

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 Reverse by responder: FG. 3 rd suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper Preemptive jumps over overcalls
1♦		5	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 trump support	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise 2♣ = Drury (2M = min)
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♦			3♠	6-10 HCP multi	2h	3NT = AKQxxx	Natural
2♥		5		6-10 HCP 2 suits with 5 cards, one of them H		3NT = AKQxxx	Natural
2♠		5		6-10 HCP 2 suits with 5 cards, one of them S		3NT = AKQxxx	natural
2NT		5		6-10 HCP 2 suits Oof m with 5 cards,			
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT	X			Blackwood			
							Splinters

HIGH LEVEL BIDDING

RKCB – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings
