

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
light style
<b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;
1m-1M-X-?-> transfers. Trx to the cuebid shows 10+ and fit 3, 2NT- 10+ fit 4+, one bid under the 2M- 8-10 p fit, 2M: up to 7 + fit Jump Shift = Pre-emptive; simple raises = constructive
New suit = On 2-level- nf, 3-F, 1-F. Reopening: same
<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 = 11-15 HCP; Responses as over 1NT opening
2NT reopen = 18-19 HCP, balanced
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (+/-6-card), 3-level may be aggressive
2NT = 2 lower suits (5+5), (1♠)-2♣: natural, (1♠)-2♦: majors
<b>Resp:</b> CUE = F, suit = NAT NF 3-level- F;
1m-p-p-2M: 10-14 p, 6/7 cards, 3M: tricks
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits, same as direct
(1M)-p-(p)- 2M: OM+ m, (1m)-p-(p)- 2♣: natural, 2♦: both majors
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
X: 5♣/♦(+)+4♥/♠ vs Weak NT – X: 14+ HCP
2♣: 5♥+5♠ (in nv can be 5-4)
2♦: 6♥/♠+
2♥: 5♥+5♠/♦ (in nv can be 5-4)
2♠: 5♠+5♠/♦ (in nv can be 5-4)
2NT: 5♣+5♦
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X: Take out. Leaping Michaels and 4x two-suited bids
On 2♥/2♠- 4m: m+OM, 3M: minors weak, 4NT: ♣+♦
On 2♦/3♦/3♠- 4♣: both Mjs, 4♦: 1 major, 4M: M+oM, 3♦: Mjs weak
<b>VS. ARTIFICIAL / STRONG OPENINGS- i.e. 1♠ or 2♣</b>
(1♠)-2♣: nat (on any 1♠ opening)
(1♠)-2♦: 5+5+ ♥+♠
Son strong 2♣-X: majs, 2N: minors
on strong 1♠-X: ♥+♠, 1NT: ♣+♦, 2X: nat wide range
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX: 10+ HCP no (M) fit, transfers over 1M. 1♥-X-1♠: 5+♠, F
1NT->2♣, 2♣->2♦, 2♦->2♥. 1M-X-2NT: 10+ p, 4M+. 3X: inv, LTB
1M-X-2M: up to 7, 1♥-X-2♦/1♠-X-2♥: 8+ p, fit. Splinters on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	ATT	ATT	
If we supported in p's suit- will lead attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax(+)	AK; AKx, AKQX, AKJX (+)	
King	Kx,KQ(+), AK	KQJ10,KQT9,AKJ10,KQJ98	
Queen	Qx,QJ(+)	KQX,KQ10X,QJT,QJ9(+)	
Jack	Jx, JT(+); KJT(+)	Jx, JT(+); KJT(+) AJ10(+)	
10	Tx, HT9(+);T9(+);	Tx, HT9(+);T9(+);	
9	9x, 9, H98; HH98;	9x, 9, H98; HH98;	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+),xSxx	HxS, HxxS (+),xSxx	
SIGNALS IN ORDER OF PRIORITY- STD CARDING			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	High = Encourage	sometimes count	Italian
2	High = Even	sometimes s/p	Odd encourage
3	S/P		Even s/p
NT 1	High = Encourage	sometimes count	Italian
2	High = Even	Smith (high=enc)	Odd encourage
3	S/P		Even s/p
Signals (including Trumps): Suit Preference			
Primary Signal is Attitude			
Vs NT- K asks for unblock of count, vs Suit K= att			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 11+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
(1x)-X-(1y)-X: that suit, 2x: lower game suit 10+, 2y: same for second suit			
(1M)-X-p-2♣-p-2♦: not big			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X: After T/O X thru 4♥; after o/call thru 4♠			
Negative Double suggest 4/5M. 1♣-(1♦)-X = 4-4/5-4 Maj's.			
Support X and XX			

W B F SYSTEM CARD
<b>CATEGORY: Green</b>
<b>NCBO: ISRAEL</b>
<b>PLAYERS: PETELKO Lia - RETTER Koren</b>
<b>EVENT: Juniors / Open / Mixed</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
Aggressive preempt style
<b>Natural, 5 card Majors</b>
Longer Minor - 1♣ if 3-3, 1♦ if 4-4
2♦ Flannery
1NT opening: 15-17; 2NT opening: 20-22
2 over 1 response: GAME FORCING
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening: strong, GF - any suit(s) any shape
2♦ Opening: Flannery- 4♠-5♥+ 10-16 (5♠-6♥ poss)
2♥/2♠ Opening: Weak Major 5+ (3 <sup>rd</sup> seat wide range up to 13)
3NT opening: Gambling
Ogust 2NT after weak-two when Vul or jump-shift
2NT overcall: two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level overcall of 1NT
Lebensohl after X on 2-level weak
Negative Doubles to 4♠
Pre-emptive calls in NV against V might be aggressive
Power lead of K against NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
After reaching a game- PASS: max, X: min
2♣- (2X)- PASS: 4+ p, XX= 0-3 p, without a king.
After showing points or XX on opening- forcing to 2♦
After bidding game / good raise 2 <sup>nd</sup> vs 1 <sup>st</sup> - PASS: max, X: min
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> seat- tactical openings including wide range
preempts, 1M with 4cM is possible.
<b>PSYCHICS: May occur</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Petelko Lia - Retter Koren			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	10-22 HCP	1♦: 3+♦'s 1NT: 8-10 p 2♣: 10+ HCP with fit (Inverted Minor) 3♣: 6-9 clubs 2♦: 6-9 diamonds	Xyz- 2♣- invitational, relay to 2♦, 2♦- gf	Jump cue o/overcall=splinter 1m-(1x)- 3m: 6-9
					2♥/2♠: 6-9 HCP 6 cards 3♦/3♥/3♠: 6-9 HCP 7+ cards	Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Cue bid for overcall= showing fit and 10+ p
1♦		3	4♠	10-22 HCP	3♣: inv, 2♣: gf	As above	1♦-(X)-1NT: ♣, 2♣: 8-10, 2♦: up to 7
1♥		5	4♠	10-22 HCP	1♠: 5+ ,1NT: SF; up to 12 might have 4♠ and 3M fit, 2M: 8-10, 4x/3♠/3NT: transfer void 8-11, 2X: GF	Raises = limit. Re-raise = pre-emptive	Cue: LR 3M, 2N: LR 4M+ 2♣: 3M 10-11, 2N: 4+ raise
					2NT: gf fit 4+,3M: up to 9, 3♣: inv 3M, 3♦: inv fit 4+	Long & Short trial bids	3♣: inv, 3♦: fit jump
1♠		5	4♥	10-22 HCP	3♥: inv, 4♥: nat	As for 1♥	As for 1♥
1NT			4♠	15-17 HCP	2♣: nf stayman, 2♠: inv/clubs, 2NT: ♦'s or minors 0-7	After Stayman- 2♠: inv 5♠	X: Takeout (on 2♣: system on)
				Bal / semi bal / unbal Might have 5M / 6m / 14p	3♣: Puppet Stayman 3♦: 8+ HCP 5♥+5♠ 3♥/3♠: splinter with minors	1NT-2♣-2♦-3M: 5oM+4M(xx) 1NT-2♦/2♥-2NT: max 4M, 3M: min 4M	1NT-(2♣)- on nat 2♣: system on 2NT- Lebensohl (on nat 2♥/2♠/2♦)
2♣	X	0	4♠	22+ HCP or 9+ playing tricks	2♦: 0+ 2♥/2♠/3♠/3♦: positive- good suit	Kokish (2♣-2♦-2NT: NF)	X: 0-3 / no K, Pass: F 4+ New suit: Flexible positive
2♦	X	0		10-16 4♠-5♥+ (5♠-6♥ poss) 3 <sup>rd</sup> seat openings- 7-16 p	2M: NF, 2N: relay ask inv+, 3m: nat inv, 3M: pre		
2♥		5		Pre-emptive	2NT ask, 2♠: NF, 3m: NF when nv	Nv: 3♣/3♦: nat 5-4, 3♥/3♠: min/max 6M	
2♠		5		Pre-emptive	2NT ask, 2♠: NF, 3m: NF when nv	V: 3♠/3♦: min bad/good 6M ----->→→	V: 3♥/3♠: max bad/good 6M
2NT				20-22 bal/semi-bal/unbal Might have 5M / 6m	3♣: ask, 3♦/3♥/4♦/4♥: transfers 3♠: both minors	3NT: 5♠	X's are usually takeout
3♣		6		Pre-emptive	New suit NV- NF, 4♦: aces, 3♦: asking for 3M	3M: 3oM, 3N: no 3M, 4♣: both 3M	2x/3x-(X)-2y/3y: NF
3♦		6		Pre-emptive	New suit NV- NF, 4♣: aces		2x/3x-(X)-2y/3y: NF
3♥		6		Pre-emptive	New suit NV- NF, 4♣: aces		2x/3x-(X)-2y/3y: NF
3♠		6		Pre-emptive	4♥: natural, 4♣: aces		2x/3x-(X)-2y/3y: NF
3NT	X	7		Gambling	♣: pass/correct, 4♦: ask for shortness, 4♥/4♠: nat, Pass: to play		
4♣		6		Pre-emptive			
4♦		6		Pre-emptive			
4♥		6		TO PLAY, aggressive		HIGH LEVEL BIDDING	
4♠		6		TO PLAY, aggressive		RKCB – 1430, 1 <sup>st</sup> step ask for Q trumps; then specific Kings ask, Exclusion BW (0314)	
						Cue: usually 1 <sup>st</sup> round before 2 <sup>nd</sup> .	
						Splinters; 4 <sup>th</sup> suit forcing, unserious 3NT, unserious 4 minor, D0EP10	