

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening: MLandi # 21
4 rd pos = 12-15 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Modified Michaels: 6-11/15+; 5/5; 2NT O/C = 2LO unbid suits;
CB of M => Other M+m; CB of m= a) 5/5 M or b) \heartsuit + LO m unbid;
After CB of minor, resp bids 2 \heartsuit with more \heartsuit or 2 \spadesuit w/equal length;
With \heartsuit +m P will bid 2 \spadesuit or pass with a weak hand; with a strong hand will bid again ; 2NT after 2 \spadesuit => Asks what is the 2 nd suit?
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
If Pard O/C 1* w/1M a) CueBid=11+ 3 crd supp OR a full opening
w/o support by NON passed hand b) Jump Cue Bid= 7-9, 4crd supp
By a passed hand: CB=10-11 w/3 cards; Jump CB=7-9 w/4 Cards;
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;)
M- Landi; X=5m+/4M; Resp: 2 \clubsuit /2 \diamond =m/M? P/C; 2M=6+ ;
2 \clubsuit = 5/5 \heartsuit + \spadesuit , then 2 \diamond =equal majors; 2 \diamond =6+ m suit; 2NT=5/5 m;
X=4M/5+m;=> 2 \clubsuit =m?; 2 \diamond =M?; Any L2M/L3m suit=6+ to play;
With 16+ => Pass! Lebensohl;
2M 4 th position opening, 11-13+ competitive, doesn't want to be in game even vs a mixed raise hand;
Defence against opponents Drury; X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	xxx if not supported	
NT	2 nd /4 th	same	
Subseq	M.U.D.	same	
Others:			
Detailed Leads and Signals- annex #44 to 48			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax(+)	AK; AKx(+)	
King	Kx,AK,KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+), KQxx	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HT9(+);T9;	Same	
9	9x, 98(+)	same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+),xSxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd = Encourage	Same	Same
Suit 2	Even/hi odd = disc		
3	Suit/P		
1	High = Encourage	Same	Same
NT 2	High = Even		
3	S/P		
Signals (including Trumps):			
Echo in trump (Hi/Lo)suit shows ability to ruff			
Smith Echo against NT annex # 48			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL - Version 3.0
PLAYERS: Israel Kahana 3510 - Rami Bakish 9897
EVENT: 6/1/2021. Team League
SYSTEM SUMMARY Approach & Style
2/1 GF, good 12+, 5 card Majors , Longer Minor
1 \clubsuit if 3-3; Walsh 1\spadesuit may have 4-6\clubsuit ; w/4441- up to the line
Over M in 1st/2nd hand=Bergen, J2NT;in 3rd/4rd=2w Drury;
1NT opening: 15-17 maybe unbalanced, may have 5+m;
2NT opening => weak to a minimum opening, 5/5 m
1NT responses = NF over 1M opening , 5-11hcp
2way CBS 2 \clubsuit = Inv;2 \diamond =GF; 3NT Gambling 1st/2nd hand
4th Suit Forcing: 1) at L1- F1, shows distribution; 2) Rebid suit shows 6+;3) 4 th suit jump shows GF; 3) 5th suit = rebid of 4th suit asks for stopper;
L2 NFB 1\heartsuit-(1\spadesuit)-2m => 5-11, 6+ crd; X=> Neg/Strong
L2 Reverse after 1M, 2NT= 0-7 F1=3C; any other bid = GF
L2 Reverse After 1m, 2S = 0-7 replaces 2NT; other= NAT;
Leaping Michaels
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 \clubsuit Opening = strong, near GF - any suit(s) any shape
2 \diamond Opening =Strong 8+ tricks, 20-22 NT', 8 tricks in suit or 4441/5440 . 2 \heartsuit relay/ Opener 2 \spadesuit shows 4441- usually GF
2 \heartsuit /2 Opening =Weak Major 6+ (6-10 HCP)
Snapdragon: (1 \clubsuit) -1 \heartsuit - (1 \spadesuit) -X=5+ \diamond & 2crds \heartsuit ;
1 \clubsuit / \diamond -1M-1NT; resp 2 \clubsuit =opener must relay 2 \diamond ; if resp bids 2 \diamond =GF; 1 st priority to supp 1M w/3crds; if not bid 2 nd M with 4crds or 2NT;
Good Bad 2NT: 1m-(p)-1M-(2*)-2NT; 6+,12-14
3m =6+,15-17;
Defence against Capp/Landy/DONT that shows the 2M:
1) 2 \heartsuit /2 \spadesuit =8+ suit with stopper;
2) 3NT=GF, denies Stoppers in M, Fast arrival;
3) 2NT then 3NT shows both M stopped;

1) Lead direction with a good m; 2) T/O always will show 2 of OM (1444/2443) that may be able to compete ; Responder options: 1) Bid a suit, with a decent hand (8-9) ; 2) Pass with a lousy hand (after the 2mX of your Partner)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
Responding to partner's 2NT O/C after a weak 2M opening
1) 3♣=Stayman; 2) Jacoby 4 suits transfers are ON; 3)3NT=to play; 4) Transfer to opponents suit = shortness, GF , NO 4 card Major;
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = 6-11, 5/5, ♥+♠;NT=♣+♦;
After opp bid 2 suits, P pass, you in 4th position: 1NT=> 5/5 weak Unbid suits; low CB=>5/5 12+;2NT=> weak 5/6-6/6 ; X=12+ 4/4
OVER OPPONENTS' TAKEOUT DOUBLE
XX 10+ no fit; 0-8/lowest; 9-11 jump suit;12+ cuebid; jump raises = PRE;

DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
May be light 10/11 with classic shape after 1m, otherwise opening+ hand.
Responses: NAT. CUE-BID= F until a suit is bid twice;
new suit after CUE = F1 Lebensohl
J2NT= new suit L3=singleton, at L4=Void; L3M=17-18+; 3NT=15-16 usually with a 6+ M suit that didn't open 1NT or 16 with 5+ crd suit. If 1M opening is X. w/4 cards sys on; 2M-1 8+ unlimited. 3+; XX 10+ no fit Xfers with 6+ crd suit 1NT=♣; ♣=♦, If OC; 5crd sys on; 4crd = 10+, 2NT, 3M-1 =7-9;Jump CB=splinter; CB=10+/3crd; Any L2- NF' 5/6+ good suit
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠
Negative Double suggest 4oM. 1♣-(1♦)-X = 4/4 M; Resp 1♥= 4+, 1♠=5+
X of a Slam Contract by non leader = lead 1st suit bid by Dummy;
X after opp splinter by non leader= Lead LO unbid suit;

Escape System 1)after X of 1NT opening 2) after 1NT O/C:
1) XX=> 5+ suit, asks Partner Relay to 2♣, the P/C;
2)Pass=> asks Part to XX, bid low of 4/4 non touching suits, with good 6/7p, may pass after XX;
3)L2 suit=> 4/4, bid low suit of Touching suits
2W Rev Drury; 10-11, 2♣ w/3 trump, 2♦ w/4 trumps;
Opener responses: 2M/4M to play; With a full opening but
Unsure if game possible => 2♦ after 2♣, 2NT after 2♦;
Opener with Marginal hand will make a short-suit trial bid (SST) by bidding his shortness (2 of Other Major/2♣/2♦)
Responses to SST bid: 1) signoff in part score;2) Bid Game
3) Short-suit trial bid by responder=> 2 OM or 3m;
In Competition: Sys ON if bid Available; Stolen Cue Bid after 2♣/2♦. Off only after 1NT Natural or bid NA; then jump to 3M =6-9/4trumps ;
SPECIAL FORCING PASS SEQUENCES – Game or 2/1
Lebensohl after 2-level o/call of 1NT/2weak opening
Negative X to 3♠; Maximal X; Supp X; Resp X thru 3♠;
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Never

System Card 2/1							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Inverted minors= annex #40 + in competition (8-11)=1♣-2♦, 1♦-3♣; 1m-2m=GF,12+; 1m-3m=4-7; Weak jump shift to M	4 th suit forcing: game forcing. 2♣ check back	Jump CB after overcall=splinter
					Always bid suit with less than 3 cards, even with 0 hcp	Reverse by opener: forcing	CB for overcall=ask for stopper
						Reverse by responder: GF. 3 rd suit = F1	Pre-emptive jumps over overcalls
1♦		3	3♠	11-21 HCP	As for 1♣; 2♣ not GF unless fit in NT or M/full hand	As above	As above
1♥		5	3♠	11-21 HCP	1NT NF; 5+ point raise.; 2*=GF; 2wBergen, J2NT, GF With 17+ = J2NT even w/singleton, Splinter up to 16; 3NT balanced 4333/4423 w/3 trumps;	Raises = limit. Re-raise = pre-emptive The impossible 2♠ bid=annex #107	2♣/ 2♦ = Drury; annex 49 (see also the bids in competition)
					In competition - see annex #90		
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥

1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; Any L3 Response GF; 3♣ = puppet; 3♦=5/5 m; 3♥/3♠ = splinter - 3card OM, 5/4 in minors; Gerber 4♣ annex# 89; Texas;4NT = # 36 W/0-7 hcp, 9+M (4/4-5/5) bid 2♣, bid 2♥ after 2♦	After Stayman: major = invit, minor = F1 Smolen 10+GF 1NT-2♣-2♦-3M = 5oM+4M Smolen Inv 8-9, annex #34/34A;	DBL at 3-level shows values
2♣	X	n/a	3♠	Artificial, strong near GF, Max 4 losers, Min 4 QT Any 6QT hand	2♦ = 4+ ; 2♥=0-3 No K; 2NT= 8+ w/5crd ♥; any other L2 suit=8+ w/5 crd suit; 3M = 6card suit only 1 loser , Nothing outside 3NT= 6 card suit- NO losers , Nothing outside	2NT=GF maybe unbalanced ,any strength, system ON;(next NT bid by opener: 3NT=23- 24;4NT=25-26;5NT=27-28;6NT=29-30;) Suit=5/6 balanced; Jump suit=6+ suit set, no losers; 4♣ asks = where is the K? When opener's suit is ♥ 3NT asks = where is the K? After 3NT by Resp=> 4♣ asks to show suit !	3♣ after 2NT= Puppet L3 support stronger than L4 New suit= Show A ! 3NT = No A, one K somewhere 3♠= No A, one K somewhere 4♥ = I have K ♥
				Any suit(s), any shape			After opponents intervention: 1) Suit O/C X=0-3; Pass =4+; NT shows stopper, CB asks for Stopper; New suit=8+, 5 cards; 2) X => XX=0-3; Pass =4+;
2♦	X	n/a	3♠	19-22 strong, 8+	Always 2♥ relay, any strength; 2NT very weak 6/7+m/M;	2nt=20-22 w/5crd; 2♠=4441/4450;Any 3*= 6+ good suit; After 2NT => 3♣ asks to show the 5 card suit !	Natural
2♥		6		6-10(11) HCP; In 4th Position: 6+card, 10(9)- 12(13), no game interest even if P has a limit raise	New suit forcing 6+; 2NT = Ogust	3NT = AKQxxx	Natural
2♠		6		As 2♥	As 2♥	As 2♥	As 2♥
2NT		n/a		Up to 12-13 = 5/5 minors	Vulnerability pending		
3♣		6+		Pre-emptive	New suit = forcing		
3♦		6+		Pre-emptive	New suit = forcing		
3♥		6+		Pre-emptive	New suit = forcing		
3♠		6+		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		8+		Pre-emptive			
4♦		8+		Pre-emptive			
4♥		8+		Pre-emptive			
4♠		8+		Pre-emptive			
HIGH LEVEL BIDDING							
						RKCB –usually 1430: RKCB - 0314 asked only by responder if opener is a strong hand (15+); Exclusion (must jump to L5);	

4NT	X			Blackwood		RKCB with a void: 1) 5NT=> 0/2 A; 2) 6* => 1/3 A (Jump to the Void suit if lower than the Agreed Suit); 3) Jump to agreed suit (6)=> 1/3 A (if the Void Suit is higher than the Agreed Suit)
						Cue Bid = see annex #102 + #118 ; Splinters = see annex 70-75