



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category:	Natural - GREEN
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			Country:	ISRAEL
occasionally good 4-card suit at 1 level;		Lead	in Partner's Suit		Event:	
2-level overcalls sound Vul.	Suit	4th from H, 2nd from weak.	same ; xxS unless supported.		Players:	Michael BAREL Yaniv ZACK
CUE-BID RESP F1; New suit=NF , Constructive	NT	4th from H, 2nd from weak.	same ; xxS unless supported.		SYSTEM SUMMARY	
Jump RAISE=PRE; NT RESP=NF;	Subseq	as above	same		GENERAL APPROACH AND STYLE	
4THX: usually 5 cards + tolerance for partners suit.	Other:	Vs NT K asks CT/UB, A/Q ATT ;			Natural, 5-card M, 1♠=3+, 1♣=3+.	
		Vs suit lead K from AKx(+) Vs 4♣ and up; signal count.			1NT opening. 15-17 .	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			2♠ = WK2 in either MAJ ;		
2nd POS: 15-17(18-)HCP; Can be semi-balanced;	Lead	Vs. Suit	Vs. NT		2♥/♠ = 5+♥/♠ , 5(4)+m	
Resp: System on;	Ace	AKx+ to 3♠, Ax+, AK 4♣ up	Ax, AKx(+)		Light responses NV;	
Reopen 1NT=11-14; Reopen 2NT=18+-20;	King	AK to 3♠, AKx+ 4♣ up, KQ+	AKJT(+), KQ109(+)		Disciplined PREempts;	
	Queen	QJ, QJx(+), AKQ+ (poss.)	QJT/9+, AQJx+, KQ(+)			
	Jack	J10, J10x(+), KJT+	HJT+ , J10, J109(8)+			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H109x(+), 109(+)	as Vs. Suit		1NT Openings: 15-17 ;5 MAJ possible	
1-Suit: WEAK	9	9x, H98x(+), 98(+)	as Vs. Suit		2 OVER 1 ResponsesFG ; 1M-1NT F1	
2-Suit: 2NT for lowest unbid suits.	Hi-x	Sx, xSx, xSxx, xSxxx	Sx(+) or xSx(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	Lo-x	HxS, HxxS	as Vs. Suit		2♠ - WK 2 in either Major.	
Reopen: Jump Overcall=Intermediate.	SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♥/♠ - 5+♥/♠ , 5(4)+m 5-10.	
MICHAELS CUE:(1m)-2m:♥+♠ (55+);(1M)-2M:OM+♣(55+); flexible HCP ranges.	Suit:1st	O=ENC,E=DIS/SP	O = O (REO)	O=ENC,E=DIS/SP	3NT = ♣ or ♠ PRE.	
	2nd	REO Count	S/P	REO Count	4♣/♠ = NAMYATS (good 4♥/♠ opening)	
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd				4NT = good 5♣/5♠ opening.	
MULTI-LANDY:	NT: 1st	O=ENC,E=DIS/SP	S/P (SMITH)	O=ENC,E=DIS/SP	MICHAEL'S - (1m)-2m is 55+ Majors	
2♣ is Both Maj; then 2♠ ASK	2nd	REO Count	REO Count	REO Count	(1M)-2M is 55+ OM+♣(flexible hcp ranges).	
2♠:either M; then 2M=P/C;2NT=ASK	3rd	S/P			WEAK JUMP RAISES IN COMPETITION.	
2♥:♥+m;then 3♣=P/C; 2NT INV	Signals (including Trumps): Trumps:Hi-lo shows interest			COMPETITIVE CUE often is FIT, limit+		
2♠:♠+m;then 3♣=P/C; 2NT INV	in ruff or S/P; REMAINDER COUNT=REO;			SCRAMBLING 2NT (after opps raise to 2M).		
Double by PH = 5+m & 4M	"SMITH SIGNAL" Vs NT; ODD/EVEN SIGNAL & DISCAR					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES					
LEB after (WK2x)-DBL-(P-); 2NT(15-18): system on;	TAKEOUT DOUBLES (Style; Responses; Reopening)					
CUE=STOP ASK; Over WK 2M:4♣=OM+♣,4♠=OM+♠ ;	Opening Values; CUE-BID=F to S/A; RESP DBL after m:2+ 4					
4NT over 3M or 4♥=minors ; 4NT over 4♠=any 2 suiter;	-card suits; 1m-(DBL)-1M-(2M)=NAT; Over RDBL:Jump is			SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS	PRE, Pass is NEU			Pass=F when: we bid game constructively.		
Aggressive, but decent suits if VUL.						
1♠ = ♠+♥ ; 1♥ = ♥+♠ ; 1♣ = ♣+♠;2♣=♣+♠;X=♣+♥;1NT = ♠+♣	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
	NEG DBL THRU 4♥; 1m-(1♠)-DBL suggests 4+♥, 8+ HCP;					
	NEG DBL of PRE O/C=USEFUL VALUES;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE OUT DOUBLE	NEG DBL, then new suit=NF;					
New suit=F 1-level; JUMPS=PRE; Bergen Raises.	RESP DBL thru 4♠;			Most low-level doubles are T/O.		
	SUPP DBL up to 2 of pd's suit;			Many PRE jumps in competition.		
RDBL=usually no SUPP, 9+;	RDBL of NEG DBL = TOP H.			Psychics: Rare;		

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-21 HCP; 1♣ with any 33minors.			
1♣					jump shift = weak; 2♣=INVERTED;	4sF usually to game	
1♣					Usually respond up the line.	. 2 way NMF over 1NT rebid.	
1♦		3	4♥	11-21 HCP 3 with 4432 only.	as above; 3♣=9-11, 6♣ INV		
1♥		5	4♦	11-21 HCP;	3♣=4c 6-9; 3♦=4c limit raise;		
1♥					3♥=PRE ; 2NT=FIT FG; 1NT=F1		
1♠		5	4♥	11-21 HCP;	as above ; 3♥= 6♥ INV		
1NT			3♠	15-17	NF stayman ; 3♣=pup stay; 4txf ; Smolen		
1NT				5M/6m possible.	4♣,♦ = Texas		
2♣	X			GF	2♦ = 3+ ; 2♥=0-3 ; 2NT = ♥		
2♦	X	6 (5)		WK2 in either MAJ 5-11 ,	2NT = ASking , usually strong.		Might be 5 card suit in 3rd.
2♥		5		5+ , 5(4)+ Mm , 5-11	2NT INV , 3♣ P/C		
2♠		5		5+ , 5(4)+ Mm , 5-11	2NT INV, 3♣ P/C		Might be 5-4 in 3rd.
2NT				20-22HCP;BAL/SemiBal	3♣=Puppet stay ; 3♦,♥ =TXF; 3♠ = minors.		
3♣		7(6)		PRE			
3♦		7(6)		PRE			
3♥		7(6)		PRE			
3♠		7(6)		PRE			
3NT	X	7		Broken ♣/♦ PRE	4♣ = P/C ;		
4♣	X	7♥		Good 4♥			
4♦	X	7♠		Good 4♠			
4NT	X	7		Good 5m opening			

HIGH LEVEL BIDDING

CUE=usually 1st before 2nd ;

FREQ SPLINTER BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER;

1430 RKCB, 1st step asks for Q of trumps and K's, next step for specific K's;

RKCB-DOPI,ROPI; "GERBER" over NT openings; 5NT: GSF with step RESP;

Raise to 5M : if a suit was bid by OPPT or 1 suit unbid CTRL ASK,

otherwise trump ASK or SHOW.

LIGHTNER DBL;