

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 Level : 8-17 , 5 cards
2 Level: 10-17, 5 cards
Reopening: 1 level 8-17, 2 level (with jump) 14-16 6 cards good suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(15)16-18
System on
Reopening: (11)12-14
system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jump overcalls, 3♣ Gesthem
2NT Gesthem
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue bid: Gesthem
Jump Cue Bid: Ask for stopper with solid suit
VS. NT (vs. Strong/ Weak; Reopening; PH)
DONT VS strong NT
Capp VS Weak NT (X same strength + as opener)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Lebensol
VS 2 opening that show 2-suiter hand X is balanced hand or big X hand
VS. ARTIFICIAL STRONG OPENINGS
VS strong 1♣ : X Majors, 1NT minors, light 1st round overcalls
2nd round overcalls imply stronger hand
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after 1M (X) , XX 10+ imply no fit, Double raise Pre-Emptive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/5th	3rd/5th	
NT	2nd/4th	3rd/5th	
Subseq	3rd/5th in suit, 2nd/4th in NT	3rd/5th	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Natural	Attitude	
King	Natural	Count or Unblock (or with A or Q)	
Queen	Natural, unblock	Attitude (or Jack or K)	
Jack	Natural	Natural	
10	always 2 honor (or count)	same	
9	always with T (or count)	same	
Hi-x	3rd/5th	2nd/4th	
Lo-x	3rd/5th	2nd/4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	count	S/P
	2 Count	S/P	count
	3 S/P		
NT	1 Attitude	count	S/P
	2 Count	S/P	count
	3 S/P		
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
12+ HCP, can be Less if has shape			
Reopening: 8+ HCP			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative X through 4♠			
Support X through 2♥			
Responsive X through 3♠			

Category: GREEN

NCBO: 10981 + 13777 EVENT: World Championship

PLAYERS: Yotam Bar Yossef - Yuval Yener



SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Acol based system	
5 cards Major, 3 cards minor	
1NT 15-17	
2 level opening almost always weak	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ = can be weak 2 opening in ♦ or strong 23+ HCP or 9+ playing tricks	
2♦ = can be weak 2 in a major or 20-22 Balanced	
2♥ = both majors (at least 4-4) weak	
2♠ = 5+♠'s and 4+ in minor suit, weak	
2NT= Both minors, weak	
SPECIAL FORCING PASS SEQUENCES	
After XX and bid by opps, after X penalty over our 1NT (forcing to XX)	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS: Rare usually 3rd hand	

[illegible]