

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS: (Style; Responses; 1/2 level; Reopening)

Jump RAISE = PRE  
 MIXED RAISE = 4 trumps raise  
 New suit = NF (except 3 over 2)  
 Reopening : 1level = 4+ cards; 2 level = 5+ cards

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; responses; reopening)

2<sup>nd</sup> pos: 14+ - 18- HCP  
 Reopening : 11 - 14 HCP  
 STAYMAN  
 TRF

### JUMP OVERCALL (Style; Responses; Unusual NT)

1-suit: 5 - card possible  
 2-suit:  
 Reopen: As above, 2NT= BAL (19-21)

### DIRECT and JUMP CUE-BIDS (style, responses; reopen)

(1M)-2M: MICHAELS (55(+))  
 (1m) - P - (1M) - 2M = NAT  
 (1♣)-2♣: NAT, (1♣)-2♦: M's, (1♦)-2♦: M's  
 JUMP CUE ASKS STOP

### Vs. NT (VS. strong / weak; reopening; PH)

STR: DBL: pointed/rounded, 2♣:♦/♥+♠, 2♥:♠/♣+♦, 2♠:♣/♦+♥  
 WEAK: same, DBL = PEN  
 SUCTION AFTER 1NT OVERCALL OVER minor

### Vs. PREEMPT (Doubles; Cue-bids; Jumps; NT bids)

(WK 2♦): 4♣=♣+M, (WK 2M): 4♣ = OM+♣, 4♦ = OM+♦  
 LEB after (WK2x) - DBL - (P)

### Vs. ARTIFICIAL STRONG OPENING

SUCTION from 1♣

### OVER OPPONENTS' TAKEOUT DOUBLE

1 - level: F1  
 JORDAN 2NT

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In partner's suit
Suit	slawinsky	slawinsky
NT	slawinsky	slawinsky
Subseq	ATT or COUNT	ATT or COUNT

Others: Vs NT, K asks CT/UB (Q); A asks ATT  
 Vs NT, Q asks ATT

### LEADS

Lead	Vs suit	Vs NT
Ace	AK..	A.., AK..
King	KQ.., AK..	AKJ10, KQ109, KQJ9
Queen	QJ..	QJ.., AQJ.., KQ..
Jack	J10.., HJ10	J10.., HJ10
10	109, H109	109, H109
9	98X(X), 9XX, H98X(X)	98(X), 9XX, H98X(X)
Hi-x	xX, Xxx(x), xXx(x)	Xx, Xxx(x), xXx(x)
Lo-x	xX, HxX, HxXx, HxxxX	Xx, HxX, HxXx, HxxxX

### SIGNALS IN ORDER OF PRIORITY

		Partner's lead	Declarer's lead	Discarding
Suit	1	Hi = DISCRG	Hi/lo = O	E = DISCRG
	2	Hi/lo = O	S/P	Hi/lo = O
	3	S/P		S/P
NT	1	Hi = DISCRG	Hi/lo = O	E = DISCRG
	2	Hi/lo = O	S/P	Hi/lo = O
	3	S/P		S/P

Signals (including Trumps): REVERSE SMITH SIGNALS  
 Trumps: S/P

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

Opening Values  
 (1m) - DBL - (1M) - 2M = NAT  
 Over RDBL: Pass is NEU

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣ - (1♦) - DBL: 4+-cards in both Ms (one bid)  
 DBL of CUE = T/O  
 SPL DBL = lead lowest suit or unbid in un favorite else for sec  
 SUPP DBL THRU 2♠

Players: Friedlander Ehud – Liran Inon

CATEGORY: Natural – GREEN  
 NCBO : Israel  
 EVENT: all events



## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Natural; 5 card major  
 1NT resp: F1 / 1M  
 2M = M+ m (5,4+), 2♦ = Multi (all can be light 3<sup>rd</sup> or fav)  
 Frequent ART COMP 2NT bids  
 PRE: Classic (1st, 2nd) same or unfav

1NT Openings: 14+ - 18- HCP  
 2 over 1 response: FG

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE:

BERGEN RAISES  
 COMPETITIVE CUE = LIMIT RAISE ( or better; optional)  
 ESCAPING FROM 1NT DOUBLED (PASS = RDBL, TRF)  
 WEAK JUMP SHIFTS AND RAISES IN COMPETITION  
 GAMBLING 3NT  
 LEBENSOHL - SLOW  
 GOOD - BAD 2NT  
 MIXED RAISE  
 SCRAMBLING 2NT  
 UNUSUAL 1NT( by passed hand )  
 RESP TO 1♦ - 1M MAY BE 3 CARDS  
 TRF OVER 1M (X)

### SPECIAL FORCING PASS SEQUENCES

1x - (DBL) - RDBL: F thru 2♠  
 1x - (1NT) - DBL: F thru 2♠

### IMPORTANT NOTES THAT DONT FIT ELSEWHERE

PSYCHICS: Rare

Friedlander Ehud – Liran Inon Israel							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/1♦		3	4♥	11 – 23 HCP; with 3♣3♦ or with 4♣4♦  11 – 23 HCP; with 4♣4♦	1NT=33(43) 8-10, INV m  2♣=FG, 3♣=10-11 6+♣ INV m	2 way checkback stayman,4SF=FG  2 way checkback stayman 4SF=FG	
1♥/1♠		5	4♦	11-23 HCP;	1NT=F; 2♥ = constructive raise (3) 2m=FG, 2NT=JACOBY, 3m=BERGEN  1NT=F; 2♠ = constructive raise (3) 2m=FG, 2NT=JACOBY, 3m=BERGEN	LONG SUIT GAME TRY AUTO SPL  LONG SUIT GAME TRY AUTO SPL	DRURY (FIT)  DRURY (FIT)
1NT			4♥	14+ - 18- HCP	STAY, PUPPET, JACOBY/TEXAS TRF	2♣ - 2♦; 3m = 5m 4M F 2♣ - 2♦ - 2♥ = S/O	Same as by UPH
2♣	√			23+ HCP if BAL	2♥ = second neg, 2NT = ♥		As for UPH
2♦	√	5		Weak M	3♥ = p/c, 3♠ = p/c 4♣ = ask trf, 4♦ = bid your suit 4M = to play		Anything OK in 3rd
2♥/2♠	√	5,4		5M + 4m less then opening	2♠ = 5+ F1, , 3m = 6 INV 2NT = ask for m 3m = 6 INV 4m = pre	2M – 2NT – 3m : 3M = INV 4m = INV 3 other M = slamish After double: ignore	Anything OK in 3rd
2NT			4♥		3♠ = MINOR SUIT STAY JACOBY/TEXAS TRF PUP STAY		As after 2NT by UPH
3x		6		disciplined	Comp new suit=L/D New Suit=F	<b>HIGH LEVEL BIDDING</b>	
3NT	√			GAMBLING – solid minor No outside A or K	4♣ = P/C; 4♦ = asking for SPL 4M=End, 4NT = slam try	1st + 2nd round equally 5NT: GSF AUTO SPLINTER	
4♣/4♦		7		Preemptive	RKCB	RKCB-1430, DIPO, RIPO, DEPO	
4♥/4♠		7		Preemptive	RKCB	EXCLUSION RKCB	
4NT	√			Asking for Specific ace	5♣ = no; 5♦/5♥/5♠=A; 5NT=A♣ 6♣ = 2	LAST TRAIN PASS, then pull is SLAM TRY	
5♣/5♦				Preemptive			
5♥/5♠							

## Friedlander – Liran system

### Uncontested action

1. 5 cards M, better m, with 33 open 1cl, 3343 open 1d, with 44 open the better m
2. 2/1 forcing to game after 1M, 1NT forcing after 1M
3. 1c-1d-1M show at least 4-4 in 2 suits of opener else re bid 1NT
4. 1cl – 1d: with 4M and 4d bid 1M if less than 10 HCP
5. 1cl – 1d – 1h - 1sp = 4sp 6+ HCP
  - 2sp = 4 suit forcing (GF) no 4 sp
  - 3sp = splinter
6. 1cl – 1d – 1sp - 3h = splinter
  - 4h = void
7. 1cl – 1d – 1NT – 2m = s/o
8. Pender after reverse or jump shift (lowest bid from 4<sup>th</sup> suit or NT = weak hand)
9. 1cl – 1h – 1sp = not promise 4cl
10. 1cl – 1h – 1sp - 3d = 55 INV
11. 1cl – 1h – 2cl – 2d = NMF
  - 2sp = points in suits GF
  - 3d = 5-5 INV
12. 1cl – 1h – 3d = short but not must to be GF
13. 1cl – 1h – 4cl = balance 18-19 with 4h support
14. 1cl – 1h – 4d = void
15. 1cl – 1h – 4h = 6cl + and 4h
16. 1cl – 1NT = 8-10
17. 1cl – 1NT – 3x = auto splinter
18. 1cl – 2cl = INV m
19. 1cl – 2NT - 3cl = NF
  - 3 other = short
20. 1cl – 3x = splinter
21. 1cl – 3NT - 4any = short
22. 1cl – 4cl = pre
23. 1d – 1sp – 2d – 2h = 55 s/o
  - 3cl = NMGF
  - 3h = 5-5 INV
24. 1d – 3cl = 10-11 6 cards
25. 1M – 2d = 5+ cards
26. 1M – 2M = 7-10 3 cards
27. 1M – 3cl - 3d or 3h (when sp trump) = strength trial bid
  - 3sp/3NT ask for single
  - 4 any = short, or 3NT sp short when h trump
28. 1M – 3d = 10-11 4 trumps, no short
29. 1M – 3OM = single 4 trumps GF 9-11. 3NT = ask
30. 1h – 4m = void (6-9 or 15+)
31. 1h – 1NT – 2cl – 2sp = inv in cl
32. 1h – 1NT – 2cl – 2NT – 3h = GF
33. 1h – 1NT – 2cl – 2NT – 3cl = s/o
34. 1h – 1NT – 2cl – 3d = inv
35. 1h – 1NT – 2d – 2sp = inv in cl or d (2NT ask then bid 3m)
36. 1h – 1NT – 2d - 3cl = sign off



12. 1h – (1NT) – 2cl = d, 2d = h support or sp+cl, 2h = sp or m's, 2sp = cl

13. 1sp – (1NT) – 2cl = d, 2d = h, 2h = s support or m's, 2sp = cl or d+h

## NOTES

### 1. inverted minor raises

after an inverted single minor raise the only non forcing bids are 2NT and 3m from either hand (unless a 4<sup>th</sup> suit bid was made, which is game forcing)

- inverted minors are played also by passed hand.

- inverted minors are not played in competition.

- when having less then opening must be 5 unless 54 minors.

1m – 2m

?

2NT – usually shows 3 card m

3m – 5 card suit, min

3NT – 18-19, mostly 3 card m

any suit shows 4+ m + stopper in that suit, denying good stopper in skipped suits

### 2. multi

2♥ - p/c (or a game forcing hand with a 5+ ♥ suit)

2♠ - p/c, shows some ♥ fit. (or a game forcing hand with a 5+ ♠ suit)

2NT – ask, inv +

3♣/♦ - natural, Inv (opener passes only with a minimum miss fit)

3♥ - p/c

3♠ - p/c

3NT – to play

4♣ - asks for a transfer into opener's M (applies over any intervention up to 3♣)

4♦ - asks opener to bid his M (applies over any intervention up to 3♣)

4♥/♠ – to play (own suit)

2♦ - 2♥

2♠ - ?

2NT – inv to 4♠, ask

3♣/♦ - to play

3♥ - nat, 5+, fg

3♠ - pre

2♦ - 2♥

2♠ - 2NT

?

3♣/♦/♥ - max, feature

3♠ - minimum

3NT – AKQxxx

4♣/♦/♥ - max, good suit, no good feature, splinter in bid suit

2♦ - 2♠

?

2NT – max wk 2♥

3♣ - min wk 2♥ (can stop now in 3m)

2♦ - 2♠

any - 3♠ = nat, 5+ suit, fg

2♦ - 2NT

?

3♣ - min wk 2♥

3♦ - min wk 2♠

3♥ - max wk 2♠

3♠ - max wk 2♥

3NT – AKQxxx in one of the majors (responder bids 4♣ for a transfer, 4♦ for the M)

Competitive:

2♦ - (X) - ?

P - Suggests playing

XX - neutral, bid your suit

Others – natural

2♦ - (2M) - ?

X = P/C (pd continue like if wasn't interv)

2NT – Ignore

3m - Ignore

3M - Cue, OM support

4m - SPL, OM support

2♦ – (2NT) - ?

X = Pen

3M = P/C

4m= ignore 2NT

4M = to play

2♦ - (3♣) - ?

X - pen  
4m/M - Ignore

2♦ - (3♦) - ?

X - pen  
4♣ = nat f,  
4♦ = cue, good hand for both M's  
4♥ = p/c  
4♠ = to play

2♦ - (3M) - ?

X - pen  
4m - nat, f  
cue - slam try in OM

### 3. 2M opening

2S (Over 2H opening) - 5+ cards, F1  
3♥ - nat 6+ cards, f.g  
2NT - ask for m. opener always bids 3m  
3m - nat 6+ cards, inv  
3♠ - pre  
3NT - to play.  
4m - p/c

2M - 2NT  
3m - ?

3M - inv  
4m - inv  
3OM - slam try in openers M  
3/4Om - slam try in opener's m

#### competitive

2♠ - (X) - ?

XX - pen  
Other: ignore but no bid is f

2♠ - (bid) - ?

X - pen  
3/4/♣/♦ - p/c  
3♠ - competitive  
3♥ - nat, non f

### 4. Cappelletti Transfers (response also to overcall in 1M)

rule 1: mostly transfer to new suit deny 3 cards support

rule 2: when bidding rdbl, this shows 3 in any unbid suit

- 1h – (X) – 1NT = transfer to cl something like XX XX Qxx KQJXXX  
2cl = transfer to d  
2d = good raise or better with 3+ h. On this only long trails  
2h = raise with 3h 3-5 (6) HCP  
2sp = pre  
2NT = jacobly  
3m = bergen  
3h = semi preemptive with 4h and 4-7 HCP
- (1d) - 1h – (X) – 1NT = transfer to cl something like XX XX Qxx KQJXXX  
2cl = inv + with 3h  
2d = raise with 3h (7-9)  
2h = raise with 3h 3-5 (6) HCP  
2sp/3c = pre  
2NT = inv + with 4h  
3d = mix  
3h = semi preemptive with 4h and 4-7 HCP

#### 5. 1M – 2NT

3♣ - any minimum

3♦/♥/♠ - 14+ nat (our M = ♣ suit)

3NT 18-19 bal

4♣/♦/OM – void, any strength

4 our M – 6 card suit, 14-16

1M - 2NT

3♣/♦/♥/♠ - ?

3M (if available) – asks for shortness

3NT – serious

4M – no spl, minimum

new suit – short

1M - 2NT

3NT - ?

4 new suit – short

#### 6. game inv x

example:

1♠ - (any) - 2♠ - (3♥)

?

3♠ - competitive.

X – game inv (no room for trial bid)



1♠ - (any) - 2♠ - (3♣/♦)  
?

X – PEN (has room for a trial bid)  
3♦/♥ - general inv

## 7. Defensive bidding

### redouble of a negative double

shows A or K in partners suit (pass denies, a bid doesn't deny)

### doubling artificial support bids

applies over bergen raises, drury etc.

if the ART bid is “strong” – drury , Bergen 3D, etc ... then :  
X shows the bid suit  
Cue is a t/o bid

Otherwise X is t/o

doubling a cue bid in partners suit shows an H there, and doesn't promises fit

Doubling a splinter shows length and want to sec in favorite or same,  
Unfavorite is "lead low suit"

### vs. wk NT

(1NT wk) - P - (art bid\*) - X = points (15+) Next doubles are pen

\* any artificial bid up to 3♣ that doesn't guarantee points

(1NT wk) - p - (2suit transfer) - ?

X – 14+ points, balanced hand  
Cue – short in their suit, either a classic t/o, or very strong

### Vs. wk 2

(2♦/♥/♠) - ?

3cue – asks for stopper  
jump to 3suit - strong, 14+-17, good 6+ card suit  
4m – 5OM + 5m (♣+M over 2♦)  
4♦ over 2♦ - Majors

### Vs. Multi

(2♦) -?

2M = Natural.

X = 13-15 bal (at least 3-3 in majors) or any very strong hand

2NT = 16-18

3M = 14-17

4m = that minor + major

After 2♦ is doubled, lebensohl is played

(2♦) – P – (2/3♥/♠) ?

X= 0-1, or 5+ in the suit, In response to the X lebensohl is played

3M(any) = natural good overcall

(2♦) - 2M - (any) - OM = cue

vs. 3 level preempts

(3♣) - 4♣ = Majors

4♦ = ♦+M

(3♦) - 4♦ = Majors

vs gambling 3NT opening

(3NT) - ?

4m – t/o of the minor suit bid

High level new suit bids

When bidding a new suit after finding a fit in a competitive auction, it is semi natural (possibly for lead or further comp) and not for slam purposes

4NT bids in competition

4NT in competition is:

- to play - only if we previously bid 3NT
- t.o to 2 suits if couldn't bid the higher of them in the 4<sup>th</sup> level

## 8. slam bidding

Quantitative 4NT

played in the following positions:

- over any **natural** NT bid by partner, even if we showed a fit
- after a 1/2NT opening and a major or minor suit transfer followed by a 4NT bid
- after a 1NT opening directly over the response to stayman
- in response to 3 level 4<sup>th</sup> suit f or 3<sup>rd</sup> suit f

## Roman Key Card Blackwood

played when an 8 card fit is guaranteed (not preferences) , else for the last naturally bid suit. For ♣ answer is 0314, other is 1430

Ex.

1♥ - 2♦

3♦ - 4♦

4♥ - 4NT = for ♦ (♥'s were not supported)

responding to rckb: 5♣- 1 or 4 kc

5♦- 0 or 3 kc

5♥- 2 or 5 kc, no Q trump

5♠- 2 or 5 kc + Q trump

5NT - 0/2/4 + a usefull void, no trump Q

6♣ - 1/3/5 + a usefull void, no trump Q

6♦ - 0/2/4 + a usefull void, + trump Q

6♥ - 1/3/5 + a usefull void, + trump Q

(rule: first priority is to show no. of key cards)

(The 6♦/♥ responses depend on space)

after response to rckb:

4NT - any

?

trump - s.o

1<sup>st</sup> step - asks for trump Q (if relevant)

If the 1<sup>st</sup> step is trumps, it signs off opposite 0/1 kc, asks for Q trump opposite 3+ kc

5NT - asks for lowest K. responses are this K or 2 other

new suit - asks in this suit for 3<sup>rd</sup> rd control, for 7. Responder bids 6 without a 3<sup>rd</sup> control, bids 7 with the Q or doubleton, but may bid another in-between bid with only a doubleton

Over the response to kcb (or to Q trump ask), bids of 6 in a new suit which might be natural is a suggestion to play and not an asking bid

responding to Q ask:

trump - no Q

6 trump (if it's a jump) - has Q trump but no side K

if the lowest trump bid is at the 6 level, than 1<sup>st</sup> step shows the Q without any side K

other - has Q, K in bid suit

5NT - if it's the 1<sup>st</sup> step - shows the Q without a side K else it shows the Q + K in the highest to bid suit (doesn't deny another K)

## When opps intervene over rkcb

Dipo over a suit/nt bid, if 5 trump is free  
Depo (x=0/2/4, p=1/3) if 5 trump isn't available  
Ripo over X

When opps double the response to rkcb:  
P – shows concern for 2 losers in the doubled suit

When opps intervene over Q trump ask

5 trump – no Q  
6 trump – has Q, no side K  
pass if 5 trump is impossible – no Q  
X – always pen (and probably no Q)  
New suit – has Q + K in bid suit

4NT to play

4NT is “to play” in the following positions:

1. The 4NT bidder's previous bid was 3NT
2. Over a 4m bid, whenever our side has bid at least 2 suits, and no fit is known.
3. over a stopper asking bid by partner, when opponents bid at the 4 level

Gerber

4♣ directly over a 1/2NT opening or overcall (or 2c – 2d – 2NT) by partner

responding:

- 1<sup>st</sup> step – 1/4 A's
- 2<sup>nd</sup> step – 0/3
- 3<sup>rd</sup> step – 2

cue bids

When a cue bid is doubled

XX – 1<sup>st</sup> control in the cue bid suit  
P – no 2<sup>nd</sup> control in the cuebid suit  
Cue – 2<sup>nd</sup> control in the x'bled cue bid suit

4M over 4m

Over a 4m natural bid (in a supported m suit), 4M suggests to play (if possible)  
if bid directly over 4m. if a cue bid was already bid then 4M is a cue bid

### slam try of 5 major

in order of priorities:

1. asks for control in a specific suit – either a suit bid by opponents which wasn't cue bid, or in the only unbid/cuebid suit

Responses:

pass - without a control

6 trump - with 2<sup>nd</sup> round control

5NT (if NT will be played from responder's hand) - shows the K and suggests to play

other bids – show 1<sup>st</sup> round control and feature

2. Asks for good trumps (emphasis on the J if kcb was possible)

3. Shows good trumps and asks for good side controls

### slam level forcing pass

when opponents are sacrificing over our slam, a forcing pass invites a grand slam

Pass by the hand that implied control in their suit – shows a 1<sup>st</sup> control and invites 7

Pass by the hand that didn't imply control – shows extra's and asks for a 1<sup>st</sup> control

### special cases

- on A lead (not in partners suit) , Qxx+ at dummy – asks for count. Qx at dummy – attitude

- on K (Q at NT) lead , AJx+ at dummy – ask for count

- at NT, when dummy wins, 3<sup>rd</sup> hand shows count, then smith at first opportunity.

- at NT when it is known that there is position of drop in 2<sup>nd</sup> turn, then 2<sup>nd</sup> trick is count of the drop suit and not smith. So low is, I have now 0/2 and high is singleton

9. Excluding RCKB in uncontested action all jumps to 5 level is EKB. When there is contested action only when we have shown fit before. Answers are 01234
10. Cue Bids 1<sup>st</sup> and 2<sup>nd</sup> control all the time Unless in 5 level first time in suit then must be 1<sup>st</sup> control.
11. Last Train under game level the bid before the game can be cue bid as well as last train.
12. Penalty Dbl
  - a. Every time has a fit besides when must invite to game with this bid

- b. When made response before to partner t.o dbl. This includes 2NT lebenshol or other similar
- c. When showed specific hand like 2 suiter or weak 2  
Exception: When partner made a weak jump overcall and they make a forcing bid or a fit showing bid below game, DBL shows fit and invites sec (direct raise doesn't invite a sec)  
Also when partner opens a weak 2 or 3 bid 3<sup>rd</sup> hand, X of any bid below game has the same meaning
- d. When opp bid suit whose partner made t.o to it
- e. Delayed dbl is penalty on bid from right and penalty on bid from left if as responder to opener or overcaller
- f. On overcall of 1NT
- g. After we made penalty DBL, bid rdbl or in any FP position
- h. When any player balanced but only if we both didn't pass before

### 13. Good Bad Positions

- a. Opener always – reverse. But real when opened ♣ or 2<sup>nd</sup> suit is ♣
- b. Responder in 2<sup>nd</sup> bid
- c. On every dbl
- d. Overcaller

### 14. FP positions

Pass will be F only when we forced to game or there is every other non logical sequence.

- When invite to game DBL means accept inv
- When a minor is agreed without FG, only a cuebid above 3NT creates FP
- When we have agreed a major without FG and they support a suit:  
If a cuebid of their suit is not available below game, 3NT is artificial, shows a good hand and creates FP. If a cuebid of their suit is available it creates FP and 3NT is natural
- Splinter over opener always Creates FP
- Splinter over overcaller never creates FP

### 15. 5NT is GSF

- a. We raised pd
- b. After opening
- c. After overcall
- d. After cue bid
- e. After jump
- f. After bidding 1 natural suit
- g. In any other case is pick a slam

Responses are: ♠: 1<sup>st</sup> step = 1 and then 6♦ ask -> 6♥ = A/K

6♠ = Q

7 = A/K + 1

2<sup>nd</sup> step = AK then 6♥ ask for A/K + 1

3<sup>rd</sup> step = AQ or KQ

7 = 3 top

♥: 1<sup>st</sup> step = 1 and then 6♦ ask -> 6♥ = Q,

$$7 = A/K$$

$$2^{\text{nd}} \text{ step} = A/K + 1$$

$$7 = 2$$

$$\spadesuit: 1^{\text{st}} \text{ step} = 1$$

$$7 = 2$$

$$\clubsuit: 7 = 1$$

#### 16. Anti Lead Directing DBL

Exists only in the following 2 cases:

- The overcaller, after RHO cuebids his suit at the 3 level (or higher)
- The opener, who passed or limited his hand in his 2<sup>nd</sup> bid, after RHO cuebids his suit at the 3 level (or higher)

When RHO cuebids partner's suit, DBL is always Lead Directing

#### 17. Lebenshol

- over 1NT and 2cl natural: 2NT – 3cl – 3d is stayman with stopper and 3cl direct is stayman without.

- over weak 2 and double: 2NT – 3cl – 3y = 4 card INV, 3y direct = 5 card inv, 2NT – 3cl – 3cue = GF with stopper mostly stayman, 2NT – 3cl – 3NT = GF with stopper mostly no stayman, cue and 3NT same but no stopper. If wants to create slam interest better to jump to 4 minor that is F

#### 18. 2NT opening

3♣ = Modified puppet: 3♦ = any but 23(xx) Then:

3♥ = 4♠ Then:

3♠ = 4♥

3NT = no 4M

4any = 4♠

3♠ = 4♥ and not 4♠

4m = slamish 1 suit

3M = 5 cards Then:

OM = slam in M

4m = slamish 1 suit

3NT = 23(xx) Then:

4m = try for slam Then:

4any = cue

4NT = stop

#### 19. 2 way check back stayman

1♣ - 1M - 1NT - 2♣ = trf to ♦ mostly INV hands Then:

Pass = s/o ♦

2M = weak INV (5 or 6 cards)

2OM = if ♥ 5-4 INV if ♠ 4-5 INV

2NT = INV

3M = strong INV

3OM = if ♥ 5-5 INV if ♠ 6-5 INV

3NT = choice of games 3NT/4M

2♦ = ART GF

2M = s/o

2OM = if ♥ p/c, if ♠ 4-5 M's GF points in the suits

2NT = trf to ♣ Then:

Pass = ♣ raise

3♦ = 5M/4♣ single ♦ points in the suits

3M = 5M/4♣ (22)

3OM = 5M/4♣ single OM points in the suits

3♣ = 4M/5♣ GF points in the suits

3♦ = 5M/5♦ GF points in the suits

3M = good suit GF

3OM = if ♥ 5-5 GF good suits, if ♠ self splinter

4m = self splinter

1♦ - 1M - 1NT - 2♣ = trf to ♦ mostly INV hands Then:

pass = s/o ♦

2♦ = ART GF

2M = s/o

2OM = if ♥ p/c, if ♠ 4-5 M's GF points in the suits

2NT = trf to ♣ Then:

Pass = ♣ s/o

3♦ = 5M/4♦ single ♣ points in the suits

3M = 5M/4♦ (22)

3OM = 5M/4♦ single OM points in the suits

3♣ = 5M/5♣ GF points in the suits

3♦ = 4M/5♦ GF points in the suits

3M = good suit GF

3OM = if ♥ 5-5 GF good suits, if ♠ self splinter

4m = self splinter