

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
overcall at 1 level= 8-17	
overcall at level 2: 10-17 responses nat and forcing 1 round	
advancing an overcall: new suit is F, jump shift response is weak	
cue bid: fit INV+, jump support weak (5-9)	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> pos = 16-18 HCP; Responses: as over 1NT opening	
4 <sup>rd</sup> pos = 11-14 HCP; Responses as over 1NT opening	
2NT reopen = 19-21 HCP, balanced	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak one-suiter (6-card)	
<b>Resp:</b> CUE = F, suit = NAT NF;	
Unusual 2NT	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Michaels	
Responses: all jump in known suits are pre-emptive.	
reopening same as direct	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
DONT: Double - Any one suit, relay to 2♣.	
2♣: Clubs and a higher suit (at least 5-4 or 4-5)	
2♦: Diamonds and a higher suit (at least 5-4 or 4-5).	
2♥: Hearts and spades (at least 5-4 or 4-5).	
2♠: Spades, weaker than a double followed by a 2♠ rebid.	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL = T/O thru 4♥	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
2NT=NAT;	
1-level = F; 2-level = F; jump raises = INV	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	Same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax(+)	AK; AKx(+)	
King	Kx, ,KQ(+)	KQ(+)); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, HT9(+);T9;	Same	
9	9x, T9XX	Same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+),xSxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	Same	Lavinthal
Suit 2	High = Even		
3	S/P		
1	High = Encourage	Same	Lavinthal
NT 2	High = Even		
3	S/P		
Signals (including Trumps): Standard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
new suit after CUE=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Takeout, Negative, Responsive, Support DBL/RDBL (through 2H)			

W B F SYSTEM CARD	
<b>CATEGORY: Green</b>	
<b>NCBO: ISRAEL</b>	
<b>PLAYERS: Ofek Gal Or and Yonatan Ben Melech</b>	
<b>EVENT: Salsomaggiore 2025</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<b>Natural, 5 card Majors</b>	
Longer Minor - 1♣ if 3-3	
Limit jump raise over majors	
1NT responses = non forcing	
1NT opening 15-17	
2 over 1 response: promises rebid	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♣ Opening = strong, near FG - any suit(s) any shape	
2♦ Opening =Weak ♦ 6+ (6-10 HCP)	
2♥/2♠ Opening =Weak Major 6+ (6-10 HCP)	
Michaels cuebid and Unusual NT	
1M (P) 3M = Limit raise 3-card, 1MA-3C 6-9 4-card raise	
1MA-3D 4-card raise 10-11	
1m – P – 3m = 6-9 Points	
Weak Jump shift responses	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Ofek Gal Or and Yonatan Ben Melech			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	1NT: 6-10, 2NT: 11-12, 3NT: 13-15	4 <sup>th</sup> suit game forcing, New Minor forcing	Cue bid for overcall= forcing
					2cl= 10+ fit, 3cl= 6-9 fit , 2d/2h/2sp= weak 2 (6-9)	Reverse by opener:Forcing	1♣ (overcall) 3♣= 6-9 and a fit
					1L new suit is F1		Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT: NF; 5-9 point, 2NT = nat bal 10-11 ponits, 3♥ inv, 3cl : 4h+ and 6-9 points 3d : 4h+ and 10-12 points. New suit at level 2 is 10+ points	1M-2X-2Y-3M = Slammish	Cue over comp = invitational+ raise 1♥ (overcall) jump 3♥ 6-9 HCP and 4-card fit 1♥ (DBL) 3♥ inv
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced or semi balanced	2♣=Stayman, 2♦ /♥ transfer, 2♠ relay to 3♣ to get out in 3♣ or 3♦ , direct 3L response is NAT and GF 4D/H = Texas transfer	After Stayman: major = inv, minor = F1	DBL at 3-level shows values Ignore DBL system on Ignore 2♣ system on with stolen dbl Negative DBL against 2♦ + inv with system off
2♣	X		3♠	Artificial, strong near FG, any shape	2♦ =0-7 points or 8+ points without any 5 cards, 2h/2sp/3cl/3d= nat 5 cards+ 8+ points		natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT Is August; 2♦- 4♦ competitive	August responses – 3C/D = min with bad/good trump suit. 3H/S = max with bad/good trump suit. 3NT = AKQxxx	New suit forcing, Natural
2♥		6		6-10 HCP	New suit forcing; 2NT Is August; 2♥- 3♥ competitive	same	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT Is August; 2♠- 3♠ competitive	same	natural
2NT				20-22 balanced	Stayman, 3♦ /♥ : transfer, 3♠ , 4D/H = Texas transfer		
3♣		6		6-10 HCP	New suit = forcing		
3♦		6		6-10 HCP	New suit = forcing		
3♥		6		6-10 HCP	New suit = forcing		
3♠		6		6-10 HCP	4♥ = natural.		
3NT	X						
4♣		7		6-10 HCP			
4♦		7		6-10 HCP			
4♥		7		6-10 HCP			
4♠		7		6-10 HCP			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB – 0314, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	
						Controls = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> .	