

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 = 15-18 HCP; Responses: as over 1NT opening	
4 rd 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)	
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♣ = long suit ,2d majors,2h,sp major+minor ,2nt =minors	
Other: natural	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL = T/O thru 4♥	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	

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	High = Even		
2			
3	S/P		
1	Odd = Encourage	Same	Same
NT	High = Even		
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.			

W B F SYSTEM CARD	
CATEGORY: Green	
NCBO: ISRAEL	
PLAYERS: julio kneidel. Yigal warach	
EVENT:	
modified 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	
2NT overcall = two lower unbid suits	
Michaels Cue-bids	
Negative Doubles to 3♠	
SPECIAL FORCING PASS SEQUENCE	
IMPORTANT NOTES	

2NT=FIT, limit+; RDBL = 9+ HCP, without good fit
 1-level = F; 2-level = NF; jump raises = PRE;
 Jump Shift = NF

PSYCHICS: Rare

Israel Standard System Card							
OPENING	TICKET 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 stronger than double raise inverted 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 stronger than double raise	As above	As above
1♥		5	3♠	11-21 HCP	1NT: NF; 5+ point raise = limit. Bergen raises 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♥ bergen raises	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♦ = weak 0-7, 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		RKCB – 0314,; then 5NT ask for nuber of Kings	
4NT	X			Blackwood			