DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Normal; usually 5 card

Cue resp: limit or F; jump cue = mixed raise (4 trumps 7-9 HCP)

New suit = NF; Jump raise = pre

Jump shift = FIT + SUIT

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd Pos = 15-18

Resp: as after 1NT opening

4th Pos = 10-13 HCP (stopper not required)

Resp: cue only force

4th Pos 2NT = 19-21 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit = pre

2-suit = michaels, 2NT = lower suits; cue on m = Majors; cue on M = OM+m

in 4th = jump overcall = intermidiate

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Direct cue = michael: over minor = Majors, over major = other major + minor

Jump cue = ask for stopper

VS. NT (vs. Strong/ Weak; Reopening; PH)

2♣ = majors; 2♦ = 1 Major; 2♥/2♠ = ♥/♠+minor

vs 15-17 NT or Pass hand: Dbl = 5m+4M

Over weak 1NT - 2X: Dbl = 15+

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Leb after (w2M) Dbl (P)-; 2NT = 15-18

4NT over 3x or 4x = minors or 2 suiter

VS. ARTIFICIAL STRONG OPENINGS

crash: DBL = reds or blacks; NT = minors or majors

OVER OPPONENTS' TAKEOUT DOUBLE

New suit = F when vul; jumps = pre, 2NT = limit+

RDBL = 9+ implies no fit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th	same, low from honor
NT	attitude	same, low from 3 cards
Subseq	attitude	

Other: vs NT K asks UB/CT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax+	AKx+;Ax
King	KQ+;AK	KQ109+;AKJ10+
Queen	QJ+;AKQ+	QJ10+;QJ9+;KQ+;KQ10+
Jack	J10+;HJ10+	Same
10	109+;H109+;10x	Same
9	98+;9x	Same
Hi-x	Sx(+);xSx+	Same
Lo-x	HxS;HxxS;HxxSx(+)	HxS;HxxS;Hxx(+)S

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	O = enc;E=dis/sp	Hi/lo = even	O=enc,E=dis/sp
	2	High/low = even	s/p	Hi/lo = even
	3			
NT	1	O = enc;E=dis/sp	Hi/lo = even	s/p
	2	s/p	s/p	Hi/lo = even
	3			

Smith: Hi = enc

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

Opening values; Resp nat; 1NT = const; cue = 1RF

R/O: lighter

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Neg dbl thru 4♦

Supp dbl

resp dbl, 2 unbid suit

dopi/ropi

RKCB, 5♣=1/4, 5♦=0/3

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Nat, Acol based, Major 5, better minor

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

multi 2♦: 1)wk2M; 2)Str 2M; 3)25-26 NT

2♥,2♠: 55 M(♥/♠)-m, 4-10 hcp

3NT: gambling - solid m

Michaels cue: over 1x 2NT = lower suits

cue on m = Majors, cue on M = OM+m

1M-3M = pre, bergen 1M-3♣=6-9 4card or 10-11 3card, 1M-3♦=10-11 4c

WJS

After overcall: JS = FIT + second suit

Trnsf after 1♣ opening

Leb (fast denies stop)

Comp cue = inv or better

WJR in comp

2 way checkback

1m-3m = pre, 1♣-2♦=limit+ in ♣, 1♦-3♣=limit+ in ♦

Gazili after 1M-1OM or 1M-1NT

SPECIAL FORCING PASS SEQUENCES

1x-(dbl)-RDBL: F thru 2x

2♣-(any)-pass: F

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

light third hand opening

1NT opening: frequent 14+, can be semi bal shape (possible also single K or A)

PSYCHICS: Rare

OPENING	TICK IF ARTIF	MIN NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21 hcp, 3 only if 4333	WJS; trnsf: 1♦ = 4+♥; 1♥ = 4+♠; 1♠ = 4+♦	2WCB: 2♣ = NF CB (m so or M inv), 2♦=GF CB; 2WCB also after 1x-1y-1z; GB2NT	
					2♣ = 6-9;3♣ = pre; 2♦=limit+; spl; 3NT=13-15 5♣	1♣-2NT-3M=spl; 1♣-1♦/♥-1♥/♠=3 card 12-14; 1♣-1♦/♥-3♦ = 18-19 bal or any spl	
1♦		3	4♥	11-21 hcp, 3 only if 4432	as after 1♣ b/s trnsf; 1♦-3♠=limit+	as after 1♣; 1♦-1M-3OM = 18-19 bal or any spl	
1♥		5	4♦	11-21 hcp	2NT = FG raise; spl = void; 2X=F1;3NT = good 4♥ (6-9)	2WCB; short & long suit trials; 1♥-3♥-3♠ = ask spl, 3NT/4♣/4♦=spl	drury
					3/4=pre; WJS; Bergen: 1♥-3♣=6-9 4c or 10-11 3c;	GB2NT; 1♥-3♣-3♦(ask)-3♥=6-9, 4♥=10-11	
					1♥-3♦=10-11 4c	Gazili: after 1♥-1♠/1NT: 2♣ = nat or 18+, 3x = 55 15-17	
1♠		5	4♦	11-21 hcp	as after 1♥	as after 1♥, 1♠-3♣-3♦-3♥=6-7, 3♠=8-9	as after 1♥
1 NT			3lvl	(14+)15-17 can be semi bal	2♣=stayman; 2♦-2NT = trnsf; 4♦/♥=trnsf	1NT-2♣-2♦-2♥=Majors weak;2♠=8-9 4♠	
				can be with single K or A	3♣=pupet;3♦=(13)(45);3♥=55M;3♠=55m	1NT-3♣-3♦=4M;1NT-3♣-3♦-4♣=both M;3♥=none or ♠;3♠=4♥	
					4♣=gerber;4♠=SF;4NT=qunt	after 1NT-(2X)-transfers at 3 level	
2♣	✓			str art GF (b/s 2NT rebid)	2♥=0-3 (SN);2♦=4+; 2NT = ♥ positive	after 2♣-2♦-2M - 2 way spl	
					Jump = semi solid suit		
2♦	✓			multi 1) w2M	3M = pre p/c	over 2NT - trnsf if W2M; 2♦-2M-2NT = 25-26 NT	agressive W2M in 3rd (may be 5 car
				2) strong 2M; 3) 25-26+ NT		2♦-2♠-3♣=♥	
2♥		5		5-5 ♥+m 4-10 hcp	2NT = invite+; 3♣ = p/c; 3x=NF	2M-2NT-3♥=♣ max, 3♠=♦ max;	
						2M-2NT-3m-3M/4m=inv; OM = M F; Om = m F	
2♠				55 ♠+m 4-10 hcp	as after 2♥	as after 2♥	
2 NT				(19+)20-22 NT	3♣=pupet;3♦,3♥,4♦,4♥=trf; 3♠=ms;4♣=SF		
3 bids		6		pre	new suit = F1, 3M - 4♣ = ask sing		may be wild 3rd seat
3NT	✓			gambling - sol m, no o/s A	4♣=p/c;4♦=ask spl; 4NT=ask extra Q/K		
4♣		7		pre			
4♦		7		pre			
4♥		7		pre			
4♠		7		pre			**HIGH LEVEL BIDDING**
4NT	✓	8		solid 5 minor (8.5 tricks)		cue = usually 1st b/f second	
				AKxxxxxx, A; AKQxxxxx, K		1M-2NT= F raise	
5m		8		weak 5 minor		freq spl bids; direct spl over 1M = void	
						RCKB, 5♣=1/4, 5♦=0/3; 1st step asks for Q trump, DOPI, ROPI	
						Gerber over NT opening	
						5NT = GSF with step resp if jump or specific K over RCKB	
						lightner dbl	

ISRAEL