

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 16-18 HCP; Responses: as over 1NT opening
4 th pos = 10-14 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECTSEE GESTEM
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
reopening same as direct.
..... kt najeho
Dbl-Penalty Oriented
2♣ = ♥+♠; then 2♦=equal majors.
Other: natural
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	xxx if not supported	
NT	2 nd /4 th	same	
Subseq	M.U.D.	same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HT9(+); T9;	Same+Z'URNALIST	
9	9x, 98(+)	same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	same	same
Suit	2 High = Even		LEVENTAL
	3 S/P		
1	High = Encourage	Same	LEVENTAL
NT	2 High = Even		
	3 S/P		
Signals (including Trumps): Y			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS
EVENT:
Israel Standard System Card
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Limit jump raise over majors
1NT responses = non forcing
1NT opening: 15-17
2 over 1 response: promises rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling משחקים
" maikals "
2NT : shows the two lowest-ranking unbid suits
Cuebid minors: show 2 swet-majors
Cuebid major: the negative major minor on know
BERGEN מראה תמיכה מיגור 4+ קלפים
, august בדיקת פיזור כוחו של
Pupit+stayman after NT "3cl ask 5 cards major" - שאלות על 5 מגורים + 10POINT
D O N T הפרעה ליריב ב
הכרזת דאבל באזור קול משמעותה סדר בת 6 קלפים או שני חמישיות סדרה 4- וסדרה 5 - מכריזים הנמוכה
N . m . f = 11+ point ask 4 or 5 card major in the suit
בידור התאמה במגורים

	Responses: NAT. CUE-BID= F until a suit is bid twice;	4♣ after NT= ask as blackwood . 4nt MEAN ask min - max point
	new suit after CUE=F1	RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		שאלות על 5 אסים , דמה ומלכים בעת הצורך
DBL = ♥+♠, NT=♣+♦	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	Responsive Dbl:After T/O Dbl thru 4♥; after o/call thru 4♠	
	Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit		Double Jump in new suit = splinter if minor over major
1-level = F; 2-level = NF; jump raises = PRE;		Jump Cue bid by opener = splinter raise
Jump Shift = NF		PSYCHICS: Rare

Israel Standard System Card							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise weaker than double raise Weak jump shift.	4 th suit forcing: game forcing. 2♣ check back Reverse by opener: forcing	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise weaker than double raise	As above	As above
1♥		5	3♠	11-21 HCP	1NT: NF; 5+ point raise = limit. 2NT = FG with 4+ trump support 3C+3D+BERGEN	Raises = WEAK	Cue over comp = strong raise
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet 3♦/3♥/3♠ = strong, natural	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx)	DBL at 3-level shows values
2♣	X		3♠	Artificial, strong near FG, Any suit(s), any shape	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural Natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	natural
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman.		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		

3♠		6		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive		HIGH LEVEL BIDDING	
4♠		7		Pre-emptive			
						Cue = usually 1 st round before 2 nd .	
						Splinters	