



LEADS AND SIGNALS				
DEFENSIVE AND COMPETITIVE BIDDING		OPENING LEADS STYLE		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Lead	In Partner's Suit		
1NT (dbl-pen or points) sys off, all bids transfers	Suit 4/2.	Count		
1NT (dbl-MM) sys off. 2M=stopper, redbl=points	NT 4/2	Count	Category:	Natural - GREEN. Update - 20/05/2021
1NT (dbl-1 or 2 unknown suit) sys on, redbl=points	Subseq 4/2	Count	Country:	I S R A E L
1NT (2c-MM), 2M=stopper, dbl points, 2D=to play	OtherVs NT, King ask unblock or count		Event:	ALL EVENTS
1NT (2c-1 or 2 suit or natural) sys on, dbl=stayman	Vs Trump, King ask count		Players:	Yadlin Doron - Orenshtein Eitan
1NT (2D/H/S-natural), lebensol, dbl=pen	LEADS			SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Overall 1NT=(14)15-17(18), System ON	Ace Ax...	AKx...	sayc, 5M 4D 2C	
Balancing 1NT=10-14 HCP, System ON	King KQx...	AKJT, KQJ9, KQT9	3Rd seat opening could be light (NV)	
Opp open 2M, Overall 2N=15-18 System ON	Queen QJx...	QJTx...AQJx...KQx...		
	Jack JTx...	JT9x...	All weak bids=(5) 6-7 Cards, (3)5-9(10) HCP	
	10 Tx or jurnalist	Tx or jurnalist		
JUMP OVERCALLS (Style; Responses; Unusual NT)	9 9x or 2nd	9x or 2nd	1NT Opening:(14)15-17(18)	
1-Suit:Classic on VUL, Could be light (NV)	Hi-x Xx, xXx...	Xx, xXx...	2 OVER 1 Re1F	
2-Suit:Classic on VUL, Could be light (NV)	Lo-x xxX from PD suit	xxX from PD suit	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
ReopeAs above	SIGNALS IN ORDER OF PRIORITY			2D = Weak H or S
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partners Lead	Declarer's Lead	Discarding	2M = Weak M + m (5:5)
Michaels	Suit:1st O/E	std count	O/E	After 2C, 2D = 4+HCP, 2H = 0-3 HCP no King
Jump cue bid, asks for stopper	2nd std count		std count	After 1NT, 2C = Nfs, 3C = Pup, 3D = m+m, 3M = 3145
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd			Gambling 3NT, No king outside
saction:	NT: 1st O/E	std count	O/E	DRURY 2C
X=C or D+H, 2C=D or H+S, 2H=S or C+D	2nd std count	SMITH	std count	Support dbl, redbl, cue bids
2S=S+D, 2N=H+C	3rd			Inverted m
strong hands overcal 1 suit: as above and rise/ strong hands 2 suiter:start with dbl, after pd bid 2C, 2H=H+S, 2S=S+C, 2N=C+D, 3D=D+H, 3H=H+C, 3S=S+D	Signals (including O/E SMITH			Bergen, Jacoby raises (3c bergen 2 way)
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			Over opps 1NT - saction
Negative dbl up to 4H	TAKEOUT DOUBLES (Style; Responses; Reopening)			LEBENSOHL, after W2, and 1NT
	Up to 4H			Michaels que bid
				2c and 2d CBS
				SSTB
				LSTB
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL FORCING PASS SEQUENCES
Vs Prec 1C and 1D resp, Dbl=M+M, 1NT=m+m				1 Level opening, opps dbl and we Redbl
Other bids are natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			1NT Opening, opps pen dbl, Pass = forc to redbl
	Negative double up to 4H			At high level competition
	Responsive Double up to 4H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	Support Double up to 2H			1NT Opening, 5M-ok 6m-ok no single
New suit 1 Level=1F 4+ cards, Use supp 3 cards bids	Lead direction			1NT, Opps pen dbl, All bids are transfers
	Lightner			1NT - 2C - 2M - 2/3 in OM = fit and slamish
				Psychic3Rd seat (NV)
				Opps T.O. dbl, when fit found.
OPENING BID DESCRIPTIONS				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Pass
1♣		2	4H	10-22	1NT=6-10, 2C=10+Fit, 3C=0-5Fit, 2D/H/S=Weak, 3DHS splinters		
1♦		4	4H	10-22	1NT=6-10, 2D=10+Fit, 3D=0-5Fit,H/S=Weak. 3HS splinter, 3C=D 7-9		
1♥		5	4D	10-22	1NT=6-10, No fit, 2H=6-10, 2NT=Jacoby, 3C 2=who way Bergen, 3D bergen		
1♠		5	4D	10-22	1NT=6-10, No fit, 2S=6-10, 2NT=Jacoby, 3C 2=who way Bergen, 3D bergen		
1NT				(14)15-17(18)	2C=NFS, 3C=Pupp, 6xfers, 3D=5:5m, 3M=5431. 4N/4S = inv/slam forc	Smolen	
2♣	V			Strong	2D=4+, 2H=0-3, 2N=H, 3C/3D= 8+ Good suit		
2♦	V	6		1M, 3-10	2/3/H/S=P/C, 3C/D=F1 Nat, 2NT=F1 Ask, 4H/S=To play, 4C=Bid suit in xfer		
2♥		5		5H and 5 m, 3-9	2S,3D=Natural F1, 3C=P/C, 2NT=Ask, 3H=PRE		
2♠		5		5S and 5 m, 3-9	3H,3D=Natural F1, 3C=P/C, 2NT=Ask, 3S=PRE		
2NT				(19) 20-22	3C=Puppet, 4xfers, 3S=Ask for minors		
3♣		6		3-10	3D/H/S=Natural F1		
3♦		6		3-10	3H/S=Natural F1		
3♥		6		3-10	3S=Natural F1		
3♠		6		3-10	4H=To play		
3NT	V	7		GAMBLING	4C=P/C, 4D= Ask single, 4H/S=To play		
4♣		7		PRE	good H 1 ace outside		
4♦		7		PRE	good S 1 zce outside		
4♥		7		PRE	4NT= RKCB		
4♠		7		PRE	4NT= RKCB		
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
1st and 2nd round control bids							
RKCB, 14 -30							
Exclusion RKCB							
Direct 5NT=JOSEPHINE							
LIGHTNER DBL's							
5NT after 4NT= ask For specific King							
6 Level bid (after fit) = ask for Q or xx							
DOPI, ROPI, DEPO							
answers with void: 5NT/6C=no Q odd. 6D/H=Q even							