

**EFENCIVE AND COMPETITIVE BIDDING**

**OVERCALLS: (Style; Responses; 1/2 level; Reopening)**

6-18 HCP; Agr when not vul.

Responses: 2lvl cue-bid = 10+ (fit), 3lvl cue bid=mixed raise new suit = 1/3lvl- F, 2lvl- NF

simple raises = constructive

Jump Raises = PRE;  
after opp X our 1M overcall: XX: points  
(1x)-1H-(X)-1S: nat; other transfers

Reopen: 5-15 HCP, 1lvl-4+ cards, 2/3lvl- 5+ cards

**1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; responses; reopening)**

2<sup>nd</sup> pos: 15-18 HCP, Bal\semi, System On

4<sup>rd</sup> pos: 11-14 HCP, Bal\semi, System On

2NT reopen: michaels

**JUMP OVERCALL (Style; Responses; Unusual NT)**

1-suit: weak, 5-card possible (not Vul. vs. Vul. intermediate)

2NT = unusual (2 lower suits)

**Vs. STRONG ARTIFICIAL OPENING**

: crush (Vs. 1\2 ♣)  
,dbl= ♣+ ♣♦+ ♥, 1\2 ♦= ♦+ ♣♥+ ♠ (no jump)  
♥+ ♣♥+ ♣♦=2NT\1

**DIRECT and JUMP CUE-BIDS (style, responses; reopen)**

DIRECT: Michael's CUE: (5+,5+)

(1m)-2♦ = both M (1♣)-2♣ =nat

(1m)-3m= ask for stopper

(1M)-2M= OM+m; 2NT= asking, 3♣= P\C  
(1M)-3M= ask for stopper

**Vs. 1NT (Vs. Strong\Weak; Reopening ; PH)**

Vs both: 2♣ = both M, 2NT= both m, 3m= nat

Vs strong (13 pys or more is min):

Dbl= 5m+ 4M+ 2♦ one M, 2M= 5M+ 4M+

Vs weak (12 pts or less is min):

Dbl= penalty, 2♦\♥ = TRF, 2♣ = one m 13-16 pts

**Vs. PREEMT (Doubles; Cue-bids; Jumps; NT bids)**

Vs 2M: 4m= 5m+ 5OM+ GF 2NT=15-18; system on, 3M=ask for stopper,  
Dbl= T.O; lebensohl, 3NT= T.P

Vs 2♦ : 4♦ = both M, 4♣ = 5♣ + 5M+ GF, 2NT=15-18; system on,  
3♦ =ask for stopper, Dbl= T.O; lebensohl, 3NT= T.P

Vs 3x: 3NT= T.P, 4x=both M\OM+m

**OVER OPPONENTS' TAKEOUT DOUBLE**

1-level = F, 2-level = NF, jump raises = PRE

xx=9+ F2lvl, Jordan 2NT after we open 1M: we play transfers

**LEADS AND SIGNALS**

**OPENING LEADS STYLE**

	Lead	In partner's suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
Subseq	Attitude	Attitude

**LEADS**

Lead	Vs suit	Vs NT
Ace	AK+, Ax, A at 5 level A denies the K	AK+ ,Ax ,A
King	AK(+), Kx, KQ(+), K	Strong lead asks for unblock/count
Queen	,Qx, QJ(+), Q	,AQJ(+), KQx, QJ(+), Qx ,Q
Jack	(+)\Jx ,J, JT(+); KJT	JT(+), Jx, AJT(+), KJT(+), J
10	(+)\Tx, HT9(+), T, T98	(+)\T98(+), T, Tx , HT9
9	(+)\9x, 9, T9x	(+)\9x, T9x ,9
Hi-x	Xx; 3rd from even	(+)\Xx; xXx
Lo-x	low from odd	(+)\HxX; HxxX

**SIGNALS IN ORDER OF PRIORITY**

	Partner's lead	Declarer's lead	Discarding
S u i t	1 low= ENC	Count high=odd (udca)	Italian+Leventhal
	2 Count high=odd	S\p	
	3 S\p b		
N T	1 low= enc	smith low=enc	Italian+Leventhal
	2 Count: high=odd	count high=odd	
	3 S\p	S\p	

if partner leads king: count , in trump we sometimes signal SP

**DOUBLES**

**TAKEOUT DOUBLES (Style; Responses; Reopening)**

(10)11+ HCP resp; 1lvl=0-8 2lvl=(8)9-11 cue=11+

reopen: 8+ HCP resp; 1lvl=0-8 2lvl=(8)9-11 cue=11+

**SPECIAL ARTIFICIAL AND COMPETITIVE DBL'S\REDBL'S**

INV Dbl, Lightner Dbl, support Dbl\Rdbl

Players: Tomer Loonstein Gal M

CATEGORY: U21

NCBO : Israel

EVENT: all events

**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE**

W.C.B.S xyz.2

2♦ =5M+ 0-7 not vol, weak D vol

2M=6M+ 8-11

+♦ balnat, 1♦ = 4♦ 441\5 +2 = ♣ 1

card M 5

1NT opening: 15-17 (can be semi bal)

over 1 response: game forcing 2

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE:**

crush

2M opening\♦ 2

**SPECIAL FORCING PASS SEQUENCES**

After GF sequences

When there are less than 2 levels of bidding before game and we have 23+ pts (not when non vul against vul)

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

(1\2\3m)-3NT-(p)-4♣ =M's , (1\2\3m)-3NT-(p)-4♦\♥ = TRF

after dbl over one M opening\overall: TRFs

PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	& PASSED HAND COMPETITIVE BIDDING
♣1		3	3Sp	HCP 11-22 3+ with 3-3 in the minors we open 1Cl	1♦ = may have 3 cards if weak, 1M=4M+ (can be longer m) 2♣\3♣ = inverted m, 2M=6M+ 6-9 pts 1NT=8-11 2NT=0-5 fit, 3Y=splinter	2.W.C.B.S, 1♣-1M-4♣ = 18-19 bal fit 1♣-1x-1NT can be with 4M	
♦1		3	3Sp	HCP 11-22 3+ with 4-4 in the minors we open 1D	,1M=nat, 1NT=6-10, 2NT=11-12 2♣=5+ GF, 3♣=6+ 9-11, 2M=6M+ 6-9 pts 3M\4♣ = splinter 2♦\3♦ = inverted m	2.W.C.B.S, 1♦-1M-4♦ = 18-19 bal fit 1♦-2♣; 2♦ = min, 2M=nat extra, 2NT= bal, 3♣ = fit, 3M=splinter	
♥1		5	3Sp	HCP 11-22	1NT= semi F, 2♣=2+ GF, 2♦=5+ GF 2♥=6-9, 3m= bergen, jump raises=pre 2NT= jacyoby 3♣\4m= void GF 4♣ = to play	2.W.C.B.S, 1♥-3♣-3♦ = inv 1♥-2♥; 2♣ = short trail, 2NT\3m=long trail, 3♣\4m=void  1NT-2♣ can be 2 cards-♥1	respons=drury ♣2
♠1		5	3Sp	HCP 11-22	1NT= semi F, 2♣=2+ GF, 2♦\♥=5+ GF 2♣=6-9, 3m= bergen, jump raises=pre 2NT= jacyoby 3♥\4m= void GF 4♥ = to play	inv=♦3-♣3-♠1 1♣-2♣; 2NT=short trail, 3Y=long trail 4Y=void	respons=drury ♣2
1NT				HCP 15-17(14) can be semi bal	NF stayman, 2♦\♥\♠\NT=TRF=♣2 P. stayman, 3♦ = m's GF=♣3 3M=5-4\5-5m 3OM 1\0M, 4♦\♥ = TRF 4♣ = slam F	M TRF break; 2NT=min 3M=max m TRF break; atleast 3 cards with A\K	
♣2	√			HCP or 9+ tricks +23(22) (GF)	3m=nat good suit ♣2, 0-3=♥2, +4=♦2  2NT= good ♥, cockish	2♣-2x-3\4y(jump)=sets color	
♦2	√			5M+ 0-7 green vs red weak 6-9 other	gr vs r= 2M=p/c, 3m=nat NF, 2NT=asking, 4♦ = bid your M 4♣ = TRF your M, 4M=to play  other= 2M=GF 2NT=asking other nat	gr vs r=2♦-2NT; 3♣=♥ max, 3♦=♣ max 3♥=♥ min 3♠=♠ min other= 2D-2NT-3CL=min bad suit, 3D=min good suit, 3H=max bad suit, 3SP=max good suit	4th seat: 6♦ + 11-13
♣2/♥2		6		8-11 HCP (usually no 4 card OM)	2NT=asking, 3♣\♦ = nat to play 3\4M=To Play	2M-2NT-3C = max no side suit 2M-2NT-3D = max with side suit 2H-2NT-3H = min 2S-2NT-3H = min no side suit 2S-2NT-3S = min with side suit 2M-4C = RKCB	4th seat: 6M+ 11-13
2NT				balanced/semi 20-22(19)	3♣ = P. STAYMAN, 3♠ = Minor Suit Stayman TRF, 4♣ = slam F = ♥/♦4/♥/♦3 slamish ♣, 4NT=QUANTITATIVE=♣4	2NT-3♣-3♦-4♣ = 4-4 M after 2NT-4♣; 5x= 5x+ 4NT= 4 card suit ♦ 2NT-3♣-3x-4♦ = slamish	
3x		6		pre	new Suit = GF 4NT = RKCB	<b>HIGH LEVEL BIDDING</b>	
3NT	√	7		GAMBLING - solid minor No outside A or K	4/5/6/7♣ = p/c; 4♦ = asking for shortness 4NT = asking for suit quality	4NT = RKCB1430; 6 resp= void even aces 5NT resp = void odd aces ask for specific K (RKCB-5x- 2 steps after 5x) ask for 3rd control (RCKB-5x-6y) 5NT pick a slam (not after RKCB)	
4x		7		pre	4NT=RKCB	ask for Q trump (RKCB-5x- next step after 5x)	
4NT	√	6-5m				serious/unserious, last train, controls, Jacoby 2NT	
5x		8		Pre			