 4 cards Major / One suit hand - good hand
2♣ - Majors
2♦ - One suit Major (up to 11-12p)
2♥/2♠ - 5 cards in ♥/♠ + 4/5 cards in minor
2N - minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2M): 4m = 5m + 5 other M
(2♦) multi : double see t/o doubles, 4m = 5m+5♥
(3m): Double, 3X/3N - Natural, 4♣ Majors, 4♦ - one M, 4M-5+5m
(3♥): Double 4/5 cards ♠, 3♠ -minors, 4♣/4♦ Natural non forcing
4♥ - good ♠ / 4♣&4N – Strong / Weak two minor
(3♠) Double, 3N – Natural, 4♣/4♦/4♥ Natural non forcing
4♣/4N – Strong / Weak two minor
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1N over 1♣ (16+) Transfer to 2♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble – 10+ max 2 cards in opener's M suit
1x – ignore double. 2x - Non forcing 2N fit 10+ 3♣/3♦/3M - bergen

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	REO	REO	
NT	REO good suit / or 2 <sup>nd</sup> best	REO	
Subseq			
REO: Even card shows even number of cards / odd card shows odd number of cards. With even number of cards and no even card play high low examples : 8752 763 9753 862 K843 QT752			
Against NT : K873 QT52 J7432 8765 T6542			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(xxx)	Ask for C/O signal. small = C/O	
King	KQ(xxx)	Play an honor or show count REO	
Queen	QJ(xxx)	KQ(xxx) QJ(xxx)	
Jack	JT(xxx) / KJT(xx)	JT(xxx) no higher honor	
10	T9(xxx)	T9(xxx) 0 or 2 higher honors	
9	Reo	T9(xxx) 0 or 2 higher honors	
Hi-X		REO or 2 <sup>nd</sup> best	
Lo-X		REO	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (small)	Count (REO)	Odd encouraging
Suit 2	Count (REO)	Smit	Lavinthal
3	Lavinthal		
1	Attitude (small)	Smit	Odd encouraging
NT 2	Count (REO)	Count (REO)	Lavinthal
3	Lavinthal		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most doubles are negative. Examples:			
1N - (2x) – Double : Negative			
1x – (Michaels) – Double – (2x/3x) – Double : Negative			
<b>Double on Multi 2♦ - short in ♠ / 2♥ on Multi 2♦ - short in ♥</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Double			
Maximal Double invites for example : 1♠ - (2♥) - 2♠ - (3♥) - Double			
DOPI / ROPI			
Negative Free bid. Example 1♥ – (1♠) – 2x non forcing			

W B F SYSTEM CARD
<b>CATEGORY: Green</b>
<b>PLAYERS: Mintz (175) – Limor (137)</b>
<b>EVENT: European Championship - 2020</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural & <b>Relays</b> System / 5 Majors / Longer minor
1NT : 15-17 2NT : 20-22
2♣ : 20-22p any 5-4-2-2 / 5-4-3-1 or strong two suits hands
2♦/2♥/2♠; Multi (see below)
3♣/3♦ 17-19p 6 cards in ♥/♠
3♥/3♠ Pre-emptive
3N : Pre-emptive minor (must not have a solid suit)
4♣/4♦ - 9 playing tricks with ♥/♠ solid suit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♦ over 1♣ 6p+ 0+ cards in ♦.
1♥/1♠ over 1♣ Natural. If 4 cards => 6-8/9p
1♥/1♠ over 1♦. If 12+ can be with 3 cards
1♠ over 1♥. 6p+ 0+ cards in ♠. If 6-10p 0-3 or 6+ cards
2♣ over 1M 6-11/12p less than 3 cards in M
2♦ over 1M 9-12p with 3 cards in M or 8-11p with 4 cards
2M over 1M 6-8p – 3 cards in M
1N over 1♥. 6-10p 4-5 cards in ♠
2♣ over 1♣. 8-9p 6 cards red suit or 13+ with shortage
2♣ over 1♦. 8-9p 6 cards red suit or 11-14 no majors
2♦ over 1♦. 8-9/10p 5-4 ♠/♥ or 6-7 5-5 ♠/♥ or 13+ ♦ with shortage
Weak jump to the 2 level 6 cards 4-7p (e.g 1♣ - 2♣)
With two 5+ cards minors suits and 17-19p we open 1♣
With 15-19p and two 5+ suits we open with the lower suit
2♦ - Multi (weak M, Strong m, 17-24 any 4-4-4-1)
<b>2♥ - 7-10 5♠/5m or various strong hands (Can be 5-4 NV vs. V)</b>
<b>2♠ - 8-11 5♥/5X or strong ♠ opening (8.5+ Playing Tricks)</b>
3♣/3♦ 17-19p 6 cards in ♥/♠
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Longer minor / 3-3 minors 1♣ / 5-5 minors 17-19 1♣ 5-5 ♣/M 15-19p 1♣	1♦ 6p+ 0+ ♦. ♦ 6+ or any 9p+ 1M – Natural. If 4 cards 6-8/9p / 1N – 10-11p 2♣ 8-9p 6 cards in ♦/♥ 2♦/2♥/2♠ 4-7 6 cards	1♣-1♦-1M-2M 9-10p 1m-1♥-1♠-2♠ 6-8p	
1♦		3	4♠	Longer minor / 4-4 minors 1♦ 5-5 minors 15-16p 1♦ 5-5 ♦/M 15-19p 1♦	1♥/1♠ - Natural. If 12+p may have 3 cards 1N – 6-10 / 2♣ - 8-9p and 6 cards ♥ or 11-14p no Majors.2♦ 6-10 5-4-x-x 2♥/2♠ 4-7 6 cards		
1♥		5	4♠	5 cards 11-19p	1♠ - Relay / 1N 6-10 4-5 cards in ♠ / 2♣ up to 11p No fit / 2♦ 8-12 fit / 2♥ 6-8 / 2♠ 4-7 6 cards	1♥-2N/3N – 11-18 void 4 cards fit 1♥ - 3♣ single 13-19 / 1♥ - 3♦ 7-9 4 cards	
1♠		5	4♥	5 cards 11-19p	1N - Relay / 2♣ up to 11p No fit 2♥ 9-20 2 cards in ♠ or 8-9 5-5 / 2♠ 6-8	1♠-2N/3N – 11-18 void 4 cards fit 1♠ - 3♣ single 13-19 / 1♠ - 3♦ 7-9 4 cards	
INT			4♦	15-17	2♣ asking for distribution 2♦/2♥/2♠ Transfers / 3X 6 cards invitation	3X after transfer - Invitation	
2♣	Art		Any bid	20-22any 5-4-2-2/5-4-3-1 (except for 2-2-4-5 / 2-2-5-4)	2♦ - Asking for distribution 2♥ - 0-3 Balanced	2♠/2N over 2♣ - 0-3 Singleton ♦,♥,♠/♣ 3♣/3♦/3♥/3♠ over 2♣ - 0-3, 6 cards QJ9xxx	
2♦	Art	6 if weak M		Multi / 6 cards M / strong m / 4-4-4-1 17-24	2♥ - P/C 2♠/3♥ - Invitation (can be weak) 2N Strong Relay 3m – to play		
2♥	Art	5 in ♠ If weak		<b>Multi</b> <b>5-5 weak / Strong hand</b>	2♠ - P/C 2N – Strong Relay 3♣ - P/C		
2♠	Art	5 in ♥ If weak		<b>Multi</b> <b>5-5 weak / Strong in ♠</b>	2N - Relay 3m - signoff		
2NT			4♠	20-22	3♣ - Puppet 3♦/3♥ - Transfer 3♠/3N - Strong Transfer 9+		
3♣	Art	6 in ♥		17-19 6 cards in ♥	3♦ Relay / 3♥ Signoff / 3N – signoff / 4♣ - trx 4♥		
3♦	Art	6 in ♠		17-19 6 cards in ♠	3♥ Relay / 3♠ Signoff / 3N – signoff / 4♦ - trx 4♠		
3♥/3♠		7		Up to 7 playing tricks (Vul) Up to 6 playing tricks (non Vul)	Non Vul - Can be very weak Non Vul - Can be very weak		
3N		7/8 in m		Solid/Non Solid long minor			
4♣	Art	7/8 in ♥		9 playing tricks in ♥	4♦ - Relay 4♥ - signoff	9 steps of 8 cards + 1 Ace + shortage 3 steps of 7 cards + 2 aces 1 step - full control	
4♦	Art	7/8 in ♠		9 playing tricks in ♠	4♥ - Relay 4♠ - signoff	9 steps of 8 cards + 1 Ace + shortage 3 steps of 7 cards + 2 aces 1 step - full control	
4♥/4♠		7		7.5 – 8 playing tricks in ♥/♠			
						<b>HIGH LEVEL BIDDING</b>	
						DLI Aces : 11-14 1-2-0/3 15-17 2-1/4-0/3 18-19 2-0/3-1/4 20-22 0/3-2-1/4	
						DLI Honors – 1 <sup>st</sup> 0/KQ 2 <sup>nd</sup> K/Q 3 <sup>rd</sup> K+Q/Q+K 4 <sup>th</sup> K+K/Q+Q 5 <sup>th</sup> KQ+KQ/ 0+0	
						DLI Trx 4♦ - After relays, Transfer to 4♥ after which 4♠/5♣/5♦ signoff, 4N KCB	
						DLI Trx 3♠ - After 1m-1♠-1N-2♣-2♥/2♠ or 1m-1♠-1N-2♣-2♥/2♠-3om-3♦/3♥	