

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
overcall at 1 level= 8-17 , responses = nf
overcall at level 2: 11-17 responses = nf
jump shift response is weak
cue bid: fit INV+ or any strong, jump support weak (0-5)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 15-18 HCP; Responses: as over 1NT opening
4 <sup>th</sup> pos = 15-18 HCP; Responses as over 1NT opening
2NT reopen = unusual, 2 lowest suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card)
Unusual 2NT
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Responses: all jump in known suits are pre-emptive.
reopening same as direct
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Cappelletti:
Double = Any strong hand(16+)
2 : any 1 suiter , 2 response = ask
2 = Majors 5-4 +.
2 = + m 5-4+
2 = + m 5-4+
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Bergen on , 2NT Jacoby on
1-level = F; 2-level = F; jump raises = pre

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Others:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, ,KQ(+), AK	KQ(+); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, HT9(+); T9;	Same	
9	9x, T9XX	Same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	Same	Italian (odd = enc , even = s/p)
Suit 2	High = Even		
3	S/P		
1	High = Encourage	Same	Italian (odd = enc , even = s/p)
NT 2	High = Even		
3	S/P		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard, cue response = f			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Takeout, Negative, Responsive, Support DBL/RDBL (through 2H)			

W B F SYSTEM CARD
<b>CATEGORY: Green</b>
<b>NCBO: ISRAEL</b>
<b>PLAYERS: Ofree shirazi and Tamar Atzmon</b>
<b>EVENT:</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Natural, 5 card Majors</b>
Longer Minor - 1♣ if 3-3
1NT / M responses = 6-11
2 over 1 response: fg
Bergen
Inverted minors
Weak jump shift response
1NT opening 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening =Weak 2M 6+ (6-10 HCP)
2♥/2♠ Opening =Weak Major 5+ minor 5+ (6-10 HCP)
Michaels Cue Bids and Unusual 2NT
3NT gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>

Ofek Gal Or and Yonatan Ben Melech							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	1NT: 6-11, 2NT: 11-12, 3NT: 13-15	4 <sup>th</sup> suit game forcing, 2♣ checkback / 1NT	
					2cl= inverted fg, 3cl= 8-11 fit , 2d/2h/2sp= weak 2 (0-5)	Reverse by opener:Forcing	Jump support in overcall is 0-5 and 4 card fit
						1♣ (overcall) 3♣= 6-9 and a fit	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT: 6-11 point, 2NT = Jacoby 12+ 4+ fit, 3m = bergen, 3♥ = pre , 2/1 = fg, 2♠ = nat pre (0-5)	1♥ (overcall) jump 3♥ 6-9 HCP and 4-card fit 1♥ (DBL) bergen , jacyby	Cue over comp = invitational+ raise
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT			2♠	15-17 HCP, balanced or semi balanced	2♣=Stayman, 2♦/♥ transfer, 2♠ relay to 3♣ to get out in 3♣ or 3♦, 3♣ = puppet		DBL at 2-level shows values DBL at 3-level pen Ignore DBL system on Ignore 2♣ system on with stolen dbl
2♣	X		3♠	Artificial, strong near FG, Any suit(s), any shape	2♦ =0-7 points, 2h/2sp/3cl/3d= nat 5 cards+ 8+ points , 2NT = 8+		Over overcalls: pass= 0-4 , x = 5+, other = nat
2♦	X	0		Weak 2 M	2/3M = p/c, 2NT = ask, 3m = nat f		
2♥		5		5 + 5m weak	2NT= ask , 3cl = p/c, 2♠ = nat f		
2♠		5		As in 2♥			
2NT				20-22 balanced	Puppet , 3♦/♥: transfer, 3♠ minors 5-4+		
3♣		6		6-10 HCP	New suit = forcing		
3♦		6		6-10 HCP	New suit = forcing		
3♥		7		6-10 HCP	New suit = forcing		
3♠		7		6-10 HCP	4♥ = natural.		
3NT	X			Gambling AKQxxxx m			
4♣		8		6-10 HCP			
4♦		8		6-10 HCP			
4♥		8		6-10 HCP			
4♠		8		6-10 HCP			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB – 1403, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	
						Controls = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> .	

