

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 (2 nd /4 th 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	

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		
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.			

W B F SYSTEM CARD	
CATEGORY: Green	
NCBO: ISRAEL	
PLAYERS: ALL PLAYERS	
EVENT:	
<h1>Israel Standard System Card 2/1</h1>	
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	

