

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
General Style: Sound at level 2, Aggressive at level 1	
Responses: cue-bid = Forcing raise; Jump Raises = PRE;	
Jump Shift = Pre-emptive; simple raises = constructive	
New suit = Forcing	
Reopening: same	
1NT 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 = 19-21 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)	
Cappalleti	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL = T/O thru 4♥	
Lebensol	
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; HT9(+); T9;	2H10	
9	9x, 98(+), T9x	Same or 2H9	
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 = Encourage	same	Lavintal
Suit	2 High = Even		
	3 S/P		
	1 High = Even	Same	Same
NT	2 High = Encourage		
	3 S/P		
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.			
(1x)-1NT-(DBL)-RDBL=5 any			
P=transfer to RDBL			
2x=4x cards/4 higher			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Gil Feldboy (#243) & Israel Tal (#4520)
EVENT:
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
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 Major 6+ (0-10 HCP)
2♥/2♠ Opening = Weak 2suiter
3NT opening = Gambling
2NT overcall = two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level overcall of 1NT (direct denies stop) &
Responder 2xCue=transfer, 3x=asking, Dbl=8+
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
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Israel Standard System Card 2/1			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise stronger than double raise Weak jump shift.	4 th suit forcing: game forcing. NmF+CHKBK 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♦		3	3♠	11-21 HCP	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 2NT = FG with trump support, 2♥=8-10p	Raises = limit. Re-raise = pre-emptive On 2NT: 3♣=12-14p, 3♦/3♠/3NT=4 cards&15p+, 4x=single/void, 4♥=6cards&15p+	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥,2♠=8-10p	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman; transfers; 3♣ = puppet 2♠ = inq. strength 3♦ = 5/5M 3♥/3♠ = 1/3M+4/5m	After Stayman: major = inv, minor = F1 On 2♠: 2NT=Min, 3♣=Max 1NT-2♣-2♦-3M = 5oM+4M(xx) 1NT-2♣-2♦-2♥ = 4/4M (0-7 P) Trans.Break=MAX,4cards inc.2 honours Super.Accept=MAX,4cards +2cards in suit	DBL at 3-level shows values On Trans.Break: retransfer in 3=WK,4=Strong
2♣	X		3♠	Artificial, strong near FG, Any suit(s), any shape	2♦ = all the rest of 2x =8p+,5 cards inc. 2 honours	Cheaper minor = second negative thru 3♦	Natural Natural
2♦	X	6	3♠	3-11 HCP	2♥ =p/c, 2♠= ♥G/T, 2NT=15p+	On 2NT: 3m=WK,3M=ST (in TRANS) On 2♠ :3♥=WK, 3m=feature (8-10p)	Natural
2♥		6		5-11 HCP,5♥+5any	2♠=p/c ,3♣/♦=strong self suit, 2NT=(1rdF)	On 2NT: 3♣/♦=nat, 3♥=♠	Natural
2♠		6		5-11 HCP,5♠+5m	2NT=(1rdF),3♣=p/c ♦/♥= strong self suit	As for 2♥	Natural
2NT				20-22 balanced	Puppet Stayman, transfers		
3♣		6		Pre-emptive (2 honours)	New suit = forcing		
3♦		6		Pre-emptive (2 honours)	New suit = forcing		
3♥		6		Pre-emptive (2 honours)	New suit = forcing		
3♠		6		Pre-emptive (2 honours)	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive (2 honours)		HIGH LEVEL BIDDING	
4♦		7		Pre-emptive (2 honours)		RKCB – 1430; 6x=void(1/3), 5nt=void(0/2)	
4♥		7		Pre-emptive (2 honours)		1 st step ask for Q trumps then no/yes+ lowest K, 5NT ask for specific Kings	
4♠		7		Pre-emptive (2 honours)		Cue = usually 1 st round before 2 nd , Splinters	
4NT	X	11		Min 6/5 in m		Jacoby, Bergen Raise	
						On OPS sacrifice bid: X=Weakest, 6x=better, Pass=Strongest	