

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: 9-16 HCP. Can be 4 card at 1 level.
<b>Responses:</b> cue-bid = Forcing raise 10+p; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: 8-14 HCP.
Jump cue-bid = mixed raise 4 fit, 7-9 p.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 15-18 HCP; Responses: as over 1NT opening
4 <sup>rd</sup> pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
<b>Resp:</b> CUE = F, suit = NAT NF;
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: Gesthem Gesthem : Cue-bids = low + high. (5/5)
Responses: all jump in known suits are pre-emptive.
3♣ := 2 highest suit (5/5)
reopening same as direct.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl-Penalty Oriented
2♣ = ♥+♠ then 2♦ - equal major's
Other nutrul
2NT = Both Minor
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥
over opponent's Weak 2. - DBL = T.O.D. Response Lebensohl
over opponent's Weak 2=2NT 15-18 HCP. + Stoper.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = ♥+♠, NT=♣+♦
Other: natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 9+ HCP, without good fit
2NT=Fit ,limit + ; Bergen Raises , jump raises = PRE;
1-level = F; 2-level = NF; Jump Shift = NF

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:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKxx	
King	Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	JT9(+). JT8(+)	
10	Tx, T9x; HT9(+); T9;	HJTx: T9xx	
9	9x, 98(+)	HT9x :	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+), xSxx	Hxxx(+): HHxx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High= Encourage	Count std.	Odd/Even
Suit 2	S/P = lavinthal	S/P = lavinthal	count
3	Count std.		
1	High = Encourage	Count std.	Odd/Even
NT 2	S/P = lavinthal	S/P = lavinthal	count
3	Count std.		
Signals (including Trumps):			
When trump play. Pd. shows -suit preference.			
Smit vs NT (high card like the suit)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Support Dbl- up of 2 pd's bid.			
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.			

W B F SYSTEM CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> AVINOAM (8888) + FRIDA (4912)
<b>EVENT:</b>
<b>2/1 Game forcing.</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 Game forcing.
<b>Natural, 5 card Majors</b>
Longer Minor - 1♣ if 3-3
Limit jump raise over majors
1NT responses = F1 over 1M opening
1NT opening: 15-17
2 over 1 response: FG
<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)
3NT opening = Gambling
2NT overcall = two lower unbid suits (5/5)
Gesthem : Cue-bids = low + high. (5/5) 3♣ := 2 highest(5/5)
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Opp. Bid Dbl for panlty, After we open 1NT we play: Exit transfer.
<b>SPECIAL FORCING PASS SEQUENCES.</b>
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
<b>PSYCHICS: Rare</b>

# 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	4♥	11-21 HCP	<b>Inverted:</b> Single raise 10+p, double raise=weak 2♦/2♥/2♠=Weak jump shift 0-5p.	4 <sup>th</sup> suit forcing: game forcing. 2♣ check back Reverse by opener: forcing	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper
					3♦/3♥/3♠= Pre-emptive 7 card , 6-9 points	Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Preemptive jumps over overcalls
1♦		3	4♥	11-21 HCP	<b>Inverted:</b> Single raise 10+p, double raise=weak.	As above	As above
1♥		5	4♦	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG Jc2NT = FG with trump support; Bergen Raises.	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	4♦	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣= Stayman, 4-way transfers; 3♦ 5/5 minor G.F. 3♥/3♠ = 1/3/4/5 G.F. 4♦4♥/ Texas. tr.	After transfer –super accept. 1NT-2♣-2♦-2/3M = 5/4 M Smolen	DBL at 3-level shows values Lebesohl.+
2♣	X			Artificial, strong near FG, Any suit(s), any shape	, 2♦ = 0-7 p. or waiting . 2♥/2♠/3♣ neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	Natural . Natural
2♦		6		6-10 HCP	New suit forcing; 2NT –OGUST ask for describe.	3♣/3♦/3♥/3♠- 3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT –OGUST ask for describe	3♣/3♦/3♥/3♠- 3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT –OGUST ask for describe	3♣/3♦/3♥/3♠- 3NT = AKQxxx	natural
2NT				20-22 balanced	Jacoby transfers, Stayman., Taxes trn.		
3♣		6/7		Pre-emptive	New suit = forcing		
3♦		6/7		Pre-emptive	New suit = forcing		
3♥		6/7		Pre-emptive	New suit = forcing		
3♠		6/7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling 7+solid minor	Pass to play ; 4♣/5♣ Pass or correct		
4♣		7/8		Pre-emptive			
4♦		7/8		Pre-emptive			
4♥		7/8		Pre-emptive			
4♠		7/8		Pre-emptive			
4NT	X			Blackwooded			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB – 0314, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	
						Cue- control bid = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> .	
						Splinters	
						Excusion	