

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1lvl overcall: 8-16hp. 5+cards, aggressive at nv
2lvl overcall: 11-17hp. 5+cards
3lvl overcall 4 th pos: 12-17. 6+(5) cards
3lvl overcall 2 nd pos: 14-17. 6+(5) cards
Responses: cue bid= 10+ fit, 2nt: 10+4M, new suit: 9-16, new suit with jump: GF, after dbl we play trn from 1nt+ cue jump: 0-5 + 4M, simple jump = mixed
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1nt overcall 2 nd pos: 15-18hp. stopper. balanced hand
1nt overcall 4 th pos: 11-14. stopper. balanced hand
System on responses
4nt(without jump): two suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall: 5-10hp. Long suit
2NT Unusual: 5+-5+ cards in the lower unbid suits.
(1♣)-2♦=M's, (1♠)-2♣= nat
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's
Jump cue bid in M asks for stopper
Jump cue in minor is natural
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: X = penalty (highest points in 1NT range)
2♣; 5-4(+) M's after 2d=peak,2nt inv h,3cl inv sp
2♦; 6 in M after pass/correct
2M : 5 cards in M and 5(4) cards in m after 3d inv with M
Weak : same
Balancing: Same vs. weak, Meckwell vs. Strong OR PH
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
4nt unusual (with jump): 5+-5+cards in the lower unbid suits
On 2♦ / 3♣ / 3♦ (weak) 4♣ = M'S, 4♦ = long M, 4M = M+om
Lebensohl over weak 2 DBL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive weak
X = M's, 1NT = m's
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 10+. transfers after 1M from 1NT+; 1 lvl=F, 2 lvl=NF; 1M-(DBL)-2NT=10+ 4+M, 1m-(DBL)-3om=weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq	Attitude	Attitude	
Other: Returning the led suit is std remaining count			
LEADS			
Lead	Vs. NT	Vs. suit	
Ace	AKx	AKx, Ax	
King	Power lead	KQx	
Queen	QJ9,QJT,KQTx,AQJx	QJx, Q,	
Jack	JT8,JT9,HJT	JTx, J, Jx	
10	T9x,HT9	T9x,Tx,T	
9	J98x, 98xx	9x,9	
Hi-X	DOUBLETON	SAME	
Lo-X	Mud,4th	3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	attitude	count	Italian Lavinthal
2	Suit preference	suit preference	Present count
3			
NT 1	Attitude	smith	Italian Lavinthal
2	count	count	Present count
3			
Signals (including Trumps): UDCA , trump = s/p			
Upside down smith vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
competitive, value showing and game invitational doubles,			
support (UP TO 2♠), negative and responsive DBL through 4♠			

W B F SYSTEM CARD
CATEGORY: U21
Sticker: Green
NCBO: Israel
PLAYERS: Adel P and Ido M
EVENT: Salsomaggiore 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Openings: 1♠ = 2+
1♦ = 5+♦ /4441
1NT = 15-17
We can open with 11+ when NV
2/1 GF, 1NT=NF
Could be wider range in 3th seat
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening: strong / 9 tricks gf
Weak 2 openings
3NT = Namyats: 7.5 tricks, 1M 1st/2nd seats
1M-3♣ = 10-11, fit 3+
1m-2M/1♠-2♦: 6-9hp, 6+
1♦-3♣: inv with 6+♣ , 1m-3M = 6-9hp, 6+M
1♠-3♦: inv with ♦
SPECIAL FORCING PASS SEQUENCES
When we showed 25hp+
After RDBL or penalty oriented DBL we are forced through their support/2NT
DBL against weak 1NT forces us through 2♦
IMPORTANT NOTES
1NT - (x penalty) – xx = forcing 2♣ (long m/both M), 2m = m+M, 2M=natural; Aggre
PSYCHICS: rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7sp	11-21hp	Inverted Minors, 1NT=8-11, 1♦ can be 3cards and 6-7	2 way checkback, 4 th suit gf, checkback stayman after 2NT rebid	Jump cue= splinter Cue bid= 10+ fit
					Weak jump shift responses 2NT=0-5 with good fit 3m: 6-9, 3M: weak	2NT after reverse bid= min (-8)	vs Unusual: low cue= fit 10+; high cue= other suit GF Passed hand 2 way
1♦		5(4)	7sp	11-21hp	As above, 1NT=6-11	As above	2 nd round cue GF or stopper ask
1♥		5	7sp	11-21hp	1NT=NF 6-11; 2/1 GF; 2NT= GF Jacoby; 1M-3♣= limit raise 3+♥; 1M-3M mixed; Void Splinters (11-14, 3NT for ♠); 2♠= 6-9; 3♦ = ♦ inv	4 th suit GF, 2-way CB, 1M-2x-2M=5+ unbal	Cue over comp = 10+ fit, 2♠=drury, 3♠= 10-11 4M, 2NT=GF 4M
1♠		5	7d	11-21hp	As for 1♥, 3♥=pre, 4♥=nat	long trial bids after 2M support	4m over overcall= jump fit
INT				(14)15-17hp	2♣ = Forcing Stayman, 4-way transfers, 2♠ = inv or clubs, Texas, 3♣ = Puppet Stayman* (*asks for 5M), 3♦=5-5M through game 3♥/♠=1354 10+	Smolen, delayed Texas (4♦,4♥), 3♦ denies 5M after puppet	1.system on when 2cl no majors/dbl no penalty 2.Otherwise:2level is to play 3level trn inv+dbl t/o. 3.Exceptions: when overcall showing M's 2&3levelM showing minors dbl=8+. 4.on dbl penalty:meckwell Texas through 3♠
2♣	x			22+ Artificial, near GF+	2♦= 4+, 2♥ =0-3, other nat and positive	Kokish: 2NT=22-24, (2♥-2♠)2NT=25+, ♥ shapes shown using 2♥-2♠-3x.	on overcall; p=4+, X = 0-3
2♦	x	5		4-9hp	2M=NF other F, 2NT = asking	Ogust: 3♣= bad suit, bad hp; 3♦=bad suit, good hp, 3♥=g suit, b hp, 3♠=g suit. b hp, 3NT=solid suit	DBL penalty, new suit NF
2♥		6		6-9hp, can be aggressive non vul	2♠=NF, New suit forcing, 2NT = asking	Ogust: as above	
2♠		6		same	New suit forcing, 2NT = asking	same	
2NT				20-22hp	Transfers, 3♣ = Puppet Stayman std		
					3♠= minors or long ♦ , Texas transfers, 4♣ clubs		
3♣		7(6)		Pre-emptive	3♦= ask for 3cards in M, 4♦ = RKCB		
3♦		7(6)		Pre-emptive	New Suit = Forcing		
3♥		7(6)		Pre-emptive	New Suit = Forcing		
3♠		7(6)		Pre-emptive	4♥=natural		
3NT	x			Namyats, strong M	4♣ = bid in transfer, 4♦ = bid your M, 4M = natural		
4♣				Pre-emptive	4♦ = KC		
4♦				Pre-emptive			
4♥				Pre-emptive			
4♠				Pre-emptive			
4NT				Minors			
5♣, 5♦						HIGH LEVEL BIDDING	
5♥, 5♠						RKCB: 1403; 1st step asks for Q trumps, then 5NT asks for specific K's	
						1 st /2 nd Controls, Serious/Unserious, Dopi Depo, Splinters, 5NT pick a slam	