

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound (5) 8-16 HCP
Responses: cue-bid = Forcing raise; Jump Raises = PRE; Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd - 15-18 HCP balanced , 4 th - 12-14 HCP balanced , system on
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: Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
over weak NT – CAPP Over 1NT 15-17:
DBL = 6 in any suit
2♣ - 5+♣ cards, 5+ ♦/♥/♠ cards , 10+ HCP (can be 5-4)
2♦ - 5+♦ cards, 5+ ♠/♥ cards , 10+ HCP (can be 5-4)
2♥ - 5+♥ cards, 5+♠ cards , 10+ HCP (can be 5-4)
3♣/3♦/3♥/3♠ – pre-emptive
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = TO
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠
DBL = ♥+♠, NT=♣+♦
after OP's TOD- new suit is forcing Rdbl is 10+ point and want to penalize the opps
2/1 1NT F and inverted minor – system off
BERGEN- system on after

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	top from sequence	same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax	AKQ; AKx(+)	
King	AKx(+),KQ(+)	AKQ(+); AKJT(x); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Singleton, Doubleton 1098(+)	Same	
9	Second from no honors, Doubleton	Second from no honors	
Hi-X	Doubleton	Second from no honors	
Lo-X	Honor	Honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encourage	Low- even	Italian Lavinthal
Suit	(K) High = Odd		
	If lead K- count		
1	Low = Encourage	Same	Same
NT	2 (K) High = 0		
	If lead K- count		
Signals : UDCA and Italian Lavinthal			
In trunps: suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 12+ 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			
Support Double and Re-Double, re-opening double, balancing DBL			
8+ HC; lead direct responsive double			
Negative Double suggest 40M. 1♣-(1♦)-DBL = 4-4 Maj's.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Gal Fibert and Yael Kapiluto
EVENT: Open / women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2NT Opening = 20-22 HCP balanced להעביר למעלה
Natural, 5 card Majors (12-21 HCP)
Better Minor - Longer Minor - 1♣ if 3-3
1NT opening : 15-17 HCP balanced
2♣ Opening = strong, near FG - any suit(s) any shape
1NT response - semi forcing
2 over 1 response: Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels
2♦ Opening =Weak ♦ 6 (6-10 HCP)
2♥/2♠ Opening =Weak Major 6 (6-10 HCP)
3NT opening = Gambling
2NT overcall = two lower unbid suits
Bergen: 1M-3M=0-5 points 4+M
1M - 3C= 6-9 P 4+M 1M-3D=10-11 4+M
single jump in a new suit in respond partner's opening is 6-9 HCP 6+ cards

OPENING	TIC K IF AR TIF ICIAL	MIN. NO. OF CAR DS	NE G. DB L TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-22 HCP	1M doesn't deny ♦ inverted minor; weak jump shift 1♣ - 1♦ - 1M - 2M is 10-11 points	4 th suit forcing: game forcing. reverse bid, NMF; after inverted start to show stoppers	Cue bid for overcall in 2nd level 10+ with fit or 14+ any . jump to 3rd level is splinter Inverted minor still on after passed hand
1♦				same as 1♣	same as 1♣; 1♦ - 2♣ GF	same as 1♣	same as 1♣
1♥		5	4♠	11-22 HCP	2over1, 1NT - SF; 1M- 3♣ = 6-9 4+M; 1M - 3♦ = 10-11 4+; 1M - 2NT = jacobys; splinter 1M-2♣ = 2+ 1M - 2♦/♥ = 5+	long and short trial bid. splinter After 2NT jacobys In 3 rd level – single/ void 4 th level - suit 3NT- 14-16 3M-17+ rebid is control	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	4♥	11-22 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced or semi balanced	NF stayman. puppet stayman,, texas, 2♦/2♥/2♠/2NT = transfer 2♠= ♣; 2NT = ♦	After Stayman: 2♥/2♠ = 4-5 cards inv, (5 in the other M) 3♥/3♠ = 4-5 cards GF, (5 in the other M) Smolen	DBL at 3-level shows values over 2♣ and non penalty dbl system on over Dbl penalty Rdbl/2♣/♦/♥ = transfers, pass forcing for Rdbl else: new suit at 2 nd level is signoff new suit at 3 rd level is GF
2♣	X			Artificial, strong near GF, Any suit(s), any shape	2♦ = natural (0-7 HCP OR 8+ without suit), 2♥,2♠,3♣,3♦-positive requires good suit		natural
2♦		6		6-10 HCP	New suit forcing; 2NT August. Raise or jump raise nonforcing	after August- 3♣=weak and bad suit 3♦=weak and good suit 3♥=strong and bad suit 3♠=strong and good suit 3NT = AKQxxx♦	Dbl – penalty New suit after op overcall is NF 2NT is August
2♥		6		6-10 HCP	As for 2♦	As for 2♦	As for 2♦
2♠		6		6-10 HCP	As for 2♦	As for 2♦	As for 2♦
2NT				20-22 balanced	Jacoby transfers, texas , Puppet Stayman.		
3♣		7		Pre-emptive	New suit = forcing		
3♦		7		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling	4♣- P/C		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
5♣				Pre-emptive			
5♦				Pre-emptive			
5♥				Pre-emptive			