

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound
<b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = level 1 or 3 = forcing, level 2 = constructive.
Reopening: same
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 15-18 HCP; Responses: as over 1NT opening
4 <sup>rd</sup> pos = 12-15 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
System on (ignore opening/response bids before 1NT)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
<b>Resp:</b> CUE = F, suit = NAT NF;
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: modified Michael's CUE: 2x = two highest, 2NT=two lowest (up to 16 HCP)
Responses: all jumps in known suits are pre-emptive.
reopening the same as direct.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Woolsey 2♣=both M, 2♦=6+ M, 2M= 5+m & 4+m, 2N=both m
Dbl=4M & 5+m, or 6+m
After 2♦: 2/3♥ p/c, 2♠/3m nat nf, 2NT F1 asks
After 2MA: 2NT asks for m, rest NAT to play
After DBL: 2♣ asks for the minor, 2♦ asks for the major
Over weak 1NT DBL is 13+ HCP
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
DBL = ♥+♠, NT=♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 9+ HCP, without good fit
1-level = F; 2-level = NF;
Jump Shift = NF, Bergen, Jacoby 2NT are on

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	Same suit: count std	same	
Others: Returns in any other suit (not opening lead)= att high discouraging			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax(+)	AK; AKx(+)	
King	Kx,AK,KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HT9(+);T9;	Same	
9	9x, 98(+)	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	small = Encourage	Count	Lavinthal
Suit 2	Count	S/P	
3	S/P		
1	small = Encourage	Same	Lavinthal
NT 2			
3			
Signals (including Trumps): high even			
King lead requests count signal, ace attitude			
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			
Big doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl advancing an overcall/dbl thru 3♣			
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.			
Negative Double through 3♠			
Support double			

W B F SYSTEM CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> Hadassa Vinevich - Naomi Vinevich
EVENT: Salsomaggiore 2025
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5 card Majors (11-21 HCP), 2/1 GF
1NT opening: 15-17, could be semi-bal (5M/6m)
1m= 3+, 1♠ for 3-3
1NT responses= SF
2♣ Opening = strong, near FG - any suit(s) any shape
2♠ response: GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ Opening =Weak Major 6+ (6-10 HCP)
2M opening = 5-5 weak (6-10 HCP)
2♥ opening may be with spades
3NT opening = Gambling
Bergen 4 card raise: 1M-3M 0-5, 3C: 6-9, 3D: 10-11
2NT overcall = two lower unbid suits
Michaels Cue-bids with specific suits
Jump shift response at the 2L is weak (4-8 HCP)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	X ART	MIN. NO. OF CARDS	NEG. THRU	Hadassa-Naomi			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	Inverted minor raises (2♣ = 10+; 3♣ = 6-9)	4 <sup>th</sup> suit forcing; game forcing. New Minor Forcing	Jump cue o/overcall=splinter
				3+ cards	Weak jump shift	Reverse by opener: forcing 1 rd. 1MA and rebid 2MA shows INV, jump 3MA shows GF	Cue bid for overcall=ask for stopper
					1m-2NT INV	Reverse by responder: FG. After inv minor show stoppers	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP 3+cards	Same (1 ♦ -2 ♣ GF)	As above	As above
1♥		5	3♠	11-21 HCP	INT: SF may be 5-7 with fit. 1MA-2♣: 2+, 1♠-2♥/♥: 5+ 1MA-3MA 0-5, 3♣: 6-9, 3♦: 10-11 4-card fit raises	Re-raise = pre-emptive, 1MA-2NT-3x is shortness and 4x 5-5, 1MA-2x-2MA 5+, 1MA-2x-2NT 12-14 or 18-19, 1MA-2x-3MA sets the trump suit 1♣-2♣-2♥ unlimited 5+-4+, reverses in 2/1 show extras (15+), jump shift show better hand with 5-5, 1MA-2x-3NT shortness 15-17, 1MA-2x-3x show extras	Cuebid shows 3-card limit raise+ 2NT (MA opening only) shows 4-card limit raise+ P - 1M - 2♣= reverse Drury (support, 10-11HCP). Answers: 2M - subminimum, 2♦ 12-13HCP, 3x - cuebid
				5+ cards	2NT Jacoby, 3NT COG, splinters	1MA-3♣-3♦ INV ART	
1♠		5	3♥	11-21 HCP 5+cards	As for 1♥, 1♠-3♥ INV	As for 1♥	As for 1♥
1NT				15-17 HCP, semi/balanced	2♣= NF Stayman, 4-way transfers; 3♣= puppet, Texas transfer	After Stayman: major = inv, minor = F1, 2NT maybe no MA 1NT-2♣;2♦-3M = 5oM+4M GF smolen	DBL at 3-level shows values NAT after 2d: 2h\2s to play 2nt inv, level 3 nut 10+
					3♦= 8+P, 5♥,5♠	Super accept a minor suit transfer by bidding the minor	System on if int 2C/DBL
2♣	X		3♠	Artificial, strong near FG,, any suit, any shape	2♦= 4+ (or a king), 2♥=0-3		natural
2♦	X	6		5-10 HCP, 6 card in M	2NT – inv+ asking. 2/3/4D = p/c 3m forcing 4M to play	Over 2NT – 3M-=max in M, 3m=min (3♣=♥, 3♦=♠)	Natural 2 ♦ (2MA) DBL p/c New suit forcing
2♥		5	3♠	5-10 HCP 5+♥,5+ other (can be with spades)	2♠= p/c, 2N = strong, asks about 2 <sup>nd</sup> suit	After 2N 3♥=♠	int at level 3: dbl penalty, at level 2: pass or correct
2♠		5	3♠	5-10 HCP 5+♠,5+ m	3♣= p/c, 2N = strong, asks about 2 <sup>nd</sup> suit	as above	as above
2NT				20-22 balanced/semi	Jacoby transfers, Puppet Stayman, Texas	2NT-3♣-3♦ no 5MA, yes 4MA then responder rebids other major	
3♣, 3♦, 3♥, 3♠		(6)7		Pre-emptive	New suit = forcing		
3NT	X	7		Gambling solid minor suit			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Blackwood		RKCB – 1430, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	
						Cue = 1 <sup>st</sup> or 2 <sup>nd</sup> round control , Splinters. Double jump in a new suit is splinter	