

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 = 16-18 HCP; Responses: as over 1NT opening
4 rd pos = 10-14 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: *GHESTEM
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)
Dbl-Penalty Oriented
2♣ = ♥+♠; then 2♦ = equal majors.
Other: natural
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT=♣+♦
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

OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	2 nd /4 th	xxx if not supported	
Subseq	2 nd /4 th	same	
Others:	M.U.D.	same	
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		
Signals (including Trumps): number(2-5) minor	2-4 cl	3-5 d	
Number (6-9) major	6-8 h	7-9 s	
Echo in trump suit shows ability to ruff			
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.			

CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS
EVENT:
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ 2+
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 = strong any suits
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
GHESTEM
2NT overcall = two lower unbid suits
C/B = highest + lowers suit unbid
3♣ = two highest suit unbid
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

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)
 2nd pos = 16-18 HCP; Responses: as over INT opening
 4th pos = 10-14 HCP; Responses as over INT 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, OM+m over M
 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)
 Dbl-Penalty Oriented
 2♣ = ♥+♠; then 2♦ = equal majors.
 Other: natural

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
 DBL = T/O thru 4♥

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
 DBL = ♥+♠, NT = ♣+♦

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.	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	High = Encourage	same *	same
Suit 2	High = Even		NUMBER 2 4 = ♠
3	S/P		3 5 = ♦
1	High = Encourage	Same	Same
NT 2	High = Even		6-8 ♠
3	S/P		7-9 ♠

Signals (including Trumps):
 Echo in trump suit shows ability to ruff

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.

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
 Longer Minor - 1♣ 1♦ 3♣ 4 DIAMOND
 Limit jump raise over majors
 INT responses = F1 over 1M opening
 INT 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) STRONG any suit
 2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
 3NT opening = Gambling

2NT overall = two lower unbid suits
 Michaels Cue-bids
 Lebensohl after 2-level overcall of 1NT (direct-denies-stop)
 Negative Doubles to 3♠
 GESTAMP: 8±P
 2NT = ♠1♣2♦ 2♠1♣2♦ 2
 3CL = ♠1♣2♦ 2♠1♣2♦ 2
 C.B = ♠1♣2♦ 2♠1♣2♦ 2

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