

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Occasionally – at least good 4 suit, at least 8 pts level 1, 10+level 2
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Free bids
Reopening: same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 rd pos = 10-15 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, Other Maj +minor over Major
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 16+
Cappelletti – 2C one suiter, 2D – majors, 2!H – H & minor, 2S – S & minor, 2nt both 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=♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	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	KQ(+) AK, Kx	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); denies higher	same, AJ10(+)	
10	journalist	Same	
9	journalist	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/eve	same	same
Suit	2 High = Even		
	3 S/P		
	1 High = 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: Gal Nave / Robert Miron
EVENT:
System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen Raises
1NT responses = Round Forcing over 1M opening
1NT opening: 15-17
2 over 1 response: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, 2D -waiting 4+, 2H- neg 0-3
2♦ Opening = weak majors
2♥ = 5-5 H and other, 2!S = S and minor
3NT opening = Gambling
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

1-level = F; 2-level = NF; jump raises = PRE;
 Jump Shift = NF

Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

Israel Standard System Card 2/1

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	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	Inverted raises, simple raise stronger than double or triple raises Weak jump shift.	4 th suit forcing: game forcing. 2♣ check back, 2D - GF 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	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+. 2x=FG, bergen raises 2NT = Jacoby, GF with 4x supp	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♦ - 5-5 minors GF, 3H singleton 5413, 3S singleton 5431	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx) smolen	DBL at 3-level shows values
2♣	X		3♠	Artificial, strong near FG, Any suit(s), any shape	Natural, 2♦ = waiting positive, 2H - neg 0-3, 2S positive with S's, 2nt positive with H's	Cheaper minor = second negative thru 3♦	natural Natural
2♦		6	3♠	Weak majors 6-10	2H - pass or correct, 2S - S Suit strong w/o H fit 2NT - forcing ask for 3C relay if max or 3D/H- transfer with min 3H/S - pass or correct 4C - ask for 4D/H transfer 4D - to play		Natural
2♥		5		H+minor 5-5 under opening ->	Pass or 3H - to play 2NT - forcing -> 3C weak C, 3D weak D, 3H strong C, 3S strong D 3C - pass or correct		Natural
2♠		5		S+minor 5-5 under opening,	Pass or 3S - to play As above		natural
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman. 3S - minor Xfer slam oriented in minor		
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 – 1430, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
						Cue = usually 1 st round before 2 nd .	
						Splinters	
						Gerber direct over 1nt/2nt	