

2.6.16 Hanan + Ilan

Conventions

SAYC based, 1NT – 2C non-forcing stayman , 3C Puppet stayam, Texas, checkback, RKCB, ROPI, DOPI, Bergen raises (with 3 or 4 cards support), Jacoby2NT, transfers, fourth suit forcing to game, inverted minor (2nt not forcing), splinter, long-suit trial bids, Weak 2, Weak jump shift, Drury 3rd hand), Strong 2C, lebensol (also after opps weak2), Multi Landy* in 2nd & 4th hand (2C=majors, 2D = one long suite in the majors), Michael's , Unusual 2NT (but always minors).

Opening bids

Rule of 20, rule of 15.

4-4 in minors we open 1D, unless Clubs are much stronger.

3-3 in minors we open 1C, unless diamonds are much stronger.

5-5 in any other 2 suits we open the higher one.

1minor 3+ cards 12-21

1 major 5+ cards 12-21

1NT 15-17 balanced

2CL 23+ (or 9 tricks or 3 losers in the hand) – Responses = 2H 0-3, 2D = waiting, other bids 8+ natural.

2 D/H/SP weak 6 cards suit + feature

2NT 20-22 balanced

3minor weak 6-7 cards suit 6-9 points, 6-7 losers, no 4 cards in major, no two aces. Most of the power in the long suit. (5/3/3/2 according to Vul)

3major weak 7 cards suit 6-9 points, 6-7 losers, no 4 cards in the other major, no two aces. Most of the power in the long suit (5/3/3/2 according to Vul)

4suit preemptive 8 cards suit 6-9 points, 5-6 losers, no two aces. Most of the power in the long suit.

Balancing in forth position

1C/D/H/S , Pass , Pass , ?

1 in a suit – 8+ points, reasonable 5 cards suit

2 in suit - 11+ points, good 5 cards suit

1NT - 11-14 points, no 5 cards suit or in the opponents minor

Double – Shape 8+ p, or big X (15+)

No preemptive in balancing

Over 1NT

2C non-forcing Stayman,

3C game-forcing Puppet Stayman

Transfers (2S transfer to C, 2NT to D, Texas).

Over 2NT

3C forcing Puppet Stayman

3S – minor suit stayman (slamish)

Response to 1 Major opening

Bergen (with 3 or 4 cards support), J2NT. Applicable also after opp X.

1NT - 6-9p no support

2 C\D - 10p+ , can be with support

2 Major – support 6-9p

3 Major – weak with 4 cards support . Applicable also after opp X.

Responses

Weak jump shift

Support X and XX

Takeout doubles

Responses to 2C

2D waiting, 4+, game-forcing

2H = 0-3

2 S , 3C , 3D = 8+ P , 5 cards in the suite

Response to Weak 2H/S opening

Feature

Any bid after weak 2 is forcing one round.

Overcalls

Sound!

Opps opened 2 Major:

- Bid in the 3 level is strong or a very good suit.
- X shape or big X

Opps overcalled Weak 2

- Lebenshol (2NT, forcing to bid 3C)

Signals

K –KQ, in NT – to avoid blockage –Q – dropped)

A – ask for attitude

MUD

2nd best and 4th best

Count signals: standard

Attitude signals: Italian

On discard – Italian

Journalist

Leads

2nd \ 4th

Lead to P suite is count (low from any 3 cards suite)

High from a sequence

K –KQ, in NT – to avoid blockage – so if you have Q – drop it)

A – ask for attitude

When X is penalty (if X is not clear it is suggested as takeout)

- After P bid pre-emptive
- After we found a fit (unless it is a limit bid X)
- When you had the opportunity to X before
- After one penalty X - additional X are also penalty