

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Standard, can be 4 cards with good suit or opening bid without convenient bid; can be anything non vul when partner passed (doesn't guarantee points and can be 4-card)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Always natural or Comic (one suiter weak hand)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, but 3Cl is 2 suiter
Reopen: mediocre
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem, double jump asks for stopper for 3N
VS. NT (vs. Strong/Weak; Reopening;PH)
Capp, typically constructive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
TO through 4H,cue bid asks for stopper, NT bid natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C X = majors, 1N = minors, bids can be weak. Over 2C all bids are natural (X = clubs)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2-4	Std count	
NT	2-4	Std count	
Subseq	Rev smith in NT	2/1	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Std	Asks for attitude	
King	Std	Asks for unblock or count	
Queen	Std	Asks for attitude	
Jack	Std	Asks for attitude	
10	Std	Can be strong with connecting card and higher honor	
9	Shortness, third high, top of nothing, or T9	Shortness, third high, top of nothing, or T9	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Italian (odd encourages, even suit preference)
Suit 2	Count	Suit preference	
3	Suit preference		
1	Attitude		
NT 2	Suit preference	Count	Lavinthal
3	Count	Suit preference	
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Solid except third or fourth suit, non vul when partner passed where it doesn't guarantee any HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Over 1H overall, X =4+cards			

W B F SYSTEM CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Porat - Korczyn
2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 with some gadgets
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE
RD = strong and when we opened major, transfer over opps X

IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H		Nat		
1♦		4 (unless 4:4:3:2 dist)	4H				
1♥		5	4D		Bergen and drury		
1♠		5	4H		Bergen and drury		
INT				15-17			
2♣				23+ or 9 tricks	2D = waiting bid, 2H = second negative		
2♦				Weak	Ogust		
2♥				Weak	Ogust		
2♠				Weak	Ogust		
2NT				20-22			
3♣				Preemptive			
3♦				Preemptive			
3♥				Preemptive			
3♠				Preemptive			
3NT				Gambling			
4♣				Hearts (except in 3 rd suit when natural)			
4♦				Spades (except in 3 rd suit when natural)			
4♥				Natural (weaker than 4C)			
4♠				Natural (weaker than 4D)			

