

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 = 16-18 HCP; Responses: as over 1NT opening
4 rd pos = 10-14 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
-Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
Resp: CUE → F, suit → NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over M
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)
Multy landy on strong NT 15-17 Cappaloletti on weak NT 12-14
2 ♣ = ♥+♠; then 2 ♦ = equal majors.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT=♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+ HCP
Raises are weaker than normal

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	xxx if not sup Xxxif support,	
NT	2 nd /4 th	same	
Subseq	M.U.D.	same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, AK,	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+), KQ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; T9;	Same	
9	9x, 98(+)	HT9(+);	
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	High = Even		
3	S/P		
1	ODD= Encourage	Same	Same
NT 2	High = Even	Smith ecco H +	
3	S/P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: NAT C/B → F until a suit is bid twice; new suit after CUE → F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: NADYA LIBSTER & JOBINA SADIS
EVENT: WOMEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors and then TWO OVER ONE: FG
Longer Minor - 1♣ if 3-3 mostly if 4-4
2 WAY BERGEN → ON 1st.-2 nd , sit DRURY on 3th, sit Ov/M
Note 1 Note 2
1NT responses → F1 over 1M opening 5-11
1NT op → 14+1714+ → 5/6 c.suit. in min.or spots T98 after H
Texas trans. garbage or reg Stayman ---3♣ puppet → 10+pts
INVmin. → 2m 11+ than showstopper jump other m → 9-11
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, FG - any suit(s) any shape
2♦ Opening = Weak 6 in one M+ (6-10 HCP) Note 3
2♥/2♠ Opening = Weak 5 Major +5 m (6-10 HCP) Note 4
3NT opening = Gambling
2♦2♥/2♠ Opening → ON 4 sit 12-14 pts 6 card suit.
2NT overcall = two lower unbid suits
MICHAELS → (1m)-2m → MM, 1M (2M) → other M +m .
2NT → 2 lowest
Lebensohl after 2-level overcall on 1NT (direct denies stop)
2. After we double their 2weak opening.
SPECIAL FORCING PASS SEQUENCES
After → op over call on our → GF. Splinter, J2nt,
After → Rdbl of our first suit opening
after → 1x 1y-2x-2y dbl F If x>then y till 2X
IMPORTANT NOTES
Double Jump in new suit → splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

System Card 2/1

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	System Card 2/1				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
Pass				Not an opening bid				
1♣		3	3♠	11-21 HCP	INV. MIN, → Single raise stronger than double raise 11+	4 th suit forcing: game forcing. 2♣ check back	Jump cue o/overcall=splinter	
					2♣→GF; 1nt→6-10, 2nt→11-12, 3nt→13-15	Reverse by opener: forcing	Cue bid for overcall=ask for stopper	
					J0m→9-11, 4♦→spl, 4M→to play	Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls	
1♦		3	3♠	11-21 HCP	Same as 1♣ 4♣→spl, 4M→to play	As above	As above	
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 2Way Bergen	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise	
					JACOBY 2NT = FG with 4 c trump support		2♣ = Drury (2M = min)	
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥	
1NT				14+-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet 3♦5m5m/3♥→3.1.4/5/3♠→1.3.4/5 FG	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx)	DBL at 3-level shows values	
2♣	X		3♠	Artificial, FG, Any suit(s), any shape	2♥ Weak 0-3 no K, 2♦ relay, positive requires good suit 8 pts. HH	Cheaper minor = second negative thru 3♦	natural	
2♦		6 in 1 M	3♠	6-10 HCP	2NT ask for feature and col. 4♣ Bid yr. col by trans 4♦ bid yr col. 4♥ and 4♠ To play		Natural	
2♥		5M-5m		6-10 HCP	2NT ask for minor strong 3♣→-pass or correct		Natural	
2♠		5M-5m		6-10 HCP	2NT ask for minor strong 3♣→-pass or correct		natural	
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman.			
2♦♥♠		6		12-14				
3♣♦♥♠		6/7		Pre-emptive				
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4♣♦♥♠		7/8		Pre-emptive				
4NT				Choose minor				
5NT				Choose minor				
HIGH LEVEL BIDDING								
							RKCB -1403, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
							Cue = usually 1 st round before 2 nd . Splinters	