

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General Style: 8-15,10-17 , gestem
<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 = variable usually with stopper; Responses: as over 1NT opening
3 <sup>rd</sup> -4 <sup>th</sup> pos green= 10-12 HCP; Responses: natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak one-suiter (6-card) 4-11
<b>Resp:</b> CUE = F, suit = NAT NF;
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: Gustem- 2nt (5+5 low), q-bid(5+5 outer),3cl (5+5 high)
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>
Capeleti. (2♣-6 cards, 2♦-at least 4M,2♠/♥-54,2NT-minors,x-15-18)
Other: natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥ and can be also for pass
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>

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: top of seq.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
King	AKx (+),Ax(+),KQ(+)	AKx(+)	
Ace	AK,	AK; AKJT(x);	
Queen	Qx,QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	Journalist, AJ10(+)	
10	Tx, T9x; HT9(+);T9;	Journalist	
9	9x, 98(+)	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	High = Encourage	same	Levental
Suit	2 High = Even		
3	S/P		
1	High = Encourage	Same	Same
NT	2 High = Even		
3	S/P		
Signals (including Trumps):			
Return for ruff – H-means High suite, L-low suite			
<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			

W B F SYSTEM CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> ALL PLAYERS
<b>EVENT:</b>
<b>Israel Standard System Card</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Natural, 5 card Majors</b>
Better Minor - 1♣ if 3-3
Limit jump raise over majors, 1NT responses = non forcing
1NT opening: variable 10-12,11-13(all green),13-15(all red), 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening =multi.Weak Major (4-11 HCP) or 2nt-20-22
2♥/2♠/2nt Opening =Weak 5-5 (4-11 HCP)/minors
3NT opening = Gambling
1NT Variable. Transfer: 2♠->♣ 2NT->♦
1NT-X-(XX-weak with 5 cards, 2?-weak with 2 four cards suites,pass-either strong or weak 4333->opener XX)
1NT-p-p-X (XX by opener request to bid the 4 card suite)
<b>Gestem</b>
<b>Lebensohl</b> after 2-level overcall of 1NT (direct denies stop)
And also after 2-level weak
<b>Druri</b> after 3 position. Opener 8+/10+ HCP,
Puppet , checkback
<b>Bergen</b>
<b>cappaleti</b>
<b>Inverted minor:</b> 2 means 5cards & 10-11 HCP, 3 up to 9 HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>

<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

<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>

<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

<b>Israel Standard System Card</b>							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Weak jump shift 0-5 HCP 6=with 6 cards. Inverted. 2♣ = 10-11, 3♣=9 &less	4 <sup>th</sup> suit forcing: game forcing. 2♣ check back Reverse by opener: forcing	Cue bid for overcall=ask for stopper
1♦		3	3♠	11-21 HCP	As 1♣	As above	As above
1♥		5	3♠	11-21 HCP,3-4 pos. 8+	1NT: NF 6+ point-limit . Bergen-3♣7-9,3♦10-11, 3♥0-6,2NT-12-15,4♣-16+,4♦5 cards 4-7 ,2♠- 6 cards 0-6. Druri if 3 <sup>rd</sup> pos.- 2cl		Cue over comp = strong raise
1♠		5	3♥	11-21 HCP, 3-4 pos. 8+	As for 1♥	As for 1♥	As for 1♥
1NT				Variable.No void or sing. Up to 7 cards in minor and 5-4 in major	2♣=puppet, 4-way transfers; 3♣♦-sign off,3♥♠- slamish,4♦♥-texas trns. , 4♣-askAces,4/5NT-pass or slam	After 3♦ slamish in minor. 3♥-relay by opener. 3♠/nt for ♣/♦	DBL at 3-level shows values
2♣	X		3♠	Artificial, strong near FG,Any suit(s) & shape	2♦ = 4-7, 2♥=0-3,others 8+ positive requires good suit		natural
2♦	X	6	3♠	4-11 HCP in Major or 2nt=20-22	2♥-relay 12 HCP max., 2♠-august for ♥, 2NT-color & power,3♣♦-Natural 7+,3♥♠-pas or correct,3nt-transfer to major	After 2♠-3♣4-5♥,3♦6-7♥,3♥8-♥,3♠1011♥ After 2nt 3♣4-7♥,3♦ 4-7♠,3♥8-11♥,3♠811 4♣ for♥,4♦ for♠	Natural
2♥		5,5		4-11 5+ ♥& minor	2♠ august on ♥,2nt-which minor		Natural
2♠		5,5		4-11 5+ ♠& any suit	2nt-which minor,3♣ august on ♠		natural
2NT	X	5,5		4-11 minors			
3♣		6		Pre-emptive 4-11	New suit = forcing	<b>HIGH LEVEL BIDDING</b>	
3♦		6		Pre-emptive 4-11	New suit = forcing	RKCB – 0314, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	
3♥		6		Pre-emptive 4-11		DOPI/ROPI- 4NT*->5♣=2Ace no Q,5♦=2ace with Q,5♥=3Ace,5♠=4Ace	4NT-5♣♦->5♥♠-2Aces w/o Q
3♠		6		Pre-emptive 4-11			
3NT	X	7		Gambling			
4♣♦♥♠		8		Pre-emptive 4-11			
4♠		8		Pre-emptive 4-11			