


DEFENCIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS: (Style; Responses; 1/2 level; Reopening)</b>	
Jump RAISE = PRE	
MIXED RAISE = 4 trumps raise	
New suit = NF (except 3 over 2)	
Reopening : 1level = 4+ cards; 2 level = 5+ cards	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; responses; reopening)</b>	
2 <sup>nd</sup> pos: 14+ - 18- HCP	
Reopening : 11 – 14 HCP	
STAYMAN	
TRF	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	
1-suit: <b>5</b> - card possible	
2-suit:	
Reopen: As above, 2NT= BAL (19-21)	
<b>DIRECT and JUMP CUE-BIDS (style, responses; reopen)</b>	
(1M)-2M: MICHAELS (55(+))	
(1m) – P - (1M) – 2M = NAT	
(1♣)-2♣: NAT, (1♣)-2♦: M's, (1♦)-2♦: M's	
JUMP CUE ASKS STOP	
<b>Vs. NT (VS. strong / weak; reopening; PH)</b>	
STR: DBL: pointed/rounded, 2♣:♦/♥+♠, 2♥:♠/♣+♦, 2♠:♣/♦+♥	
WEAK: same, DBL = PEN	
SUCTION AFTER 1NT OVERCALL OVER minor	
<b>Vs. PREEMPT (Doubles; Cue-bids; Jumps; NT bids)</b>	
(WK 2♦): 4♣=♣+M, (WK 2M): 4♣ = OM+♣, 4♦ = OM+♦	
LEB after (WK2x) - DBL - (P)	
<b>Vs. ARTIFICIAL STRONG OPENING</b>	
SUCTION from 1♣	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1 – level: F1	
JORDAN 2NT	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In partner's suit		
Suit	slawinsky	slawinsky		
NT	slawinsky	slawinsky		
Subseq	ATT or COUNT	ATT or COUNT		
Others: Vs NT, K asks CT/UB (Q); A asks ATT				
Vs NT, Q asks ATT				
LEADS				
Lead	Vs suit	Vs NT		
Ace	AK..	A..., AK..		
King	KQ.., AK..	AKJ10, KQ109, KQJ9		
Queen	QJ..	QJ.., AQJ.., KQ..		
Jack	J10.., HJ10	J10.., HJ10		
10	109, H109	109, H109		
9	98X(X), 9XX, H98X(X)	98(X), 9XX, H98X(X)		
Hi-x	xX, Xxx(x), xXx(x)	Xx, Xxx(x), xXx(x)		
Lo-x	xX, HxX, HxXx, HxxxX	Xx, HxX, HxXx, HxxxX		
SIGNALS IN ORDER OF PRIORITY				
		Partner's lead	Declarer's lead	Discarding
Suit	1	Hi = DISCRG	Hi/lo = O	E = DISCRG
	2	Hi/lo = O	S/P	Hi/lo = O
	3	S/P		S/P
NT	1	Hi = DISCRG	Hi/lo = O	E = DISCRG
	2	Hi/lo = O	S/P	Hi/lo = O
	3	S/P		S/P
Signals (including Trumps): REVERSE SMITH SIGNALS				
Trump: S/P				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Opening Values				
(1m) - DBL – (1M) - 2M = NAT				
Over RDBL: Pass is NEU				
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1 ♣ - (1 ♦) - DBL: 4+-cards in both Ms (one bid)				
DBL of CUE = T/O				
SPL DBL = lead lowest suit or unbid in un favorite else for sec				
SUPP DBL THRU 2 ♠				

Players: Friedlander Ehud – Liran Inon	
CATEGORY: Natural – GREEN	
NCBO : Israel	
EVENT: all events	
	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Natural; 5 card major	
1NT resp: F1 / 1M	
2M = M+ m (5,4+), 2♦ = Multi (all can be light 3 <sup>rd</sup> or fav)	
Frequent ART COMP 2NT bids	
PRE: Classic (1st, 2nd) same or unfav	
1NT Openings: 14+ - 18- HCP	
2 over 1 response: FG	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE:</b>	
BERGEN RAISES	
COMPETITIVE CUE = LIMIT RAISE ( or better; optional)	
ESCAPING FROM 1NT DOUBLED (PASS = RDBL, TRF)	
WEAK JUMP SHIFTS AND RAISES IN COMPETITION	
GAMBLING 3NT	
LEBENSÖHL - SLOW	
GOOD - BAD 2NT	
MIXED RAISE	
SCRAMBLING 2NT	
UNUSUAL 1NT( by passed hand )	
RESP TO 1♦ - 1M MAY BE 3 CARDS	
TRF OVER 1M (X)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1x - (DBL) - RDBL: F thru 2♠	
1x – (1NT) – DBL: F thru 2♠	
<b>IMPORTANT NOTES THAT DONT FIT ELSEWHERE</b>	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Friedlander Ehud – Liran Inon Israel			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/1♦		3	4♥	11 – 23 HCP; with 3♣3♦ or with 4♣4♦  11 – 23 HCP; with 4♣4♦	1NT=33(43) 8-10, INV m  2♣=FG, 3♣=10-11 6+♣ INV m	2 way checkback stayman, 4SF=FG  2 way checkback stayman 4SF=FG	
1♥/1♠		5	4♦	11-23 HCP;	1NT=F; 2♥ = constructive raise (3) 2m=FG, 2NT=JACOBY, 3m=BERGEN  1NT=F; 2♠ = constructive raise (3) 2m=FG, 2NT=JACOBY, 3m=BERGEN	LONG SUIT GAME TRY AUTO SPL  LONG SUIT GAME TRY AUTO SPL	DRURY (FIT)  DRURY (FIT)
1NT			4♥	14+ - 18- HCP	STAY, PUPPET, JACOBY/TEXAS TRF	2♣ - 2♦; 3m = 5m 4M F 2♣ - 2♦ - 2♥ = S/O	Same as by UPH
2♣	√			23+ HCP if BAL	2♥ = second neg, 2NT = ♥		As for UPH
2♦	√	5		Weak M	3♥ = p/c, 3♠ = p/c 4♣ = ask trf, 4♦ = bid your suit 4M = to play		Anything OK in 3rd
2♥/2♠	√	5,4		5M + 4m less then opening	2♠ = 5+ F1, , 3m = 6 INV 2NT = ask for m 3m = 6 INV 4m = pre	2M – 2NT – 3m : 3M = INV 4m = INV 3 other M = slamish After double: ignore	Anything OK in 3rd
2NT			4♥		3♠ = MINOR SUIT STAY JACOBY/TEXAS TRF PUP STAY		As after 2NT by UPH
3x		6		disciplined	Comp new suit=L/D New Suit=F	<b>HIGH LEVEL BIDDING</b>  1st + 2nd round equally 5NT: GSF AUTO SPLINTER RKCB-1430, DIPO, RIPO, DEPO EXCLUSION RKCB LAST TRAIN PASS, then pull is SLAM TRY	
3NT	√			GAMBLING – solid minor No outside A or K	4♣ = P/C; 4♦ = asking for SPL 4M=End, 4NT = slam try		
4♣/4♦		7		Preemptive	RKCB		
4♥/4♠		7		Preemptive	RKCB		
4NT	√			Asking for Specific ace	5♣ = no; 5♦/5♥/5♠=A; 5NT=A♣ 6♣ = 2		
5♣/5♦				Preemptive			
5♥/5♠							