

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)
2 nd pos = 15-18 HCP; Responses same as over 1NT opening.
4 rd pos = 12-14 HCP; Responses same as over 1NT opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak ♦♥♠ 1-suiter (6-card). PRE = 1-suited (7+-card).
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 (Lebensohl).
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michaels-
CUE = After opponents' minor , two majors (5:5) After opponents' major, the other major + a minor (5:5)
Responses: all jump in known suits are strong. .
Reopening: Could be Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl-Penalty
2 in suit : Solid suit
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♠).
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
Natural

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: 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			
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 (Lebensohl).			
If partner's 1NT has been 2♣ overcalled: DBL=Stayman			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS Navon Yari Mira (24048) –Applebaum Eran (23127)
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: (including in reopening 2NT = two lowest (5:5) CUE = After opponents' minor , two majors (5:5) After opponents' major, the other major + any minor (5:5)
Lebensohl (after opponents' 2-level overcall of 1NT). direct denies stop
Lebensohl (after partner's DBL of a Weak Two).
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

Israel Standard System Card

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Israel Standard System Card			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		2	3♠	11-21 HCP	Single raise (6-10) N.F. Denies 4 in Major Jump raise (11-12 HCP) Denies 4 in Major	4 th suit forcing: game forcing. NMF 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♦		4	3♠	11-21 HCP	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT= N.F 6-10 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	Raises = limit. Re-raise = pre-emptive 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	Cue = Limit or better (10+ HCP)
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced may include 5-cards Majors	2♣= N.F. Stayman, 4-way transfers; 3♣= puppet Texas TRF = (6-cards M). 4NT QUANT. 4♣ = Gerber Asks for Aces 0314.	After Stayman: major = inv, minor = F1 Breaking Transfer	DBL at 3-level shows values
2♣	X		3♠	23+HCP or 17-22 9 tricks Any suit(s), any shape	2♦ = Negative/Relay.	2NT by opener=balanced, responses as for 2nt	natural 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							
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT	X			Blackwood		HIGH LEVEL BIDDING	
				light open in 3 rd /4 th seat.		RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings. 4♣-Gerber 0134 after NT bid only. 4NT QUANT. 4♣/4♦ = Minorwood. 5♣/5♦/5♥/4♠ = EXCLUSION= RKCB (Voidwood while holding a void). Cue-bids Showing Control & Splinter. 4th Suit Forcing. 1♠-4♠-(4NT Overcall) = 5:5 in any 2 suits, strong hand.	
						Relay 3♠ as response to 1NT or 2NT: searching for slam in minor. Opener answers 3NT and then 4♣ or 4c asks for RKC in bid minor suit. Cue = usually 1 st round before 2 nd .	

