



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Petelko Lia & Retter Koren - ISRAEL U16			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	1♦ = 3+ ♦'s 1NT = 8-10 p 2♣ = 10+ HCP with fit (Inverted Minor) 3♣ = 0-5 clubs	Xyz- 2♣- invitational, relay to 2♦, 2♦- gf	Jump cue o/overcall=splinter p-1m-1M-1NT- 2♣= extended checkback
					2♦ = 6-9 clubs 2♥/2♠ = 6-9 HCP 6 cards	Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Cue bid for overcall=ask for stopper/ showing fit and 10+ p
					3♦/3♥/3♠ = 6-9 HCP 7+ cards		Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	1NT = 6-10 p, 3♣=inv, 2♣: gf	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F 1 round; 6-11, 1M-2M = 8-10 points, fit 2NT = gf fit 4+, 2X = GF, 3♣ = 6-9, 3♦ = 10-11 fit 4+	Raises = limit. Re-raise = pre-emptive Long & Short trial bids	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT			3♠	15-17 HCP	2♣ = Non Forcing Stayman, 4-way transfers; Bal/ semi bal/ unbal Can be 5M / 6m	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx) (smolen)	DBL = Takeout (on 2♣ = system on) 1NT-(2♣)- on nat 2♣ = system on 2NT- Lebenshol (on nat 2♥/2♠/2♦)
2♣	X		3♠	22+ HCP or 9+ playing tricks	2♦ = 4+ 2♥: 0-3 2♥/2♠/3♣/3♦ = positive: 8+ natural	kokish	Natural
2♦		(5)6		6-9 HCP	New suit forcing; 2NT Ogust	3NT = AKQxxx	Natural
2♥		(5)6		6-9 HCP	New suit forcing; 2NT Ogust	3NT = AKQxxx	Natural
2♠		(5)6		6-9 HCP	New suit forcing; 2NT Ogust	3NT = AKQxxx	Natural
2NT				20-22 semi/balanced Can be 5M / 6m	3♣ = Puppet Stayman 3♦/3♥/4♦/4♥ = transfers 3♠ = 5♠+4♥ (+) 4♣ = one minor 4♠ = both minors		
3♣		(6)7		Pre-emptive	New suit = forcing	In NV against V it's might be very weak	
3♦		(6)7		Pre-emptive	New suit = forcing	In NV against V it's might be very weak	
3♥		(6)7		Pre-emptive	New suit = forcing	In NV against V it's might be very weak	
3♠		(6)7		Pre-emptive	4♥ = natural.	In NV against V it's might be very weak	
3NT	X	7		Gambling	♣ = pass/correct, 4♦ = ask for shortness, 4♥/4♠ = short, Pass = to play		
4♣		7		Pre-emptive	In NV against V it's might be very weak		
4♦		7		Pre-emptive	In NV against V it's might be very weak		
4♥		7		TO PLAY	In NV against V it's might be very weak	HIGH LEVEL BIDDING	
4♠		7		TO PLAY	In NV against V it's might be very weak	RKCB - 1430, 1 <sup>st</sup> step ask for Q trumps; then specific Kings ask	
						Cue = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> .	
						Splinters; 4 <sup>th</sup> suit forcing, unserious 3NT, DOPI	