

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level about 8+, 2 level overcalls solid.
change of suit over overcall nf
jump shift or new suit as 3 level 1 round force
2NT/cue bids/jump cue bids used for support with 2nt limit+
direct raises weak or tactical
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, System on
4th in hand; 11-15 with tendency to lower end over minors
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak / UNT
Over 1c that can be 2 only: 2d majors 2c natural
Over 1d that can be 2 only: 2h/3d majors 2d natural
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michals and jump cue asks for stopper
Over minor opening that can be 2 only: direct cue bid is natural
Over weak 2 direct cue bid asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C=both majors, 2D=1 major and 2M = major with a minor
X=Good hand (if passed shows any 5m + any 4M)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
double for take out leaping michals not forcing
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
double = major NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
redouble is penalty oriented over 1M and hearts over 1d
Transfers

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th and 2nd from bad suits	4th unless supported	
NT	As above	4th unless supported	
Subseq	above but may lead high as attitude or SP	std present count	
Other: MUD,			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx...	AK AKx...	
King	AK KQx	asks rev count or unblock	
Queen	QJx	KQx QJx AQJx	
Jack	JTx HJT	Same	
10	T9, T9x..., HT9	Same	
9	Like a x lead	Same	
Hi-X	Can be a doubleton	Can be a doubleton	
Lo-X	Not a doubleton	Not a doubleton	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	count	rev attitude
Suit 2	Rev Count	SP	rev count
3	SP		sp
1	as for suits	as for suits	as for suits
NT 2			
3			
Signals (including Trumps):			
Basically UDCA			
trumps either SP or to ruff depending/ No Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
most low level are TO and higher are cards.			
Jumps invite except over redouble			
ELC for one level doubles if hand has diamonds			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
negative after overcalls			
Support X through 3 level. Support XX.			
After our strong 1club is overcalled a double is 5-7 up to 2S, FG from 2N to 3S, TO from 3NT			
pass/double inversion im forcing pass above 3S			

W B F SYSTEM CARD
<b>CATEGORY: Blue, Precision club</b>
<b>NCBO: Israel</b>
<b>PLAYERS: Steve Rogers-Sharon Guy</b>
<b>EVENT</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision. 1♣ = 16+. 1♦ = 11-15, usually 2+♦.
5-card Majors (4 possible 3 <sup>rd</sup> ).
2♣ opening = 11-15, 6+♣. Can be 5 cards in 3rd
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
14-16 NT (15-17 vul 3 <sup>rd</sup> , & all 4 <sup>th</sup> )
2/1 Response = GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ opening = 16+, artificial
1♦ opening = 11-15, 2+♦'s (or stiff honor).
14-16 NT
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
ART responses to 1♣ opening (1♥ and higher = FG).
May open good 10 point hands
Some transfers in competition over 1♦
<b>SPECIAL FORCING PASS SEQUENCES</b>
3nt or higher overcalls of 1 club -
<b>IMPORTANT NOTES</b>
All high card requirements are subject to judgement.
<b>PSYCHICS: rare</b>

OPENING	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4 level	16+ any shape	1d=0-7, 1h=8-11 any or 16+ no five suiter, 1s,1NT (=h),2c,2s = 5+ card suits and 12+, 2s=4441 12+ 2h=12-13, 2NT = 14-15 balanced 3x=singleton, 4441 8-11	Mostly natural but 1c-1d,1M is f1 with 4+ and there are some relays to show strength	reverts to old fashioned "natural" precision after a suit overcall. By PH too except H and NT switched
1♦	✓	2 (1)		11-13 balanced or Diamonds or 4-5 clubs unblanced	1NT = 7-11, 2m = F1, 2♥/♠ = 5♣4+♥ not inv / inv 2NT = inv, 3/4♣=minors weak, 3/4♦+ = preemptive	xyz over 1nt or 1s rebid by unpassed hand only	2nt by opener in competition often not natural, some transfers
1♥		5 (4)		11-15 natural	1NT semi forcing, 2/1 fg, 2h=3 8-10,, 2s=weak, 2nt=limit or better , 3 suit = invite, 4=voids	xyz over 1nt rebid	may open 4 cards in third,drury
1♠		5 (4)		11-15 natural	same idea		same
INT				14-16, 15-17 3rd vul or 4th	stayman transfers	smolen	transfer lebensohl
2♣		6 (5)		11-15 natural 6+	2♦=ask,2M=NF,2NT=3♣for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♠, 3♠=6♣4♥ GF, 4♣=mixed	over 2♦: 2♥=4M, 2♠=not bad, 2NT=nat, 3♣=bad, 3♦/♥/♠=5-6,3N=solid♣+	negative double by PH system on but bids are weaker.
2♦	✓	0		11-15 3 suiter short diamonds	2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=natural inv, 3M=slamish, games to play, 2NT = ask	show shape and range over 2nt	Over intervention, suits to play, x is penalty2nt asks. xx asks major
2♥		6 (5)		6-10 weak 2	2NT asks 4C special RKC suit f!		New suits remain forcing and if logical may be lead directing.x of npn forcing bid for business.
2♠		6 (5)		6-10 weak 2	As over 2H		as over 2h
2NT				19-21. 20-21 3rd vul and 4th	stayman transfers		
3♣		7 (6)		preemptive	4D special RKC		
3♦		7 (6)		preemptive	4C special RKC		
3♥		7 (6)		preemptive	4C special RKC		
3♠		7 (6)		preemptive	4C special RKC		
3NT	✓	7		solid minor (acol style)			
4♣♦♥♠		7		preemptive			
						<b>HIGH LEVEL BIDDING</b>	
						Italian style cue bids, RKCB ERKCB	
						if major agreed 3nt is non serious slam try and cue bid is stronger	
						Last train	