

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range 1 level overcall 7-16 4+ cards
1/1= F1, 2/1= Constructive. 2/2=F1, 3/2=F
Cue after 1 level overcall promises support
Cue after 2 level overcall doesn't promise support
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position = 15-18, system on
4 th position = (10)11-14, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO, Reopening : Intermediate jump overcall
Unusual 2NT = 5-5 lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
A mixed Michaels/Gesthem version: over 1M - Gesthem
Over 1m – 2m= Majors, 2NT= 2 lowest suits, 3♣= 2 extreme suits
Jump Cue = Asking for stopper, usually some solid suit
VS. NT (vs. Strong/Weak; Reopening;PH)
Cappelletti: Dbl = strength, 2d=both majors, 2♣= Any one suit
2M = M+m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out Dbls
Leaping Michael's over 2 weak openings
Jump over 2 weak = Intermediate, 14-16, 6+ cards
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ - Dbl = Both Majors; 1NT = Both minors
Pass + bid = Good Hand
OVER OPPONENTS' TAKEOUT DOUBLE
Cappelletti Trf after 1M(Dbl) opening or overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	2/4	3/5	
Subseq	Attitude	Attitude	
Other: Vs NT K asks unblocking/count			
Vs suit K over 5 level asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax+	AK+, Ax	
King	KQx, AK, Kx, AK+ at 5+ le	KQJ9, KQ109, AKQ10	
Queen	QJx+, Qx	QJ10x, QJ9+, KQx	
Jack	J10x, Jx, KJ10x	J10x+, Jx	
10	10x, K109+, Q109+	AJ10+, K109+, Q109+, 10x	
9	9x, 109x, 9xx	Q98+, J98+, 109x+, 9x	
Hi-X	Sx, xSx	Sx, Sxx, xSxx	
Lo-X	Hxx,	HxS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo/H = Enc	Lo/H = Even or S/P	First O/E
Suit 2			
3			
1	As above	Smith Lo= Enc	Lavinthal
NT 2	L/H = Enc		
3			
Signals (including Trumps):			
Rev Smith = low in declarer's first suit encourages the lead by both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe light if right shape, or if pd is a passed hand.			
Cue over Dbl promises rebid			
Responsive Dbls			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dbl + Rdbl			
1♣ (1♦) Dbl = Both Majors			
Negative Dbl			
Lightner Dbl			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT (Open/Women/Senior/Transnational)
Rami Porat – Ruti Levit Porat
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Major (unless rarely fourth hand)
2/1 = Game Forcing
1M-1NT = Semi Forcing (1NT = Up to 11 hcp)
1NT opening = 15-17
2NT opening – 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2♦ = Weak 2 M or strong NT 22-23
2M = weak 5M + (4)5+m
Gambling 3NT
4♣/4♦ = Namyats
Bergen raises
Cappelletti Transfers after 1M (Dbl)
SPECIAL FORCING PASS SEQUENCES
After 2/1, or other GF sequences
When opps are clearly saving
IMPORTANT NOTES
PSYCHICS: rare, when nv

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-21	Inverted minors, 1m-2nt= 0-6, 5+ cards.	After 1m-2m, stopper's showing, 2NT, 3m = N.F.	No inverted minors.
					1m-3m = 7-9, 5+ cards; 1♣-2♦ = 5♠+4♥ 6-9 1♣-2♥ = 5♠+4♥ 10-11;		
1♦		3	4♠	3 cards if 4-4-3-2, or in 3 rd /4 th	Same as after 1♣. 1♦-3♣= limit raise, 6 cards		Same as after 1♣
1♥		5	4♠	11-21	1NT=Semi Forcing; Bergen, 2NT=Jaccoby		2♣= Drury, 4 cards 6-11 hcp 2♦= Drury, 3 cards 6-11 hcp 3♣/3♦ = natural, limit, 6 cards
1♠		5	4♠	11-21	Same as after 1♥		Same as after 1♥
INT				15-17,Possible 5 M, 6 m, 2-2-4-5	2♣=Stayman, 3♣=Puppet Stayman, Transfers, Texas, Smollen, 4♣=Gerber, 4♠= Slam Force → Baron		
				23+, or 9+ tricks	2♥=0-3 hcp, 2♦=4+ hcp, 2♠=5+ ♥ 7+ hcp	A positive response is forcing up to 4M/4NT	
2♣	√				2NT= 5+ ♠ 7+ hcp, 3♣= 5+♦, 3♦=5+ ♣		
2♦	√			Multi: weak M (5)6 cards	2♥/2♠= P/C, 2NT= Asking, 4♣=bid your suit through trf, 4♦=bid your M, 4M=natural	2♦-2NT-3♣/3♦ = minimum ♥/♠ 2♦-2NT- 3♥/3♠ = maximum ♠/♥	
				Or 22-23 balanced	2♦-2♥/2♠-2NT = 22-23	System on as after 2NT opening	
2♥		5		5♥ - (4)5m weak	2NT= Asking, 2♠= Natural, N.F. 3♣/5♣/6♣= P/C 3♦= ♥ invitational+, 3♥= To play, 3♠= Nat. G.F. 4♣/4♦= Natural, G.f.	2♥-2NT – Showing the m, and min/max	
2♠		5		5♠ - (4)5 m weak	As above. 3♥= natural, G.F.	As above	
2NT				20-21 balanced, or semi bala.,	3♣= Puppet Stayman; Trf, Texas, 3♠= minor stayman, 4♠= Grand slam force → Baron	New suit = natural	
3♣		(6)7		Preemptive	New suit without an intervention = F		
3♦		(6)7		Preemptive	As above		
3♥		(6)7		Preemptive	As above		
3♠		(6)7		Preemptive	As above		
3NT	√	7		Gambling, solid minor	4/5/6/7♣ = Pass or correct to ♦ 4♦= Asking for sing/void		
4♣	√	(7)8		7-8 playing tricks in ♥	4♦= Asking if min or max. New suit= Lackwood		
4♦	√	(7)8		7-8 playing tricks in ♠	4♥= Asking if min or max. New suit= Lackwood		
4♥							
4♠							

4NT			Preemptive, 7+ cards		
5♣			As above		HIGH LEVEL BIDDING
5♦			As above		RKCB=1430; Exclusion , Lackwood, Gerber = 3041
5♥			As above		Serious/Unserious after slam invitation in M
5♠			As above		Last Train Cue; Splinters; Cue Bids A/K up the line at 4 Level
					Dopi; Depo; Ropi
					4NT quantitative after 1NT/2NT