

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound at level 2, Aggressive at level 1
<b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 15-18 HCP; Responses: as over 1NT opening
4 <sup>rd</sup> pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 19-21 HCP, balanced
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5)
<b>Resp:</b> CUE = F, suit = NAT NF;
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Cappalleti
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥
Lebensol
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = ♥+♠, NT=♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit
1-level = F; 2-level = NF; jump raises = PRE;
Jump Shift = NF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	xxx if not supported	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	same	
Subseq	M.U.D.	same	
Others:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Axx(+)	AK; AKx(+)	
King	AK,KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	HJT(+);T9x(+);	same	
9	H T9x ,98x(+)	Same	
Hi-X	Sx; xSx;	Sx; xSxx;	
Lo-X	HxS, HxxS (+),xSxx		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
	1 Small = Encourage	same	Lavintal
Suit	2 High = Discourage		
	1 Same	Same	Same
NT	2 SP		
Signals (including Trumps):			
Small = Even , High = Odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> Gil Feldboy (#243) & Sergiu Covaliu (#86)
<b>EVENT:</b>
<b>Israel Standard System Card 2/1</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Natural, 5 card Majors</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
1x-1M-2NT= 18-19p 2-3M
1x-1M-3NT= 18-19p 4M
<b>PSYCHICS:</b> Rare

# Israel Standard System Card 2/1

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 <sup>th</sup> suit forcing: game forcing. NmF+CHKBK Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> 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♥=singleton ask 3♦/3♠/3NT=4 cards&15p+, 4x=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♥= 0-2, 2♠/NT/3♣ =8p+,5 cards inc. 2 honours 2♦ = all the rest	Cheaper minor = second negative thru 3♦ On 2♦:3M/4m=suit+ask A/K=>OM/4m=A or NT=has K than 4c=ask K	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♥		5		5-11 HCP,5♥+5any	2♠=p/c, 3♣/♦=strong self suit, 2NT=(1rdF)	On 2NT: 3♣/♦=nat, 3♥=♠	Natural
2♠		5		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)		<b>HIGH LEVEL BIDDING</b>	
4♦		7		Pre-emptive (2 honours)		RKCB – 1430; 6x=void(1/3), 5nt=void(0/2)	
4♥		7		Pre-emptive (2 honours)		1 <sup>st</sup> step ask for Q trumps then no/yes+ lowest K, 5NT ask for specific Kings	
4♠		7		Pre-emptive (2 honours)		Cue = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> , Splinters, Jacoby, Bergen Raise	
4NT	X	11		Min 6/5 in m		On OPS sacrifice bid: X=Weakest, 6x=better, Pass=Strongest	