

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)
 General Style: Sound 1 level 7/8-16 HCP. 2 level 11-16 HCP. 5+cards. 2+H
Responses: cue-bid = (fit 10+); Jump Raises = PRE 0-5 HCP 4+cards
 1NT=9-12 HCP. 2NT=13-14 HCP
 Jump Overcall = Weak.
 New suit = 9+ HCP Forcing.
Reopening: 1 level = 8-14 HCP. 4+cards. 2 level =10-14 HCP.5+cards.
Responses: same=NAT.

INT OVERCALL (2nd/4th Live; Responses: Reopening)
 2nd pos = 15-18 HCP. Responses same as over 1NT opening.
 4th pos = 12-14 HCP. Responses same as over 1NT opening.

JUMP OVERCALLS (Style: Responses; Unusual NT)
 Weak one-suiter (6-card). PRE = One-suited (7+card can be 6 in minor).
 Unusual 2NT = two lowest unbid suits (at least 5-5). 8-11/16+ HCP.
 Unusual 4NT = two lowest unbid suits (at least 5-5). (1♥/1♠-4♥/4♠-4NT).
Resp: CUE = F, suit = NAT NF.

DIRECT & JUMP CUE BIDS (Style: Response; Reopen)
DIRECT: Michals - Two Suited Overcall (5:5). 8-11 / 16+ HCP.
 .cue bid after minors means 6cards of two majors
 Cue bid after major means 5 cards of the other major and 5 of minor.
 2 nt after opening means 5 cards of the two lowest colors
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT: 2-Suited (5/4) 6-14 HCP / single suit 6+ cards 9/10-14 HCP (2nd & 4th pos).
 (A) DBL=1 US (6+ cards) . Resp to DBL: 2♣ relay asks which suit.
 2♣ overcall = 6 cards.
 (B) 2 suited overcall (4:5) 2♣/2♥ - then higher-ranking suit.
 Resp: next step = relay, or pass with 3+ cards fit.
 (C) 2NT (2nd pos) =5♣+5♦ (10+ HCP). Resp: pd shows his better minor.
 No penalty

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
 DBL = T/O thru 4♥ 14/15+ HCP.
 CUE: Over m =2M (5♥+6♠). CUE Over m = ask for stopper.
 Jumps: Strong Shift to level 4 = 15-17 HCP 6 cards (no W.J.S.).
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
 DBL = T/O thru 4♥ 14/15+ HCP.
 CUE: Over m =2M (5♥+6♠). CUE Over m = ask for stopper. 16+ HCP.
 Jumps: Strong Shift to level 4 = 15-17 HCP 6 cards (no W.J.S.).
 2NT/3NT=16-18 HCP

OVER OPPONENTS' TAKEOUT DOUBLE
 Ignore = Nat. 1-level 6-9 HCP 4 cards = F; 2-level 10+ HCP long suit = NF 1♦ (X)2♣;
 Jump Shift = Weak Suit NF 1♦ (X)2♥.
 R,DBL = 10+ HCP no fit. CUE=10+ HCP fit. Bergen = System On

LEADS AND SIGNALS

OPENING LEADS STYLE		In Partner's Suit	
Lead	2 nd /4 th	xxx if not supported	
Suit	2 nd /4 th	same	
NT	M.U.D.	same	
Subseq	M.U.D.	same	
Others: Journalist (10) from interior sequences. Q from K(Q)xxx. K asks CT/UB. A ask ATT. VS suit: K from AKx(+) ask for count. A ask attitude.			
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	same	Discarding	
1 High = Encourage	same	Odd First Discard Italian	
Suit 2 High = Even			
3 S/P			
1 High = Encourage	Same	Odd First Discard Italian	
NT 2 High = Even			
3 S/P			
Signals (including Trumps): Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style: Responses; Reopening) Direct: May be light 10+HCP shape 1444. Up to 4♥ (Over 4♠-X=Penalty). Responses: NAT. CUE-BID= F until a suit is bid twice; new suit after CUE=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDLs Reop (Balancing): 9-14 HCP. Big X = 15-18 HCP. Response DBL: After T/O Dbl: thru 4♥; after o/call thru 4♠. NEG-DBL: 8+ HCP thru the level of 3♠. (Over level 4: X=Penalty) Suggest: 1♣-(1♦)-X = 2 unbid Maj's. 1♣-(1♦)-1♠/1♥ = 1 unbid 4 cards-major. SUPP-DBL: 8+ HCP up to level of 2♥. (no after 2♣ o/call). Maximal DBL: 16+ HCP. major-suit game tries at the 3-level. Lead Direction- DBL if partner's 1NT has been 2♦2♥2♠ Nat overcalled: DBL=Penalty. if partner's 1NT has been 2♣ overcalled: DBL=Slayman (No Lebenshoe)			

W B F SYSTEM CARD

CATEGORY: Green
 NCBO: ISRAEL
 PLAYERS: ALL PLAYERS
Dassi Weinberg - 20369
Orit Kredo - 10888

Israel Standard System Card 2/1

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 Natural, 5 card Majors. Longer Minor - 1♣ if 3-3/1♦ if 4-4
 2 over 1 = FG: Response to 1♦/1♥/1♠ opening.
 1NT = F.1.R: Responses to 1M opening.
Bergen Raises: 3♠ and 3♥ jump raise Response to 1M opening.
Jacoby 2NT = FG: response to 1M opening.
 1NT opening: 15-17 HCP (may include 5-cards Majors)
 2NT opening: 20-22 HCP (may include 5-cards Majors)
 3♣ Pup after 1NT&2NT asks for 4-4/5-3-card major fit.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
 Multi 2 diamonds can be strong or weak with 6cards in one of the majors.
 2♣ 11-12 HCP artificial resp relay to 2♦. 2♦ 13+ HCP artificial resp. FG
 N.M.F. Only Over 2 level Rebid. (Forcing Up to 2NT)
 Lebensohl (after opponents' overcall of 1NT).
 Lebensohl (after partner's DBL of a Weak Two).
 Trial bid - Long
 Gambling 3NT Opening = (Solid 7+ cards in ♣ or ♦).
 4 way Transfers/ Smolen Transfer/ Texas Transfer
 Breaking Transfer (Pre-Accept) major & minor
Ghestem: 2 suited O/C. CUE = highest + lowest unbid suits (4:5)
 3♣ = two highest unbid suits (4:5). 2NT = two Minors (5:5)
 Light open in 3rd/4th seat. Using DRURY response to 1♥ or 1♠
 2♣=10-11 HCP 3 cards fit. 2♦=8-9 HCP 4 cards fit.
 4th suit forcing: game forcing.
 Negative Doubles to 3♠

SPECIAL FORCING PASS SEQUENCES
 PASS = Forcing when we bid G.F.
 PASS = Forcing when we bid R.Dbl.
IMPORTANT NOTES
 Double Jump in new suit = splinter if minor over major
 Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

Israel Standard System Card 2/1

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	Better Minor: 3+ cards 11-21 HCP	3♣/3♦: Jump raise: 6-9 HCP 5+cards-support (N,F) 2♠/2♦: Single raise: 10+ HCP 4/5+cards-support (F,1,R)	XYZ (2-way C.B.S.) After any three bids level 1. Reverse by opener: forcing Reverse by responder: FG, 3rd suit = F1	Jump cue overcall=splinter Cue bid for overcall=ask for stopper
1♦		3	3♠	Better Minor: 3+ cards 11-21 HCP	As above	As above	Preemptive jumps over overcalls
1♥		5	3♠	11-21 HCP	1NT = F1R 5/6-11 HCP, 2/1 FG = 12+ HCP. Bergen: 4+ trump-support: 3♣=6-9 HCP, 3♦=(10-11 HCP, Jacoby 2NT = FG with 4+ trump support, 12+ HCP, preempt Raise 0-5 HCP, 3-level 4 trumps/4 level 5 trumps DRURY 2♣=10-11 HCP 3 cards fit / 2♦: 8-9 HCP 4+ cards fit	Raises = limit. Re-raise = preemptive העלות ל-2NT (בשתיקה) (♥) יד מונחמת רביעית בגובה המכור רביעית בקלפא יד מונחת	CUE = L.O.B = 10+HCP Weak jump raise = 0-5 HCP DRURY: 2♣=10-11 HCP 3 cards fit 2♦: 8-9 HCP 4+ cards fit
1♠		5	3♥	11-21 HCP	Same as for 1♥.	Same as for 1♥.	Same as for 1♥.
INT				15-17 HCP, balanced may include 5-cards Majors	2♣=N.F Stayman, 4-way TRF, 3♣=Puppet (10+ HCP) Texas TRF = (6-cards M), 4NT QUANT, 4♣ = Gerber Asks for Aces 0314, Transfers to minor suits: 2♠ to ♣, 2NT to ♦ (6+ cards)	After 2♣ STAY: major = inv, minor = F1 Breaking Transfer	DBL Penalty = shows values Over 2♦/♥/♠ = Lebens System Off Over DBL > all System On.
2♠	X		3♠	23+HCP or 17-22 9 tricks	2♦ = Negative/Relay.	Can say pass Cheaper minor = second negative thru 3♦ 2nd Negative 3♣/3♦ = 0-2 HCP	Over 2♣ > all System On, X=Stayman natural
2♥		5		6-10 HCP and 5 cards in one of the minors	As above	As above	Natural
2♠		5		6-10 HCP and 5 cards in one of the minors	As above	As above	Resp to min (3♣/3♦): Pass. Resp to max (3♥): 3/4♠/5m/3NT
2NT				20-22 balanced	Jacoby transfers, Pup Stayman, 4NT QUANT, 4♣ Gerber		
3♣		7(6)		Pre-emptive	New suit = forcing		
3♦		7(6)		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	New suit = forcing		
3NT	X	7		Gambling solid Lm suit	4♥ = natural.		
4♣		8		Pre-emptive	P/C, 4♦ asks for short, 4M=6+cards S/O, 4NT=Slamish.		
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT	X	8		Blackwood			
				Light open in 3rd/4th seat.			
				HIGH LEVEL BIDDING			
				RKC - 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings.			
				4♣-0314 after NT bid only, 4NT QUANT.			
				4♠/4♦ = Minorwood, 5♠/5♦/5♥/4♠=EXCLUSION= RKC (Voidwood while holding a void).			
				Opener answers 3NT and then 4♣ or 4♦ asks for RKC in bid minor suit.			
				Cue-bids Showing Control & Splinter, 4th Suit Forcing.			
				1♥-2♠-(4NT Overcall) = 5:5 in any 2 suits, strong hand.			
				1NT-(4♣ Overcall) = 5:5 in 2 minor-suits, strong hand.			
				Cue = usually 1st round before 2nd.			