

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
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-17 HCP; Responses: as over 1NT opening
4 th pos = 11-14 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)
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl Penalty Oriented
2♣ = ♥+♠; then 2♦ = equal majors.
Other: natural
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣
DBL = ♥+♠, NT = ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = FIT, limit+; RDBL = 9+ HCP, with 2+ fit
1-level = F; 2-level = NF; jump raises = PRE;
Jump Shift = NF

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	
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	Odd = Encourage	same	same
Suit	2 High = Even		
3	S/P		
1	Odd = Encourage	Same	Same
NT	2 High = Even		
3	S/P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID = F until a suit is bid twice;			
new suit after CUE = F1			
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.			

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
1♦ = 4 times, otherwise 1♣ at least 2
Bergen for majors. 3♣ 6-9, 3♦ 10-11, 2NT 12+, 3x 0-5,
4 card support, raise 2 6-9, new suit 10+, forcing 1 round
1NT responses = non forcing, no support, 6-9
1NT opening: 15-17
2NT 20-22 balanced
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 (minors)
2NT overcall = two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

