

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
INT OVERCALL (2nd/4th live; responses; reopening)
2 nd pos: 15-18 HCP, Bal\semi, System On 4 rd 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), 1\2NT=♦+♣\♠+♥
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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	2 nd /4 th	3 rd /5 th	
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(+)	9, 9x, T9x(+)	
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		
N T	1 low= enc	smith low=enc	Italian+Leventhal
	2 Count: high=odd	count high=odd	

Players: Tomer Loonstein Gal M
CATEGORY: U21 NCBO : Israel
EVENT: all events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2.W.C.B.S xyz 2♦=5M+ 0-7 not vol, weak D vol 2M=6M+ 8-11 1♣= 2+ bal\nat, 1♦= 4♦441\5♦+ 5 card M 1NT opening: 15-17 (can be semi bal) 2 over 1 response: game forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE:
crush 2♦2M opening

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
If we open/overcall 1M and opponents X: we play transfers

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		

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/overcall: TRFs
PSYCHICS: Very rare

OPENING	TICK IF AR TIF ICI AL	MIN . N O. OF CA RD S	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND & COMPETITIVE BIDDING
1♣		3	3Sp	11-22 HCP 3+ with 3-3 in the minors we open 1Cl	1♦=may have 3 cards if weak , 1M=4M+ (can be longer m) 1NT=8-11 2NT=0-5 fit, 3Y=splinter 2♣\3♣=inverted m, 2M=6M+ 6-9 pts	xyz 2.W.C.B.S, 1♣-1M-4♣=18-19 bal fit 1♣-1x-1NT can be with 4M	
1♦		3	3Sp	11-22 HCP 3+ with 4-4 in the minors we open 1 D	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	xyz 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	11-22 HCP	1NT= semi F, 2♣=2+ GF, 2♦=5+ GF 2♥=6-9, 3m= bergen, jump raises=pre 2NT= jacoby 3♣\4m= void GF 4♠= to play	xyz 2.W.C.B.S, 1♥-3♣-3♦=inv 1♥-2♥;2♠=short trail, 2NT\3m=long trail 3♣\4m=void 1♥-1NT-2♣ can be 2 cards	2♣ respons=drury
1♠		5	3Sp	11-22 HCP	1NT= semi F, 2♣=2+ GF, 2♦♥=5+ GF	1♠-3♣-3♦=inv	2♣ respons=drury

					2♠=6-9, 3m= bergen, jump raises=pre 2NT= jacobly 3♥\4m= void GF 4♥= to play	1♠-2♠;2NT=short trail,3Y=long trail 4Y=void	
1NT				(14)15-17 HCP can be semi bal	2♣=NF stayman, 2♦\♥\♠NT=TRF 3♣=P. stayman, 3♦= m's GF 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♣	√			(22)23+ HCP or 9+ tricks (GF)	2♦=4+, 2♥=0-3, 2♠3m=nat good suit 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				(19)20-22 balanced/semi	3♣=P. STAYMAN, 3♠ = Minor Suit Stayman 3♦\♥/4♦\♥ = TRF, 4♠=slam F 4♣=slamish ♣, 4NT=QUANTITIVE	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	HIGH LEVEL BIDDING 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) ask for Q trump (RKCB-5x- next step after 5x)	
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		
4x		7		pre	4NT=RKCB		
4NT	√	6-5m					
5x		8		Pre		serious\unserious, last train, controls, Jacoby 2NT	