

Note#20	LEADS AND SIGNALS				
	OPENING LEADS STYLE				
	Lead	In Partner's Suit			
DEFENSIVE AND COMPETITIVE BIDDING					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Suit	4th from H, 2nd from weak.	same ; xxS unless supported.		
ocasionally good 4-card suit at 1 level;	NT	4th from H, 2nd from weak.	same ; xxS unless supported.	Category: Natural - GREEN	
2-level overcalls sound Vul.	Subseq	as above	same	Country: ISRAEL	
CUE-BID RESP F1; New suit=NF , Constructive	Other: Vs NT K asks CT/UB, A/Q ATT ;			Event: NEC cup 2004	
Jump RAISE=PRE; NT RESP=NF;	Vs suit lead K from AKx(+) Vs 4 and up; signal count.			Players: Michael BAREL Migry ZUR CAMPANILE	
4THX: usually 5 cards + tolerance for partners suit.	LEADS			SYSTEM SUMMARY	
	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Ace	AKx+ to 4,Ax+,AK 4 up	Ax, AKx(+)	Natural, 5-card M, 1=3+, 1=3+.	
2nd POS: 15-17(18-)HCP; Can be semi-balanced;	King	AK to 4,AKx+ 4 up,KQ+	AKJT(+), KQ109(+)	2 = WK2 in either MAJ ;	
Resp: System on;	Queen	QJ, QJx(+), AKQ+ (poss.)	QJT/9+, AQJx+, KQ(+)	2/♠= 5+♥/♣ , 5+m	
Reopen 1NT=11-14; Reopen 2NT=18+20;	Jack	J10, J10x(+),KJT+	HJT+ ,J10,J109(8)+	Light responses NV;	
	10	10x, H109x(+), 109(+)	as Vs. Suit		
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x, H98x(+), 98(+)	as Vs. Suit	1NT Openings: 15-17 ; 5 MAJ possible	
1-Suit: WEAK	Hi-x	Sx, xSx, xSxx, xSxxx	Sx(+) or xSx(+)	2 OVER 1 Responses:FG	
2-Suit: 2NT for lowest unbid suits.	Lo-x	HxS, HxxS	as Vs. Suit	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	SIGNALS IN ORDER OF PRIORITY			2 - WK 2 in either Major.	
Reopen: Jump Overcall=Intermediate.		Partners Lead	Declarer's Lead	Discarding	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit:1st	O=ENC,E=DIS/SP	O = O (REO)	O=ENC,E=DIS/SP	2/♠ - 5+♥/♣ , 5+m 5-10.
MICHAELS CUE:(1m)-2m:♥+♠ (55+);(1M)-2M:OM+♣m(55+);	2nd	REO Count	S/P	REO Count	GAMBLING 3NT (4 asks for shortage).
flexible HCP ranges.	3rd				MICHAEL'S - (1m)-2m is 55+ Majors (1M)-2M is 55+ OM+m(flexible hcp ranges).
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	O=ENC,E=DIS/SP	S/P (SMITH)	O=ENC,E=DIS/SP	WEAK JUMP RAISES IN COMPETITION.
MULTI-LANDY:	2nd	REO Count	REO Count	REO Count	COMPETITIVE CUE often is FIT, limit+
2 is Both Maj; then 2 ASK	3rd	S/P			RUBENSOHL (transfers over overcall of our 1NTopening;
2:either M; then 2M=P/C;2NT=ASK	Signals (including Trumps): Trumps:Hi-lo shows interest			Double cooperative - 2+ cards)	
2:♥+m;then 3=P/C; 2NT INV	in ruff or S/P; REMAINDER COUNT=REO;			SCRAMBLING 2NT (after opps raise to 2M).	
2:♠+m;then 3=P/C; 2NT INV	"SMITH SIGNAL" Vs NT; ODD/EVEN SIGNAL & DISCARD				
	DOUBLES			Note#20	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			Note#20	
LEB after (WK2x)-DBL-(P)-; 2NT(15-18): system on;	Opening Values; CUE-BID=F to S/A; RESP DBL after m:2+ 4			SPECIAL FORCING PASS SEQUENCES	
CUE=STOP ASK; Over WK 2M:4=OM+♣,4=OM+♦ NF;	-card suits; 1m-(DBL)-1M-(2M)=NAT; Over RDBL:Jump is			Pass=F when: we bid game constructively.	
4NT over 3M or 4=minors ; 4NT over 4=any 2 suiter;	PRE, Pass is NEU			Note#1698966388	
VS. ARTIFICIAL STRONG OPENINGS					
Aggressive, but decent suits if VUL.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Note#20	
after STR 1 , or 1 response : DBL=Ms , 1NT = ms	NEG DBL THRU 4; 1m-(1)-DBL suggests 4+♥, 8+ HCP;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	NEG DBL of PRE O/C=USEFUL VALUES;			Most low-level doubles are T/O.	
	NEG DBL, then new suit=NF;			Many PRE jumps in competition.	
OVER OPPONENTS' TAKE OUT DOUBLE	RESP DBL thru 4;			Psychics: Rare;	
New suit=F 1-level; 1NT and higher are Txf; JUMPS=PRE;	SUPP DBL up to 2 of pd's suit;				
Bergen Raises on if opened 1M; 3NT=balanced raise to game;	RDBL of NEG DBL = TOP H.			Note#34824	
RDBL=no SUPP, 9+; PSYCHICS POSSIBLE.				Note#1698966388	
	Note#20			Note#34824	



OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1		3	4	11-21 HCP;1 with any 33minors.			
1					jump shift = strong; 2=INVERTED;	4sF usually to game	Note#20
1					Usually respond up the line.	. 2 way NMF over 1NT rebid.	Note#20
1		3	4	11-21 HCP 3 with 4432 only.	as above		
1		5	4	11-21 HCP;	3=3c limit, or 4c 6-9; 3=4c limit raise;		
1					3=PRE ; 2NT=FIT FG; 1NT=F1.		
1		5	4	11-21 HCP;	as above		
1NT			3	15-17	NF stayman ; 3=pup stay; 4txf ;		
1NT				5M/6m possible.	4, ♠ = Texas		
2	X			any GF; or 8.5 tricks in Major;	2 =Relay, almost any ; 2=2nd neg		
2					2NT = ♥		Note#20
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+ Mm , 5-11	2NT ASK for m		
2		5		5+ , 5+ Mm , 5-11	2NT ASK for m		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		GAMBLING;solid m;no outside A or K	4 = P/C ; 4 ASK for singleton.		
4NT	X			ASK for Specific Aces			
HIGH LEVEL BIDDING							
CUE=usually 1st before 2nd ;							
FREQ SPLINTER BIDS; DIRECT SPLINTER over 1M=VOID; AUTOSPLINTER;							
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;							