

<i><b>EFENCIVE AND COMPETITIVE BIDDING</b></i>	
<b>OVERCALLS: (Style; Responses; 1/2 level; Reopening)</b>	
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	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; responses; reopening)</b>	
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	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	
1-suit: weak, 5-card possible (not Vul. vs. Vul. intermediate)	
2NT = unusual (2 lower suits)	
<b>Vs. STRONG ARTIFICIAL OPENING</b>	
crush (Vs. 1\2♣): dbl=♠+♣\♦+♥, 1\2♦=♦+♣\♥+♠ (no jump), 1\2NT=♦+♠\♣+♥	
<b>DIRECT and JUMP CUE-BIDS (style, responses; reopen)</b>	
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	
<b>Vs. 1NT (Vs. Strong\Weak; Reopening ; PH)</b>	
Vs both: 2♣= both M, 2NT= both m, 3m= nat	

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>		
Subsequence	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	

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

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
<b>Vs. PREEMT (Doubles; Cue-bids; Jumps; NT bids)</b>
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
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(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+			
<b>SPECIAL ARTIFICIAL AND COMPETITIVE DBL'S\REDBL'S</b>			
INV Dbl, Lightner Dbl, support Dbl\Rdbl			

<b>SPECIAL FORCING PASS SEQUENCES</b>
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)
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
(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				
				<i>DESCRIPTION</i>	<i>RESPONSES</i>	<i>SUBSEQUENT AUCTION</i>	<i>PASSED HAND &amp; COMPETITIVE BIDDING</i>
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= jacoby 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	<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					
5x		8		Pre		serious\unserious, last train, controls, Jacoby 2NT	