

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
7-15 HCP 2 nd 5-13 HCP 4 th
Cue bid show 11+ with fit or any forcing . jump fit weak 4+ cards .
Bid non forcing 9-13 HCP. Jump new suit 6+ forcing .
Double cue bid show 4+ cards fit 7-10 HCP.
INT 8-11 HCP. 2NT 12-13 HCP . after overcall M and X from Opponents Transfers .
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 HCP 2 nd , 2cl stayman , 2nt transfer to d . transfers .
3cl puppet stayman , 3 d = 5-5 major inv. 3M=singleton
10-14 4 th , system on .
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak , 2nt minors over majors .
Cue bid forcing , 2nt asking
Reopen: 12-14 HCP 6+ suit . 1x-p-p-2nt 20-21 HCP.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1cl/d-2d=majors
1cl-2cl=natural.
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong x=one minor or 2 majors , 2cl=cl+any , 2d=d+mojor , 2 major natural . 3 any = preemptive . vs. weak cappelletti
2cl=one any suit , 2d=majors , 2M=M=minor .
4sp-4nt-2 or 3 suits
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Optional x , 2nt natural . cue bid= strong 2 suiter or 1 suit .
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=majors , 1nt=minors .
OVER OPPONENTS' TAKEOUT DOUBLE
Over minors opening natural , over majors transfers , 2nt/3cl/3d/3M System on .

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	Small from 3/4 non suport	
NT	Small from good suit	same	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A , AKx	A, AKx	
King	KQ(x) , Kx , AK(x)	AKJ , KQ10 , strong lead	
Queen	QJ(X), Qx	QJx QJ10x , QJ9x, KQx , Qx	
Jack	J10x , Jx , KJ10	J109 , J10x , J108 , Jx	
10	109(x), 10x, Q109, K109	H109 , HJ109x	
9	9, 9x	109x , 9x	
Hi-X	normal	normal	
Lo-X	normal	normal	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd enc.even S/P	S/P	Odd enc. Even S/P
Suit 2	count		
3			
1	Odd enc. Even S/P	S/P	Odd enc. Even S/P
NT 2	On K J or Q	count	
3	On A high enc.		
Signals (including Trumps): odd enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal style , cue bid forcing one round .			
4 th 9+ HCP with shortness or normal.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When opponents show fit x negative . support x up to 2sp.			
Negative x over jump overcall after 1nt opening .			
Optional x if we suport and the opponents bid .			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 major , 2 over 1 , 1nt semi forcing over major
Bergen rases .
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2d= weak M
2h/sp= weak 5-5 M+minor
SPECIAL FORCING PASS SEQUENCES
When we reach to game vul. And opponents bid .
IMPORTANT NOTES
lebensohl
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4sp	Beter minor 10-21 HCP.	2h=5h+4sp4-8 HCP. 2sp=6sp 3-7 HCP. Inverted minor , 3any=weak 1nt=6-11 HCP.	1cl-1M-3d=splinter 13-19 , 4d=void 14+-19 3nt=18-19 bal+fit .4cl=17-19 5-4-2-2		
1♦		3	4sp	Same as 1cl	Same as 1cl , 3cl=9-11 6+ suit inv , 2nt=11-12.3nt=13-15	1m-1x-1y-2cl=transferto 2d , 2d=GF. 1cl-2cl-2nt=M stopers , 3cl=min un bal. 2M=stoper. 1cl-1M-2M-2nt=asking.		
					1nt=6-11 HCP. 2h=8-10 HCP. 3 cards , 3cl=7-9 4 cards , 3d=10-12 4 cards , 2d=5 suiter , 2cl=3+	1h-2h-2sp=asking for doubleton . 3cl/d=singleton. 2nt=singleton sp.1h-2nt-3cl=min. 3x=natural good . 4cl/d=5-5 good.	2 way drury , 2nt=minors 2cl=7-11 4+cards 2d=10-11 3 cards	
1♥		5(4)	4sp	10-21 HCP.	3h=0-6 4 cards , 3nt=13-15 4-3-3-3 , 2nt=GF 4+cards , 3sp/4cl/4d=void . 1sp-4h=nat. 1sp-3h=nat. 2d/h=5 suiter 2cl=2+	3h=good+cl , 3nt=15+no singleton . 1h-2nt-3cl-3x=singleton , 3h=ask sing. 3nt=ask cue. 4cl/d/sp=void . 1h-3cl/d-3sp=asking for sing. 3d=try . 1h-2cl-2sp=nat. 1h2d-3d=4 or Hxx .	1h/sp-2cl-2d=asking 2h=min , 2sp=max	
1♠		5(4)	4h	10-21 HCP.				
INT	X			15-17 HCP.	2cl=stayman , transfers , 3cl=puppet , 3d=5-5 M inv. 3h/sp=singleton . 4cl=gerber , 4nt=limit . smolen.	1nt-2d-3h=4+doubleton min. 2nt=3-4-3-3max 1nt-2sp-2nt=Hxx. 1nt-2sp-3cl-3x=short .		
2♣	X			22+balance or forcing to game .	2d=waiting . suit=8+ natural.	2cl-2d-2h=natural or 24-29 bal.partner 2sp. 2cl-2d-3M=ask for control.2cl-2d-2M-3cl=ne		
2♦	X	6(5)		Weak h/sp	2/3 h= pass or cor. 2nt ask min max . 2sp=pass or cor. 4cl=bid in transfer , 4d=bid suit . 4h/sp=nat.	2d-2nt-3cl=min h 3d=min sp 3h=max sp 3sp=max h .		
2♥		5		Weak 5h+5(4) minor 5-10 HCP	2nt=asking for minor and force , new suit forcing . 3nt to play . 3h=pre. , 3/4cl=pass or cor.	2h-2nt-3cl/d=min 3h=cl max 3sp=d max .		
2NT	X			(19)20-21 HCP.	Transfers , 3cl=puppet , 3sp=minors slam try .	2nt-3h-3sp-4cl-4h=transfer to 4nt. 4d=good+any fit .		
3♣		7(6)		preemptive	New suit natural forcing			
3♦		7(6)		preemptive	same			
3♥		7(6)		preemptive	same			
3♠		7(6)		preemptive	same			
3NT	X			gambling	4cl=bid suit , 4d=asking for singleton .			
4♣	X	7		Good 4h	4d=askind for singleton			
4♦	X	7		Good 4sp	4h= askind for singleton			
4♥		6		natural				
4♠		6		natural				
4NT								
5♣				natural				
5♦				natural				
5♥				natural				
5♠				natural				
							HIGH LEVEL BIDDING	
							Key card blackwood . D.O.P.I. cue bid (first+second) forcing pass after oppoents bid show dood hand . 5cl=1-4 5d=0-3 5h=2 sp=+Q 5nt=odd+void 6cl=even+void	