DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F SYSTEM CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE	ADS STYLE		
Aggressive 1 level, sound 2 level Jump raise – weak New suit = F at 1 level New suit = NF at 2 level Cue bid = F 1 round	Suit NT Subseq Other	Lead 3 rd and 5 th 2nd and 4 th 2 nd and 4 th Jurnalist	In Partner's Suit Same Same same	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS; YESHAYAHU LEVIT / RONNIE TOR EVENT: SENIORS
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
$2^{nd} = 15-17$ NAT. Response = system on. $4^{th} = 10-14$ HCP system on	Lead	Vs. Suit	Vs. NT	
	Ace	AKx(+), Ax(+)	same	GENERAL APPROACH AND STYLE
	King	KQx, AK	AKJ10(+), KQJ, KQ10(+)	
	Qween	QJ10(+)	QJ10(+), KQx	
	Jack	J10x(+), J10, KJ10x	J10x, Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109x, k109, Q109,	Jurnalist	2/1=GF
1Suit = weak. Change of suit = F1 2NT = 2 lower suits	9	9x,	2 nd highest of a bad suit	Better Minor
2NT in reopen = 19-21 HCP	Hi-X	Hi from doubleton, mud	Doubltone or mud	1NT= 15-17
	Lo-X	In partner's suit unless supported	same	Weak 2 bids
Reopen: Intermediate		ORDER OF PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead Declarer's		SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michales Cue bids – 2♣ =♣ suit, 2♦= Majors	1 attitu		ence Italian always	
Jump Cue bid = asking for stoper	Suit 2 Suit 3 Cour			
	1 attitu	de Suit prefere	ence Italian always	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Suit			
x- \bigstar or \blacklozenge and \blacktriangledown . 2 \bigstar = \blacklozenge or Majors. 2 \blacklozenge = \blacktriangledown or \bigstar and \bigstar . 2 \blacktriangledown = \bigstar or minors. 2 \bigstar = \blacktriangledown and \bigstar . 2NT = \blacklozenge and \bigstar	Signals (includ	ing Trumps): Suit Preference	ê	
	Suit preference			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		OUBLES (Style; Response	s; Reopening)	
Optional Double	NAT			
	Cue Bid $=$ F1			
	Aggressive wit	h shortness in opponent's sui	it	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+				SPECIAL FORCING PASS SEQUENCES
Overcall= 1 suit. D = Majors. 1NT=Minors.	SPECIAL, AF	TIFICIAL & COMPETIT	TIVE DBLS/RDLS	
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES
Jump in Partner's suit = weak	NEG DOUBLE RESPONSIVE			
Redouble = strong	SUPPORT DO			1
				PSYCHICS: rare

უ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*		3	4♠	11-20	Inverted minors, 3♣=PRE, Jump Shift = weak			
1•		3	4♠	11-20	same			
1♥		5	4 ♠	11-20	1NT=F, 2NT=GF 4 cards raise, Bergen 4 cards raises. 3♥=PRE. 3NT=singleton in other major up to 12 HCP. 3 in the other major = any singleton. 3NT asking.	After 1 Major, 1NT, 2NT – transfers Check Back Stayman Drury after opening in 3 rd and 4 th position	On opponents' unusual 2NT- $3 = GF$ with \checkmark , $3 = GF$ with \diamondsuit , 3 = Natural Non F, $3 = Natural Non F$	
1 🛦		5	4♠	11-20	same			
INT				15-17	Stayman, 4 suits transfers, Texas transfers, 3♣= both minors NF, 3♣= both minors F. 4♣=Gerber			
2*	yes			22+ HCP if BAL. Suit- GF	2♦=NEG. Others=NAT.	$3 = 2^{ND} NEG$		
2♦		6		7-11	2NT = asking for feature, New Suit = F			
2♥		6		6-10	2NT = asking for feature, New Suit = F			
2		6		6-10	2NT = asking for feature, New Suit = F			
2NT				20-21	Puppet Stayman, Texas transfers. 3▲= both minors			
3*		6,7		Preemptive	New Suit = F 1 Round			
3♦		6,7		Preemptive	New Suit = F 1 Round			
3♥		6,7		Preemptive	New Suit = F 1 Round			
3♠		6,7		Preemptive	New Suit = F 1 Round			
3NT		7		Gambling solid minor maximum Q outside	4 . , 5 . = P/C			
4*				Preemptive				
4♦				Preemptive				
4♥				Preemptive				
4				Preemptive				
4NT				Asking for Aces	5♣=0, 5♦=1, 5♥=2, 5♠=3			
5*						HIGH LEVEL BIDDING		
5♦						4NT=RKCB. 1430		
5♥								
5 A								
5NT				1				