

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
overcall at 1 level= 8-17 responses nat and forcing 1 round
New suit by the responder show 5+ cards and 8+ points
overcall at level 2: 10-17 responses nat and forcing 1 round
jump shift response is weak
advancing an overcall: new suit is F, jump shift response is weak
cue bid: fit INV+, jump support weak (0-6)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 16-18 HCP; Responses: as over 1NT opening
4 rd pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 19-21 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
Unusual 2NT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: (1MA)2MA =the other M and one of the minors 5-5& (1m)2m = Both M, (1x) 2nt= 5-5 in the lowest suits
Responses: all jump in known suits are pre-emptive
reopening same as direct
VS. NT (vs. Strong/ Weak; Reopening;PH)
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.
DONT: Double - Any one suit, relay to 2♣.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 3♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	Same	
NT	2 nd /4 th	Same	
Subseq	2 nd /4 th	Same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax(+)	AK; AKQx(+),AKJx(+)	
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	Italian (odd = enc , even = s/p)
Suit	2 High = Even		
	3 S/P		
	1 High = Encourage	Same	Italian (odd = enc , even = s/p)
NT	2 High = Even		
	3 S/P		
Signals (including Trumps): High encourage and discard Italian (odd enc, even s/p)			
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
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Lior Toledano and Tamar Atzmon
EVENT: Salsomaggiore 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1NT response (6-11 points NF)
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen
Inverted minors
Weak jump shift response
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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)
On overcalls: Michaels Cue Bids and Unusual 2NT
Bergen: 1MA-3C=6-9 4 cards support or 3 cards with 10-11 points /3D= 4 cards support 10-11 points /3MA= 0-5
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Lior Toledano and Tamar Atzmon			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	1NT: 6-10, 2NT: 11-12, 3NT: 13-15	4 th suit game forcing, 2♣ checkback / 1NT	Jump support in overcall is 0-5 and 4 card fit
					2♣: 10+ HCP 4+cards, 2X: 6-9 p, 6 cards, 2NT: balanced 11-12, 3♣: 6-9 HCP 4+♣, 3X: 6-9 HCP 7 cards	Reverse by opener: Forcing	Preemptive jumps over overcalls, 1♣ (overcall) 3♣= 5-9 points and a fit
1♦		3	3♠	11-21 HCP	As above 1D-2C= GF ,1D-3c= 6-9	As above	As above
1♥		5	3♠	11-21 HCP	1NT NF 6-11 Points, 2♣- GF 2+, 2♦ GF 5+, 2♠: weak 6-9 HCP 2NT: GF 4+ MA, 3♣: 6-9 4cards fit or 10-11 3 cards fit, 3♦/♥: Bergen	1♥ -2NT -3♣/3♦/3♠=single or void. 1♥ -2NT- 3♥= 17+ 1♥ -2NT- 4♥= 12-14 1♥ -2NT- 3NT= 6 cards 14-16 1♥ -2NT- 4♣/4♦= 12-14 5,5	Direct Cue over comp = invitational+ raise 1♥ (overcall) jump 3♥ 5-9 HCP and 4-card fit 1♥ (DBL) System on
1♠		5	3♥	11-21 HCP	As for 1♥ and 1S-3H= is 6-9 points 6 cards	As for 1♥	As for 1♥
1NT			3♠	15-17 HCP, balanced or semi balanced	2♣=Stayman, 2♦/♥ transfer, 2♠ relay to 3♣ to get out in 2nt=inv, 3♣ or 3♦, 3♠ = puppet Stayman Texas transfer	After overcall Texas transfer is off	DBL at 2 and 3 -level shows values and mostly T.O. Ignore DBL system on, Ignore 2♣ system on with stolen dbl, 1nt (overcall) system off
2♣	X		3♠	Artificial, strong FG	2♦ =0-7 p, 2h/2sp/3cl/3d= 5 cards+ 8+ p , 2NT = 8+		Over overcalls: DBL= 0-3 , Pass = 4+
2♦		6		Weak 6-10	New suit Forcing 1R, 2NT Is August, 3♦ and 4♦ Is competitive.	2d-2nt- 3cl=min Points and a bad suit, 2d-2nt-3d=min points and a good suit. 2d-2nt-3h=max and a bad suit, 2d-2nt-3sp=max and a good suit	2x (dbl) 2y/3y= to play 2x (2z/3y) dbl is penalty
2♥		6		Weak 6-10	New suit Forcing 1R, 2NT = August, 3♥ competitive	Same is above	
2♠		5		As in 2♥	New suit Forcing 1R, 2NT = August, 3♠ competitive	Same is above	
2NT				20-22 balanced	Puppet ,3d/h: transfer, 3sp is 6 cards clubs or d, Texas		
3♣		6		6-10 HCP	New suit = forcing		
3♦		7		6-10 HCP	New suit = forcing		
3♥		7		6-10 HCP	New suit = forcing		
3♠		7		6-10 HCP			
3NT	X			Gambling AKQxxxx	4/5 minor: pass/correct, 4MA: to play		
4♣		8		6-10 HCP			
4♦		8		6-10 HCP			
4♥		8		6-10 HCP		HIGH LEVEL BIDDING	
4♠		8		6-10 HCP		RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
						Controls = usually 1 st round before 2 nd .	