

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)
2nd pos = 16-18 HCP; Responses: as over 1NT opening
4rd 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;
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DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over MALWAYS WITH 2 DIAMONDS ON M
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	xxx if not supported	
NT	2nd/4th	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	Count up down=even	italian
Suit 2			
3	S/P		

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: JOBINA SADIS RUTI FARKASH
EVENT:all
Modified Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen over majors
1NT responses = F1
1NT opening: 15-17 2NT 20-22
2 over 1 response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
22+ OR 9 TRICKS
2♦ Opening =WEAK MAJOR 6-10
2♥/2♠ Opening =MUIDERBERG 5+M AND 4+ MINOR
6-10

reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening;PH)
MULTY LANDY
DBL= MINOR LONGER THEN MAJOR
Then 2♣ Pass or correct 2♦=ask the major.
2♣ = ♥+♠; 2♦=.WEAK MAJOR 6-10
2♥/2♠ =MUIDERBERG 5+M AND 4+ MINOR 6-10 2NT = 5-5 minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
DBL = ♥+♠, NT=♣+♦
TOOVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit
1-level = F; 2-level = NF; jump raises = PRE; Jump Shift = NF

1 ODD =	Count up	italian
Encourage	down=even	
NT		
2		
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.		
Support dbl rdbl for any pd suit.		
Dbl 1 NT= long minor +4 major		

3NT opening = Gambling
2NT overcall = two lower unbid suits
Michaels Cue-bids ALWAYS WITH 2 DIAMONDS ON M
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠
After 1♥ overcall=> 1 spade 6-10 no 4 sp no ♥ stopper
dbl=.8+PTS. 4
SPADES OR +
OPENER BIDS 1 SP
WITH 3 SP
and 2 spades with 4 spades with a regular opening
IMPORTANT NOTES
Double Jump in new suit = splinter afet
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare
SPECIAL FORCING PASS SEQUENCES
OPPONENTS ARE AT 5 LEVEL AFTER THEY PREEMTED ON 3rd LEVEL ON 3rd POSITION.
After our RDBL, 2 Club opening,
AFTER THEIR X To transfer or stayman (dening stopers0
After we arrived to a game or comitted to it and opps bid beyond it

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU	Modified Israel Standard System Card 2/1			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise 10+inverted minor	4 th suit forcing: game forcing. 2♣ check back	Jump cue o/overcall=splinter
					Weak jump shift.	Reverse by opener: forcing	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 10+ inverted minor	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 2♠= Drury 6-9 pts/4 card support 2♦=10-11 pts/ 3 card support (2M = min) Bergen.		Cue over comp = strong raise
					2NT = FG with trump support	3♠ =12 - 14 and then 3♦ ask single 3♦ =15+NO singleton 3♥ single ♣ 3♠ single ♦ 3 NT single other Major	
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥

