

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F SYSTEM CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: <u>GREEN</u> NCBO: ISRAEL
General Style: Sound; can be light in favorable Vuln.	Suit	Lead	In Partner's Suit	
Responses: cue-bid = Forcing raise; Jump Raises = PRE;	NT	2 nd /4 th	xx⊗ if not supported	PLAYERS: <u>Yossi Reichman 746 – Albert Spyer 864</u> EVENT:
Jump Shift = Preemptive; simple raises = constructive	Subseq	same	Same	
New suit = Forcing	Others:			<u>All events in Israel</u>
Reopening: same				
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2 nd pos = 16-18 HCP; Responses: as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4 th pos = 11-14 HCP; Responses as over 1NT opening	Ace	AKx (+), Ax(+)	AK; AKx(+)	Natural, 5 card Majors
2NT reopen = 20-21 HCP, balanced	King	Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)	Longer Minor - 1♣ if 3-3
	Queen	Qx, QJ(+)	QJT(+), QJ9(+), KQx(+)	Bergen raises and 2NT Jacoby over majors
	Jack	Jx, JT(+);	same,	2 over 1 response: GF
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx; T9;	AJTX(+); KJTX(+);	1NT responses = F1 over 1M opening (not after pass)
Weak one-suiter (6-card)	9	9x, 98(+), T9x, HT9(+); KJT(+), AJ10(+)	AT9x(+), KT9x(+), QT9x(+); T9x(+)	Inverted m raises
2NT = 2 lower suits (5+5) – not in balancing	Hi-X	Sx;	Sx; xSxx;	1NT opening: 15-17
Resp: CUE = F, suit = NAT NF;	Lo-X	HxS, HxxS (+), xSxx, xSx;	HxS, HxxS (+), xSxx, xxS;	
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding
DIRECT: Michaels: cue over 1minor → ♥+♠, over 1M OM+m	1	High = Encourage	Same	S/P - Lavinthal
Responses: all jump in known suits are pre-emptive.	Suit 2	High = Even		
Reopen: any good two suits	3	S/P = Normal		
reopening same as direct.	1	High = Encourage	Same	S/P - Lavinthal
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	High = Even		
Dbl - 5-4 m-M against strong NT. Take out against weak NT	3	S/P = Normal		
2♣ = ♥+♠; then 2♦ = equal majors.	Signals (including Trumps):			
2♦ = 6 Crd M	S/P in trump suit			
2♥/♠ = Called M + m				
2NT = minors				
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	DOUBLES			
DBL = T/O thru 4♥ Over call at 3 level - NAT	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			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL = ♥+♠, NT=♣+♦	Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
	Negative Double suggests 4OM. 1♣-(1♦)-DBL = 4-4 Maj's (or 5♥-4♠)			
OVER OPPONENTS' TAKEOUT DOUBLE				
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit				
1-level = F; 2-level = NF; jump raises = PRE;				
Jump Shift = NF				
				IMPORTANT NOTES
				Double Jump in new suit = splinter if minor over major
				Jump Cue bid by opener = splinter raise
				PSYCHICS: Rare

Yossi Reichman 746 – Albert Spyer 864

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Yossi Reichman 746 – Albert Spyer 864			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise stronger than double raise (INV m); 3♣ = 6-9; Weak jump shifts 2♦/♥/♠ = 0-5 HCP 6 cards	4 th suit forcing: game forcing. 2♣/♦ TWCB Reverse by opener: forcing Reverse by responder: GF. 3 rd suit = F1	Jump cue o/overcall=splinter Cue bid in overcall=supp Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	As over 1♣. 3♣ = 10-11HCP 6 cards	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=GF 2NT = GF with trump support , 3♣/♦ Bergen Raises	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise 2♣/♦ = TW Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥; 3♥ = 10-11HCP 6 cards	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=NF Stayman, 4-way transfers; 3♣ = F puppet 3♦ = 5-5mm, 3♥=31(54),3♠=13(54):All GF+, 4♣Gerb	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx), 3OM - SIm	DBL at 3-level shows values
2♣	X		3♠	Artificial, strong near GF, Any suit(s), any shape	Natural, 2♦ = 4+, 2♥=0-3, positive=good suit;2NT=♥	Jump in suit by opener sets suit Responder shows A or K; Cue over m	natural Natural
2♦	X	6	3♠	6-10 HCP 6 in M	New suit forcing; 2NT asks for min/max	Answers in accordance to convention	Natural
2♥		5		6-10 HCP 5-5 M-m	New suit forcing; 2NT asks for min/max and m		Natural
2♠		5		6-10 HCP 5-5 M-m	New suit forcing; 2NT asks for min/max and m		natural
2NT				20-21 balanced	Jacoby transfers,Puppet Stay,Minor Suit Stay. 4♣Gerb		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		
3♠		6		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Roman Key Card Blackwood		RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings Slam bidding = mixed 1 st round and 2 nd round controls.	
						Splinters	
					TWCB		
					Swiss responses – 13-15 4333		

הסכמים – יוסי רייכמן – אלברט ספייר – עדכון 29/5/2021 - תוספת לכרטיס שיטות• כללי

- o 2/1
- o INVERTED m
- o minor openings at least 3 card suit
- o 1♦ - 3♣ = 10-11 - 6 cards ♣

• 1NT – 15-17

- o 2♣ NF STAY
- o 3♣ F PUPP STAY
- o TRANSFERS – M & m
- o LEBENSOHL
- o SMOLEN
 - 1NT -2♣
 - 2♦ -3♥/♠ = 5-4 (4 in called suit to find 5-3 fit)
- o 3♦ = 5-5 in m GF or more
- o 3♥♠ 5-4 m – SINGLE IN CALLED SUIT
 - המטרה למצוא הגיים הנכון – בין 3 ללא או 5 או 6 במיינור
 - 1NT - 3♥ = 3145 or 3154 GF +
 - 1NT - 3♠ = 1345 or 1354 GF +
- o 4♣ Gerber
- o 4♦/♥ = Texas transfer
- o 4♠ = forcing to slam – Slam force – suit not known (no 5 card suit) (start Baron)
- o 4NT = inv. To slam (Quantitative)

• 2NT - 20-22

- o 3♣ PUPP STAY
- o 3♦♥ TRF M
- o 3♠ m STAY
 - זה מראה לפחות 9 קלפים במיינור +9 נקודות או 5-5 עם +8 במטרה להגיע לסלם במקרה של התאמה
- o 3NT = 5♠ 4♥ game or +
- o 4♣ Gerber
- o 4♦/♥ = Texas transfer
- o 4♠ = forcing to slam – Slam force – suit not known (no 5 card suit) (start Baron)
- o 4NT = inv. To slam (Quantitative)

• Over M Opening

- o 2NT – Jacoby
 - קוצר - בגובה 3 בודד, בגובה 4 חוסר
- o Bergen (4+cards support and 6-9HCP 3♣ or 10-11HCP 3♦)
- o Splinter
- o 1♠ - 3♥ = 10-11 - 6 cards ♥
- o Combined Long/Short trial bids

Declarer	Partner	Comments
1♠	2♣	Same with intervention of opponents
3♣, 3♦, 3♥		Long Trail Bid
2NT	3♣ (relay)	Declarer start sequence of showing short Trial Bid
3♦, 3♥		Short Trial Bid in bid suites
3♠		Short Trial Bid in ♣

Declarer	Partner	Comments
1♥	2♥	Same with intervention of opponents
3♣, 3♦		Long Trail Bid in bid suites
2NT		Long Trail Bid in ♠
2♠	2NT (relay)	Declarer start sequence of showing short Trial Bid
3♣, 3♦		Short Trial Bid in bid suites
3♥		Short Trial Bid in ♠

• **Continuation after Bergen or after 3M jump response bid**

As the following examples:

1♠ - 3♣ (Bergen)
 Or 1♦ - 1♠
 3♠

In both cases, the hand of the responder or opener is defined (6-9 in the first, 15-17 in the second)

Now we will show or ask for shortage

o **One rank above the Major asks for a shortage**

Examples: 1♠ - 3♦ (Bergen)
 3NT - Asks for shortage

Responder bids his short suit if none bids 4 Major.

o **Showing a suit at the 4 level shows a shortage**

Example: 1♠ - 3♦ (Bergen)
 4♣/♦/♥ - Shows a shortage

In case of ♥ as trump, bidding ♠ asks and bidding NT shows short in ♠

1♦ - 1♥
 3♥ - 3♠ = Asks for singleton
 3NT = Shows single ♠
 4♣/4♦ = Show single in suit

• **2 Way Drury (after M opening in 3rd, 4th position)**

2♣	Support of 4 cards and 7-11HCP.
2♠/♥ 2♦	No interest to continue Ask to describe hand: 2♥ shows 7-9 HCP 2♠ shows 9-11 HCP
2♦ 2♥/♠	Support of 3 cards and 10-11HCP. Support of 3 cards and 6-9 HCP.

No Drury after intervention (including Double)

• **2♣ - RESPONSES**

- o 2♦ = 4+HCP
- o 2♥ = 0-3 HCP
- o 2♠ = 8+ and a good ♠ suit
- o 3♣ = 8+ and a good ♣ suit
- o 3♦ = 8+ and a good (6 card) ♦ suit
- o 2NT = 8+ and a good (6 card) ♥ suit

• **Other 2 Level Openings**

- 2♦ = Weak M
 - o 2♥/♠ = pass/correct
 - o 2NT = ask, good hand
 - 3♣ = weak with ♥
 - 3♦ = weak with ♠
 - 3♥ = Max with ♠
 - 3♠ = Max with ♥ - **After we showed max, cannot stop below game!**
 - o 3♣/♦ = natural, good hand, F 1
 - o 3/4♥ = pass/correct (p/c)
 - o 3/4♠ = natural (6+♠) and (3 = invitation)
 - o 4♣ = bid your suit in xfer
 - o 4♦ = bid your suit
- 2♥ = ♥ + m (Weak)
- 2♠ = ♠ + m (Weak)

- 3NT = Gambling
- Neg X - Up To 3 ♠
- Two Way Check Back
- SUPP X & XX

- **Leads And Signals**
 - o Leads – 2-4
 - o Signals – Nat (High Encourage, Normal Count)
 - o Natural Discards (suit Preference – Lavinthal)
 - o Journalist Leads against NT (10 → 0 or 2 above – if 2 above KJT or AJT)

- **Michael’s Cue Bids:**
 5-5 at least – Defensive values (<11) or very strong (>16) [Vulnerability dependent]
 - o Over 1♣, 1♦ Immediate Cue bid – Majors
 - o Over 1♥, 1♠ Immediate Cue bid – other Major and a minor
 - o 2NT – Lowest (other) suits over minors, minors over majors

- **Against 1NT (Multi Landy)**
 - o 2♣ = MAJORS
 - o 2♦ = Long Major (♥ or ♠)
 - o 2♥ = ♥ and a minor
 - o 2♠ = ♠ and a minor
 - o DBL (against Strong NT 14-16 and higher) = 5 card minor & 4 card Major (partner bids 2♣ for minor-P/C or 2♦ Major)
 - o DBL (against weak NT < 14-16) T/O – 13/14+

- RKCB - 0314 - Asking for Kings - answer lowest K.

- **If our 1NT is doubled**

	1NT	
		X
	P – opener to bid XX XX –transfer to ♣ 2♣,♦, ♥ - transfer	

	1♦		
1♣		1♥/♠	Is 4+ cards in suit. Denies 4 cards in other M
		X	Is 4-4 in both Ms

Response to overcall can be with 4 card suite:

	1♥		
1♣		Pass	
	1♠		can be with 4 time suite or 5 time

The following are the continuations after Stayman

Stayman with weak hand (0-7):

1NT - 2♣ - 2♦ - 2♥ - Opener can Pass/2♠. Responder has at least 4-4 in majors.

Stayman with Invitational hand (8-9):

1NT - 2♣ - 2♦ - 2♠ - Responder has 5♠ and 4♥.

1NT - 2♦ - 2♥ - 2♠. Responder has 5♥ and at least 4♠.

1NT - 2♣ - 2♥ - 2♠ - Responder has 4♠. Otherwise, responder will bid 2NT.

Game forcing with 5-4 in Majors (Smolen):

1NT - 2♣ - 2♦ - 3♠ - Responder has 4♠ and 5♥.

1NT - 2♣ - 2♦ - 3♥ - Responder has 4♥ and 5♠.

Game forcing with 5-5 in Majors:

1NT - 2♥ - 2♠ - 3♥ - Responder has 5♥ and 5♠.

Jump to 4NT:

Any jump from 1/2NT to 4NT is quantitative.

1NT - 2♣ - 2♥ - 4NT - Responder has 4♠. Invitational to slam.

Jump from 1/2NT to 4♣ is Gerber (Asking for Aces).

Slam invitational in minor (This is GF or better):

1NT - 2♣ - 2♦/♥/♠ - 3♣ - Responder has 4 in OM and at least 5♣.

Slam invitational in Major:

1NT - 2♣ - 2♥ - 3♠ - Fit in ♥ and slam invitational.

1NT - 2♣ - 2♠ - 3♥ - Fit in ♠ and slam invitational.

1NT - 2♣ - 2♦ - Texas – 6-4

1NT – 3M = 1 in this M, 3 in the other M and 5/4 m

1NT – 3♦ = 5/5 minor