



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Up to 18HCP, usually sound at the 2 level		Lead	in Partner's Suit			
New suit = Non Forcing but constructive at level 1, Forcing one round at level 2		Suit	3rd=even, low=odd	same		
Jump-Shift = Fit showing, Jump Q= Mixed raise, Jump Raise = Weak		NT	3rd=even, low=odd, 2nd=bad suit	same	Category: Green	
Cue-bid = Good raise or forcing with new suit		Subseq	Same, with att when it matters		Country: Canada	
Responsive Doubles		Other: VS Suit: Rusinow leads for suist in which we showed at least 5 cards.			Event: Bermuda Bowl - 2003	
1NT= 8-11					Players: Kamel Fergani - Nicolas L'Ecuyer	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15+-18 HCP; system as over 1NT opening		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Rubenshol or Lebenshol (fast shows), according to opponents methods		Ace	AKx(+) except at the five level	AKx(+),Ax(x), asks ATT	Variable 1 NT openings : 11-14 1st & 2nd seat Non Vulnerable, 15-17 otherwise	
Double = Negative		King	AK, KQ(+)	AKJ10(+),KQ109(+), asks UB or CT	5-card Majors style	
In balancing seat over a Major, 1NT=11-17		Queen	QJ(+)	QJ(+),KQ(+), asks ATT	Semi-Forcing 1NT over 1H/1S	
In balancing seat over a minor, 1NT=11-14		Jack	J10(+), KJ10(+)	J10(+), KJ10(+),AJ10(+)	Multi 2D	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(+), K109(+), Q109(+)	109x(x),Q109(+),K109(+),A109(+)		
1-Suit: Preemptive in live, intermediate in balancing seat		9	9x	9xx		
2-Suit: 2NT = 2 lowest unbid suits, weak or strong (also 1NT by PH)		Hi-x	Sx,HxSx,xxSx,HxSxxx,xxSxxx	xSxx(+)	1NT Openings: Variable : 11-14 in first & second seat Non Vulnerable, 15-17 oth	
		Lo-x	HxS,xxS,HxxxS,xxxxS	HxS, HxSx, HxxxS	2 OVER 1 Responses:Forcing to game by unpassed hand except (1)	
Reopen: In balancing seat, 2NT= 20-21 balanced		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	Multi 2D opening (always weak)	
Michaels Cue in direct seat, with weak or strong hands.		Suit:1st	ATT,HIGH=Discourage	Count, Hi/Low=Odd	ATT,HIGH=Discourage	2H opening shows a weak hand with both Majors
Direct jump Q in opener suit : Minor = Natural, Major = asks for stopper		2nd	Count, Hi/Low=ODD	Suit preference	Count, Hi/Low=ODD	2S opening shows a weak hand with both minors
When each opponent bid a suit, Q in opener minor is natural		3rd	Suit preference			Gambling 3NT with no outside strenght in first and second seat
When each opponent bid a suit, Q is responder suit is natural		NT: 1st	ATT,HIGH=Discourage	Count, Hi/Low=ODD	ATT,HIGH=Discourage	Fit showing jump-shifts: in competitves situations, and also 1C-2D & 1D-3C
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Count, Hi/Low=ODD	Suit preference	Count, Hi/Low=ODD	Unusual versus unusual
Double = Cards (up-range)		3rd	Suit preference			1H/1S may bypass 1D
2C = D or (H + S)		Signals (including Trumps): Reverse Smith against NT			1H/1S over 1D opening could be on a 3 cards suit	
2D = H or (S + C)		Trumps for suit preference				
2H = S or (C + D)						
2S = C or (D + H)		DOUBLES				
2NT = (C + H) or (D + S)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Could be light with the right shape				
Double = Take-out, X by advancer are Responsive		Cue-bid forcing until a suit is bid and supported				
Rubenshol after X of Weaktwos		1NT response constructive				
Leaping Micheals VS Weak twos					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Suction against 1level strong and artificial openings (same as over 1NT)		Negative Doubles trough the 4 level, 1m-(1H)-Double=shows less than 4 spades				
		Responsive Doubles trough the 4 level				
		Support Doubles & Redoubles through the 3 level			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		Doubles in competitive and non forcing situations are not penalty oriented				
OVER OPPONENTS' TAKE OUT DOUBLE						
New suit = One round force						
2NT = Limit raise or better, with 4+ trumps					Psychics:	
XX = 10+ HCP, less than a 4 cards support in opener's suit						
Jump Shiits = Fit Showing						

Note...1:

1Major-2New suit ; opener shows extra if he rebids higher than 2 in his Major, except 4H after 1S-2H

1Major-2New suit ; Forcing to game, unless responder rebids his suit and opener did not show any extras