

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♠ 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♠ 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) –Ben Yair Shlomit (40016)
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

