9	LEADS AND SIGNALS						
OVERCALLS(Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE					WBF Convention Card	
In one level can be (not often) 4 cards. In 2 level decent				in Partner's Suit			
	c ::	If no supp		oort (real suit, not 1m),			
Reopening can be light (8+ HCP) and 4 cards.	Suit	, , , , , , , , , , , , , , , , , , , ,				Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
When answering to overcall: 1 level forcing (and can be 4 cards), 2 level	NT			' ' '		Country: Israel	
constructive, jump forcing if non-jump would not be forcing		2/4 (high from doub	ieton)	If no support, small from XXX.		Event:	
((1D)-1H-(p)- 2S is weak (0-5 HCP) but 3C is forcing.	Other:					Players: Michal Nosacki	
(1x)-1M-(not pass)-2NT is support with 4 cards, inv+.						Matilda Poplilov	
(1D)-1H-(p)-1S-(anything) - 2D is 3 cards spades							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			1		SYSTEM SUMMARY	
15-18 second position, system on	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE 2/1 GF, 5 times Major, Better minor	
11-15 fourth position, system on	Ace	From AK		Same			
15+-18 after: (1C)-p-(1H)-1nt. Now system off, only forcing is 2H or jump	King	ing From KQ, or AK when asking for count		Asks for unblocking (10+) or count		1nt 15-17, stayman, 4 transfers, 3C puppet, 3D inv with 5-5M, 3M singleton +2-3 in oM,	
	Queen	ueen from QJ		from KQ10x or worse, or from qj		4C variations for slam invitation, 4D/H texas, 4S Slam force (almost), Smolen	
	Jack	top of sequence or ir	nternal sequence	Same		1M- 1NT almost forcing, bergen, J2NT	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	top of sequence or ir	nternal sequence	Same		1m- 2m inverted, 3m 4-9, 2NT natural invitational, 2X 0-6 6 times, 1D-3C 6 clubs 9-11.	
1-Suit: weak (5-10 HCP) in direct position (but versus a passed hand	9	from 109x Or from H98		Sallie		2C GF (almost) - 2D waiting (4+HCP), 2H negative	
can be sometimes 4-12 HCP), 14-16 6 times in reopening.	Hi-x	ANY doubleton or 2/4: Hx, Xx, xXx		Same		3c Puppet after 1nt only (smolen after 2nt), 2way Checkback	
2-Suit: Michels.	Lo-x	2/4: HxX, HxxX, HxxXx		Same		2NT (19+) 20-21, 3NT gambling	
(1x)-p-(1y) - now 2y is natural; 2x is 5-5 in other suits. 2nt is at least 6-5	SIGNALS IN ORDER OF PRIORITY						
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lea	d	Discarding		
Direct and reopening - michels. Jump - asks for stopper	Suit:1st	st Enc/disc count			Suit Pref (italian)		
(1x)-p-(p)- 2nt - 19-21 natural. Arter partner opens and overcall - cue is support inv+	2nd	count					
After partner opens and overcall - cue is support inv+ and jump cue is splinter.	3rd	Suit Pref					
After partner overcalls - cue bid is support inv+ and jump cue is mixed rai	NT: 1st	Enc/disc smith			Suit Pref (italian)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count count				2D - 6 cards in one major, 5-10HCP, or balanced 22-23	
dbl 5+m, 4M; 2C majors;2D 6 cards M; 2M 5cards M + 5+(4) m; 2NT 5-5	3rd	Suit Pref Suit Pref				2M - 5-10 HCP, 5M + 5+(4) m	
3m at least 6, HCP unknown, 3M at least 6, preemptive (4-11 HCP)		including Trumps):	Toute i i ci		!	201101/3111/31(1)111	
Same in reopening	T .	ouraging or even, Low	discouraging or	ndd			
after weak NT (any range below 14-16) same system,	riigii ciic	ouraging or even, Eon	v discouraging or	Juu			
but all bidding constructive and DBL is penalty.	DOUBLE	:c					
but all bluding constructive and DBL is penalty.		JT DOUBLES(Style;R	locnoncoci Boon	ning)			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	Can be o	• • • • • • • • • • • • • • • • • • • •	esponses, keop	ening)			
dbl takeout, cue bids on minor 2 majors.	Call be 0	пізпаре.					
uni takedut, une bids off militor 2 majors. preempt (any weak, including weak 2, multi, or 2 suits, or 3x) - 4m is 5-5 in m and M.						SPECIAL FORCING PASS SEQUENCES	
After 3NT gambling, both 4C and 4D majors, when 4D stronger (15+ HCP)	)						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				REDOUBLES		
(1c): 1d = D+H, 1h = H+S, 1s = C+S, 1nt = D+S, 2C = C+D, dbl = C+H	· · · · · · · · · · · · · · · · · · ·						
(1c)-p-(1d): 2d = D+H, 1h = H+S, 1s = C+S, 1nt = C+H,	lightner					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2c = C+D, dbl = D+S	invitational (1S-(2H)-2S-(3H)-dbl invites game in spades)					Good Bad	
						After (2nt or 2d-2x-2nt or 2c-2x-2nt) and 3c: 3d not 4 cards (now smolen) and 3nt both ma	
OVER OPPONENTS' TAKE OUT DOUBLE	Dopi/Ropi						
inverted on, but 2NT mixed and 3m weak. Drury off. Rdbl - 9+.	Dbl of splinter asks to lead the suit below the splinter.			linter.		Psychics: Very Rare	
On 1M (double) 1NT and 2 level bids transfers.Bergen and Jacoby off.	The second secon					, , , , , ,	
1x-dbl-3y weak. 1M-dbl-2nt 4 cards, 10+.							
22. 2, 24. 21. 45. 21						I.	

				Israel	Michal Nosacki - Matilda Poplilov	Israel			
OPE N	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING		
1 C		3	4H	11-21 HCP, 3 if 4333 (not 4d) or	1NT 9-10 HCP; 2C inverted; 3C 4-9 HCP; 2NT 11 HCP; 1D can be with 3 cards when no other bid.	2-way checkback after opener rebids 1nt	inverted is off after overcall. After dbl, 2m is 10+, 3m preemptive, 2NT mixed.		
				4-4-2-3	weak jump shift (0-5 HCP).	1C-1M-4M balanced 18-19			
					1C-1M bypass long diamond if less than opening,	1C-1D-1NT balanced, can have 4M. 1C-1D-1NT-2M gf, 5+D and 4M.			
					1C- 3D/H/S 7 cards 6-8 HCP	1C-1x-3NT long semisolid clubs.			
						1c-1x-2nt now all continuations are transfers,			
1D		3	4H	11-21 HCP,	1NT 6-10 HCP; 2C GF; 3C 9-11 HCP, 6 clubs;	Same as Clubs	1D-dbl-3C preempt.		
				3 (usually) only if	2D inverted; 3D 4-9 HCP; 2NT natural;				
				(sometimes we do it if 4333)	Others like after 1c				
				00 If If 433331					
1H		5	4D	11-21 HCP (can be less with shape)	1NT almost forcing; 2S wjs;2m GF; bergen, Jacoby	1H-1NT-2m-2H can be 3 5-6 HCP. 1H-3C/D-3S asks for shortness.	Drury		
					1H-2H 6-10 HCP. Now 2S starts short game	1H-1NT-2m can be with 3(2) m. 1H-1NT-2NT 17-19HCP. 1H-1S/NT-3NT 6H 18- 20	1H-(dbl) now 1s natural, 1nt/2c/2d transfers, 2h support 5-7 HCP, 2NT 4H 10+, 3 level bids preempts.		
					3S 7 cards, 6-8 HCP. 4C, 4D splinter 12- 14HCP 2C can be with doubleton, 2D with 5 cards	1H-1NT-2C-2S club support 10-11. 1H-1NT-2D-2S either 6 clubs 9-11 or 4 diamonds 10-11 (now 2nt asks)  IH-2m-3m 4 cards 14+. With 4 cards, less HCP either splinter or 2M or 2NT.			
18		5	4H	11-21 HCP (can be less with shape)	same. 3H natural invitational.	TH-2m-3m 4 cards 14+. With 4 cards, less HCP eitner splinter or 2M or 2N1.  Same, After 1S-3C/3D 3NT asks for shortness.	Drury. 1S-(dbl) now 1nt/2c/2d/2H transfers, 2s support 5-7 HCP, 2NT 4s 10+, 3 level bids preempts.		
1 NT				(14)15-17 HCP. Can have 5M or 6m	2C NF stayman.	1NT-2C-2D: Now 2H weak both majors, 2S INV+ with 4H and 5S.1NT-2C-2D-3M smolen.	After intervention DBL takeout.		
					4 suits transfer; 3C puppet; 3D 55majors invitational; 3H/S singleton, 2-3OM, 4-5 or 5-5 minors.	1NT-2C-2M-3OM fit, slamish. Preaccept after minor transfer. Suit after minor transfer singleton. 1NT-2NT-3D-3NT singleton club.	Rubensohl.		
					4C invitational with minors (see answers); 4D/H texas; 4S Slam Force; 4NT invitational balanced.	1NT-4C-4D asks: now 4H 5 clubs, 4S 5 diamonds, 4NT (32)-4-4 in minors. After all invitations 4NT is refusal.			
2 C	<			GF (almost)/ 17+ HCP	2D 4+HCP, waiting; 2H negative; 2S/3C/3D 5+ 8+HCP	2c-2d/2h-2NT gf (after this as after 2nt opening).	2C-(not pass or double)-dbl 0-3 HCP		
					2NT 5+H;	2C-2H-2M-(anything)-3M can be passed			
2 D	٧			6 cards Major, 5- 10 HCP or	2H,2S,3H p/c; 3S inv with spades. 3NT,4H,4S to play	2D-2S- now if hearts, 3C maximum, 3D minimum. 2D-2NT now 3C maximum,	2D-(2M)- dbl pass/correct.		
					2NT asking; 3m forcing. 4C bid your M with transfer. 4D bid your major.	3D minimum with hearts, 3H minimum with spades. 2d-2nt-3c gf, and now 3d asks for major in transfer. For any answer on 2nt, 4 m is cue bid and 4M to play.	2D-(3x)- dbl 100% penalty		
					After any responder bid (except 3S), NT is the strong hand.	After 2D-2x-2NT, continuations as after 2NT opening. After 2D-2/3x-3NT, continuations as after (3x)-3NT.	2D-2NT-(3M) now pass means I have the other major.		
						2D-2S- now if hearts, 3C maximum, 3D minimum. 2D-2NT now 3C maximum, 3D minimum with hearts, 3H minimum with spades. 2d-2nt-3c gf, and now 3d asks for major in transfer. For any answer on 2nt, 4 m is cue bid and 4M to play.			
2H	٧			5H, 5+m, 5-9 HCP. Sometimes 5-4	2NT asks,3C p/c, 2S to play, 3S/3D natural and GF.	2H-2NT-: 3C min with clubs, 3D min with diamonds, 3H max with clubs,			
						3S max with diamonds After 2NT and answer of 3c/3d, 3OM invites slam in M, 3Om invites slam in m. After 2NT and answer of 3H/3S, 4m is slamish in minor, 4om slamish in M, 4OM to play.			
				5S, 5+m, 5-9					
2S	V			HCP (19)20-22,	Same as H.	Same as H.			
2N T				balanced or semibalanced	both majors.	2NT-3C-3dh/is-4m slamish in m. 2NT-3C-3M-OM- slamish in M. 2NT-3d-3h-3s 5-5 slamish. 2nt-3h-3s-4h 5-5 not slamish. 2NT-3C-3D now: 3M is 4 cards M+5 OM. 2NT-3C-3NT - now 4C hearts, 4d			
				Decembra 4 10	Major transfers; 3SS MSS; Texas; 4C/4S/4NT Slam invitation as after 1nt.	spades, 4H slamish in club (and then 4s KC and 4nt so), 4S slamish in d (and then 4NT so and 5c KC).			
3m		6		Preemptive 4-10 HCP Can be Preemptive (4-	4om slamish. 3X forcing.	3C-3H: 4H doubleton, 3S no doubleton H, 4D 3 hearts, 4C signoff.			
3M		6		Preemptive (4- 10 HCP) gambling, no	3S forcing, 4m cue. 4OM to play.	High Level Bidding			
3 NT	V			outside K Preemptive (4-	4/5/6C Pass/Correct. 4M to play. 4D asks for singleton.	RKC 1403; DOPI/ROPI; After 5C/5D lowest step asks for Q. If no Q return to suit.			
4m		7		10 HCP) Preemptive (4-		After 4NT and answer, the lowest available step (not signoff and not asking for Q	asks for K. Answer shows specific K		
4M		7		10 HCP)	Lackwood - bid asks for control.	Exclusion - answers 0314.			
4N T	V			minors		Lowest possible cue.			
						1M-2NT Jacoby. Answers: 3C minimum, 3D/3OM 15+, 4 cards; 3NT 17-18 balanced; 3M 15+, 4clubs.			
						4X void. 4M 12-14, 6 cards balanced.			
						After 1M-2NT-3C - 3M asks for shortness and other suit shows shortness.			
						Non-Serious 3NT (or 3S over hearts).			
						After Major fit (1M-2M or 1m-1M-2M) - new suit is long game try, next step is preparation to short game try.			
4						But jumping to 4 level shows second suit,			

IDDING			
er dbl, Γ mixed.			
10.4			
:/2d 2NT			
2H 2NT 4s			
3 НСР			
I have			
fic K			