

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 rd pos = 11-14 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: Guestem
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)
DON'T V's Strong
Dbl- One suite (6 cards) – NOT Penalty
2♣ = ♠+♦/♥/♠; 2♦ = ♦ + ♥/♠; 2♥ = ♥+♠ 2♠ = spades
Capeletti V's Weak
Dbl = points 2♣ = 6 card suit
2♦ = majors (9 cards) ,2♥/♠ = suit + minor (9 cards)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit
1-level = F; 2-level = NF; jump raises = PRE;
Jump Shift = NF

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. TON	same	
Others:			
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	Odd / Even	same	Odd / Even
Suit 2	High = Even		
3	S/P		
1	Odd / Even	Same	Odd / Even
NT 2	High = Even		
3	S/P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
Italian Levental (K request count A or Q request preference)			
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.			
Support DBL/RDBL			
Inviting DBL			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS
EVENT:
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors 2/1
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
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)
3NT opening = Gambling
GEHSTEM
2NT overcall = two lower unbid suits
Q-bid = two extreme unbid suit
3♣ = two high unbid suit except 1♣- (2♦) = both majors
DONT V's strong NT
Capeletti V's weak NT
Lehbensohl V's weak two's opening bid
Negative Doubles to 4♥
CBS
Drury: 2♣ = 4 cards (9-11) / 2♦ = 3 cards (10-11)
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

