

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound: 1 level 7/8-16. 2 level 11-16, 5+cards, 2+H.
<b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
<b>Reopening:</b> 1 level = 6-16 4+cards. 2 level =9-12 5+cards. Jump = 12-14
<b>Responses:</b> same as direct overcall
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 15-18 HCP; Responses same as over 1NT opening.
4 <sup>rd</sup> pos = 12-14 HCP; Responses same as over 1NT opening.
<b>Reopening:</b> 2NT = 2 lower suits (5+5)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak ♦♥♠ 1-suiter (6-card). PRE = 1-suited (7+-card can be 6 in Club).
Unusual 2NT = two lower unbid suits (at least 5-5).8-11/16+ HCP.
Unusual 4NT = two lower unbid suits (at least 5-5). (1♥/1♠-4♥/4♠-4NT).
<b>Resp:</b> CUE = F, suit = NAT NF.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: <b>GESTHEM</b> - Two Suited Overcall (5:5). 8-11 HCP / 16+ HCP.
CUE = Top & Bottom suits / 2NT = 2 lowest suits / 3♣ = 2 Highest suits.
<b>Responses:</b> all jump in known suits are strong..
<b>Reopening:</b> the same
<b>After opp' overcall, cue –bid Fit 11+ HCP</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl-Penalty
<b>Capaleti:</b> Single 6+ cards 9/10-14 (2nd & 4th pos) or 2-Suited (5:5) 6-14.
<b>3c= 6c</b>
<b>2c=</b> 1 L/S 6+cards (♦/♥/♠). Resp to 2c: 2d relay asks which suit.
<b>2d :</b> 5:5 in Majors
<b>2h "</b> 5 h and 5 in a minor
<b>2♠ :</b> 5 s and 5 in a minor
<b>2NT =</b> two Minors (5:5)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>DBL =</b> T/O thru 4♥ 14/15+ HCP. 2NT/3NT=16-18 HCP
<b>CUE:</b> only Over m =2M (5♥+5♠). 4NT Over M = 2m (5♣+5♦). 16+ HCP.
<b>Jumps:</b> Strong Shift to level-4 = 15-17 HCP 6 cards (no W.J.S.). N.F.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
The same as after 1 1c
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System on; RDBL = 9+ HCP, without good fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	xxx if not supported	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	same	
Subseq	M.U.D.	same	
Others: Journalist (10) from interior sequences			
<b>LEADS</b>			
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		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
	1 High = Encourage	same	same
Suit	2 High = Even		
	3 S/P		
	1 High = Encourage	Same	Same
NT	2 High = Even		
	3 S/P H/L= Doubleton		
Signals (including Trumps): Suit Preference = LAVINTAL, first discard Italian			
Echo in trump suit shows ability to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Direct:</b> May be light 10+ with classic shape, otherwise strong hand. Up to 4♥			
<b>Responses:</b> NAT. CUE-BID= F until a suit is bid twice;			
new suit after CUE=F1			
<b>Reopening:</b> 9-14. Big X=15-18.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Neg Dbl : 8+ HCP thru the level of 3♠. (Over level 4: X=Penalty).			
Maximal Double: 16+ HCP, major-suit game tries at the 3-level.			
SUPP-DBL: 8+ HCP up to level of 2♥. (no after 2♠ o/call).			
If partner's 1NT has been 2♦2♥2♠ Nat overcalled: DBL=Penalty.			

W B F SYSTEM CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> ALL PLAYERS: <b>Rahimi Rahmim (13241) - Karp Dina (40534)</b>
<b>EVENT:</b> Israel Standard System Card
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Natural, 5 card Majors</b>
Longer Minor - 1♣ if 3-3 / 1♦ if 4-4
Limit jump raise over majors
1NT responses = non forcing
1NT opening: 15-17 HCP (may include 5-cards Majors)
2NT opening: 20-22 HCP (may include 5-cards Majors)
3♣ Pup after 1NT&2NTasks for 4-4/ 5-3-card major fit. at least inv values
2 over 1 response: promises rebid
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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)
Breaking Transfer (Pre-Accept) major & minor
<b>Ghesthem</b> - 2 suited overcalls: CUE = highest + lowest unbid suits (5:5)
3♣ = two highest unbid suits (5:5)
2NT = two lowest unbid suits (5:5)
<b>Lebensohl</b> (after opponents' 2-level overcall of 1NT). direct denies stop
Drury :Support in Major's partner opening in 3th/4 <sup>th</sup> seat
<b>Lebensohl</b> (after partner's <b>DBL</b> of a <b>Weak Two</b> ).
Gambling 3NT Opening = (Solid 7+ cards in ♣ or ♦).
4 <sup>th</sup> suit forcing: game forcing.
N.M.F. (Forcing up to 2NT)
Ogust + Gaya system
Negative Doubles to 3♠
3-Level transfers: 3♦ = Super Transfer to 1NT (5:5 Majors)
3-Level transfers: 3♠ = Relay to 3NT (Slam in long Minor)
<b>SPECIAL FORCING PASS SEQUENCES</b>
PASS = Forcing when we bid G.F.
PASS = Forcing when we bid R.Dbl.
Texas Transfer
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise

If partner's 1NT has been 2♣ overcalled: DBL=Stayman (No Lebenshoel)

Lead Direction- DBL

Weak jump shift response: 6+cards 2-5 HCP

**PSYCHICS: Rare**

# Israel Standard System Card

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Israel Standard System Card				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
Pass				Not an opening bid				
1♣		3	3♠	11-21 HCP	Single raise (10-11 HCP) F.1.R. denies 4 in Major Inverted= 3c (6-9 HCP) NF denies 4 in Major	4 <sup>th</sup> suit forcing: game forcing. NMF Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper Preemptive jumps over overcalls	
1♦		3	3♠	11-21 HCP	Single raise (10-11 HCP) F.1.R. denies 4 in Major Inverted =3d (6-9 hcp) NF, denies 4 in major	As above	As above	
1♥		5	3♠	11-21 HCP	1NT= N.F 6-10 HCP. Bergen: 4+ trump-support: 3♣=6-9 HCP. 3♦=10-11 HCP. Jacoby 2NT = FG with 4+ trump support, 12+ HCP. preemp Raise 0-5 HCP: 3-level 4 trumps/4 level 5 trumps  Drury : 2c = Support after partner opening in 3th/4 <sup>th</sup> seat	Raises = limit. Re-raise = pre-emptive Minimum no shortage 12-14 3c 4 cards in D (maybe 6-3) 15+ 3d 4 cards S (maybe 6-3) 15+ 3s Balanced 18-19 3NT 6-3-2-2 15-17 4h VOID C/D/S VOID 4 C/D/S 4 cards in C (Maybe (6-3) 15+ 3H	Cue = Limit or better (11+ HCP) After opener's 3 c : New suit- shows singleton 3h- asks opener for singleton	
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥	
1NT				15-17 HCP, balanced may include 5-cards Majors	2♣= N.F.Stayman, 4-way transfers; 3♣= puppet Texas TRF = (6-cards M). 4NT QUANT. 4♣ = Gerber Asks for Aces 0314. 3♦=Super Trf with 2M (5♥+5♠). 3♠= Trf to 3NT Relay (Slam in long Minor)	After Stayman: major = inv, minor = F1 Breaking Transfer	DBL at 3-level shows values	
2♣	X		3♠	23+HCP or 17-22 9 tricks Any suit(s), any shape	2h= 0-3' 2d: 4' 2s' 5s 2 honors'+8' 2 nt' 5 h 2 honors, 8+.	2NT by opener=balanced, responses as for 2nt	Natural Natural	
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT = OGUST ask for quality	6-8 HCP = 3♣bad suit /3♦ good suit. 9-10 HCP =3♥bad suit/3♠ good suit. 3NT = solid suit AKQxxx.	Natural	
2♥		6	6-10 HCP	As above				
2♠		6	6-10 HCP	As above				
2NT				20-22 balanced	Jacoby transfers, Pup Stayman. 4NT QUANT. 4♣ Gerber			
3♣		6		Pre-emptive	New suit = forcing			
3♦		7		Pre-emptive	New suit = forcing			
3♥		7		Pre-emptive	New suit = forcing			
3♠		7		Pre-emptive	4♥ = natural.			
3NT	X	7		Gambling solid L/m suit	P/C. 4♦ asks for short. 4M=6+cards S/O. 4NT=slamish.			
4♣		8		Pre-emptive				
4♦		8		Pre-emptive				
4♥		8		Pre-emptive				
4♠		8		Pre-emptive				
4NT	X			Blackwood				
				light open in 3 <sup>rd</sup> /4 <sup>th</sup> seat.				
<b>HIGH LEVEL BIDDING</b>								
						RKCB – 0314, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings.		
						4♣-Gerber 0134 after NT bid only. 4NT QUANT.		
						5♣/5♦/5♥/4♠=EXCLUSION= RKCB (Voidwood while holding a void).		
						Cue-bids Showing Control & Splinter. 4th Suit Forcing.		
						1♠-4♠-(4NT Overcall) = 5:5 in any 2 suits, strong hand.		

					1NT-(4♠ Overcall) = 5:5 in 2 minor-suits, strong hand.
					Relay 3♠ as response to 1NT or 2NT: searching for slam in minor.
					Opener answers 3NT and then 4♣ or 4c asks for RKC in bid minor suit.
					Cue = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> . Gaya System = After Opener 2 weak, Swift to New Major shows strong hand and no fit in partner's suit