DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General Style: Sound: 1 level 7/8-16. 2 level 11-16, 5+cards, 2+H.

Responses: cue-bid = Forcing raise; Jump Raises = PRE;

Jump Shift = Pre-emptive; simple raises = constructive

New suit = Forcing

Reopening: 1 level = 6-16 4+cards. 2 level =9-12 5+cards. Jump = 12-14

Responses: same as direct overcall

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd pos = 15-18 HCP; Responses same as over 1NT opening.

4rd pos = 12-14 HCP; Responses same as over 1NT opening.

Reopening: 2NT = 2 lower suits (5+5) (see Michaels)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak ♦♥♠ 1-suiter (6-card). PRE = 1-suited (7+-card can be 6 in Club).

Unusual 2NT = two lower unbid suits (at least 5-5).8-11/16+ HCP.

Resp: CUE = F, suit = NAT NF.

If partner's 1NT has been 2♦2♥2♠ Nat overcalled DBL= 8+hp,2NT= weak, long suit, transfer to 3c,afterwards 3 in long suit (Lebenshohl).

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

DIRECT: **Michaels**- Two Suited Overcall (5:5). 8-11 HCP / 16+ HCP.

See Michaels above

Responses: all jump in known suits are strong..

VS. NT (vs. Strong/Weak; Reopening;PH)

NO Dbl-Penalty

D.O.N.T: **A)** Single 6+ cards 9/10-14 (2nd & 4th pos) / **B)** 2-Suited (5:4) 6-14.

A) **DBL**=1 L/S 6+cards (♣/♦/♥/♠). Resp to DBL: 2♣ relay asks which suit.
2♠ = 1--suited Spade hand 5 cards

B) **2♣/2♦/2♥** 2-suited overcall (4:5) - then higher-ranking suit.
Resp: next step = relay, or pass with 3+ cards fit.
2NT = two Minors (5:5)

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL = T/O thru 4♥ 14/15+ HCP. 2NT/3NT=16-18 HCP

CUE: only Over m =2M (5♥+5♠). 4NT Over M = 2m (5♣+5♦). 16+ HCP.

Jumps: Strong Shift to level-4 = 15-17 HCP 6 cards (no W.J.S.). N.F.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs 1c- as vs natural

OVER OPPONENTS' TAKEOUT DOUBLE

2NT=FIT, limit+; RDBL = 9+ HCP, without good fit

1-level 6-9 4 cards = F; 2-level 10+ long suit= NF; jump raises = PRE;

Jump Shift = weak suit NF

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: Journalist (10) from interior sequences

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	High = Encourage	same	same
Suit	2	High = Even		
	3	S/P		
	1	High = Encourage	Same	Same
NT	2	High = Even		
	3	S/P H/L= Doubleton		

Signals (including Trumps): Suit Preference = LAVINTAL

Echo in trump suit shows ability to ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Direct: May be light 10+ with classic shape, otherwise strong hand. Up to 4♥

Responses: NAT. CUE-BID= F until a suit is bid twice;

new suit after CUE=F1

Reopening: 9-14. Big X=15-18.

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.

Maximal Double: 16+ HCP, major-suit game tries at the 3-level.

SUPP-DBL: 8+ HCP up to level of 2♥. (no after 2♠ o/call).

If partner's 1NT has been 2♦2♥2♠ Nat overcalled DBL= 8+hp,(2NT= weak, long suit, transfer to 3c,afterwards 3 in long suit (Lebenshohl).

If partner's 1NT has been 2♣ overcalled: DBL=Stayman

A

W B F SYSTEM CARD

CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS: Shifra Winer (21538) – Stein Nurit (23558)
EVENT:
Israel Standard System Card

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5 card Majors

4♦, Could be short club ,1♦ if 4-4 in minors

Limit jump raise over majors

1NT responses = non forcing

1NT opening: 15-17 HCP (may include 5-cards Majors)

2NT opening: 20-22 HCP (may include 5-cards Majors)

3♣ Pup after 1NT&2NTasks for 4-4/ 5-3-card major fit. at least inv values

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)

Breaking Transfer (Pre-Accept) major & minor

Michaels - 2 suited overcalls: **2NT = two lowest (5:5)**

CUE = After minor :two Majors(5:5)

After Major-:the other Major+any minor (5:5)
Micheals could be also at reopning

Lebensohl (after opponents' 2-level overcall of **1NT**). direct denies stop

Lebensohl (after partner's **DBL** of a **Weak Two**).

Gambling 3NT Opening = (Solid 7+ cards in ♣ or ♦).

Negative Doubles to 3♠

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Double Jump in new suit = splinter if minor over major

Jump Cue bid by opener = splinter raise

PSYCHICS: Rare

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♣		2	3♠	11-21 HCP	Single raise (6-10 HCP) Denies 4 in Major	4th suit forcing: game forcing. NMF	Jump cue o/overcall=splinter
					Jump raise (11-12 HCP) Denies 4 in Major	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3rd suit = F1	Preemptive jumps over overcalls
1♦		4	3♠	11-21 HCP	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT= N.F 6-10 HCP. Denies 3 cards in ♥	Raises = limit. Re-raise = pre-emptive	Cue = Limit or better (10+ HCP)
					Bergen: 4+ trump-support: 3♣=6-9 HCP. 3♦=10-11 HCP. Jacoby 2NT = FG with 4+ trump support, 12+ HCP. preemp Raise 0-5 HCP: 3-level 4 trumps/4 level 5 trumps	After Jacoby:Minimum no shortage — 12-14 — 4♥ (trump) balance no shortage — 18+ — 3♥ (trump) shortage — any — 3♣/3♦/3♠ 5 card suit (5+5) — any — 4♣/4♦/4♠ Balance 6 cards or 5+4 — 15-17 — 3NT	
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣= N.F.Stayman, 4-way transfers; 3♣ = puppet	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
				may include 5-cards Majors	3♦=Super Trf 2M (5♥+5♠). Texas TRF = (6-cards M). 4NT QUANT. 4♣ = Gerber Asks for Aces 0314.	Breaking Transfer	
2♣	X		3♠	23+HCP or 17-22 **9** tricks	2♦ = Negative/Relay.	2NT by opener=balanced, responses as for 2nt	natural
				Any suit(s), any shape			Natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT = OGUST,fit, ask for quality	6-8 HCP = 3♣bad suit /3♦good suit. 9-10 HCP =3♥bad suit/3♠ good suit. 3NT = solid suit AKQxxx.	Natural
2♥		6		6-10 HCP	As above		
2♠		6		6-10 HCP	As above		
2NT				20-22 balanced	Jacoby transfers, Puppet Stayman.Other .as for 1NT		
3♣		7		Pre-emptive	New suit = forcing		
3♦		7		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling solid L/m suit	P/C. 4♦asks for short. 4M=6+cards S/O. 4NT=slamish.		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive		**HIGH LEVEL BIDDING**	
4♠		8		Pre-emptive		RKCB – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings.	
4NT	X			Blackwooed		4♣-Gerber 0134 after NT bid only. 4NT QUANT.	
				light open in 3td/4th seat.		5♣/5♦/5♥/4♠=EXCLUSION= RKCB (Voidwood while holding a void).	
						Cue-bids Showing Control & Splinter. 4th Suit Forcing.	
						Relay 3♠ as response to 1NT or 2NT: searching for slam in minor.	
						Opener answers 3NT and then 4♣ or 4d asks for RKC in bid minor suit.	
						Cue = usually 1st round before 2nd.	