

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)
2 nd pos = 15-18 HCP; Responses same as over 1NT opening.
4 rd 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: GESTHEM - Two Suited Overcall (5:5). 8-11 / 16+ HCP.
CUE = Top & Bottom suits / 2NT = 2 lowest suits / 3♣ = 2 Highest suits.
Responses: all jump in known suits are pre-emptive.
Reopening: same as direct. (works with the <u>Unusual 2NT</u>).
VS. NT (vs. Strong/Weak; Reopening; PH)
D.O.N.T: 2-Suited (5:4) 6-14 HCP / single suit 6+ cards 9/10-14 HCP (2 nd & 4 th pos).
(A) DBL =1 L/S (6+ cards) . Resp to DBL : 2♣ relay asks which suit.
2♠ overcall = 6 cards.
(B) 2 suited overcall (4:5) 2♣/2♦/2♥ - then higher-ranking suit.
Resp: next step = relay, or pass with 3+ cards fit.
(C) 2NT (2 nd pos) =5♣+5♦ (10+ HCP). Resp: pd shows his better minor.
No penalty
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥ 14/15+ HCP.
CUE: Over m =2M (5♥+5♠). CUE Over m = ask for stopper.
Jumps: Strong Shift to level-4 = 15-17 HCP 6 cards (no W.J.S.).
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥ 14/15+ HCP.
CUE: Over m =2M (5♥+5♠). 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			
	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: 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	Declarer's Lead	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			
Reop (Balancing): 9-14 HCP. Big X = 15-18 HCP.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive 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 =Stayman (No Lebenshoel)			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS
MINA NATHAN - 15086 YEHOSHUA LEVY - 23737
EVENT:
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 over1 = 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&2NTasks for 4-4/5-3-card major fit.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
X.Y.Z (Two way C.B.S.) After any 3 bids level 1 (1X-1Y-1Z).
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)
Lebenshoel (after opponents' overcall of 1NT).
Lebenshoel (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 3 rd /4 th 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. 3 rd suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper Preemptive jumps over overcalls															
1♦		3	3♠	Better Minor: 3+ cards 11-21 HCP	As above	As above	As above															
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. preemp 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 = pre-emptive <table border="1" style="font-size: small; width: 100%; text-align: center;"> <tr><td colspan="3">תשובות ל- 2NT (כשהשליט ♥)</td></tr> <tr><td>יד מינימאלית</td><td>12-14</td><td>3♣</td></tr> <tr><td>רביעייה בצבע המוכרז</td><td>15+</td><td>3♦/3♠</td></tr> <tr><td>רביעייה בקלאב</td><td>15+</td><td>3♥ (trump)</td></tr> <tr><td>יד מאוזנת</td><td>18-19</td><td>3NT</td></tr> </table>	תשובות ל- 2NT (כשהשליט ♥)			יד מינימאלית	12-14	3♣	רביעייה בצבע המוכרז	15+	3♦/3♠	רביעייה בקלאב	15+	3♥ (trump)	יד מאוזנת	18-19	3NT	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
תשובות ל- 2NT (כשהשליט ♥)																						
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רביעייה בקלאב	15+	3♥ (trump)																				
יד מאוזנת	18-19	3NT																				
1♠		5	3♥	11-21 HCP	Same as for 1♥.	Same as for 1♥.	Same as for 1♥.															
1NT				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. Over 2♣> all System On. X=Stayman															
2♣	X		3♠	23+HCP or 17-22 9 tricks Any suit(s), any shape	2♦ = Negative/Relay. positive 8+ HCP requires good suit	Cheaper minor = second negative thru 3♦ 2 nd Negative 3♣/3♦ =0-2 HCP	natural Natural															
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT = OGUST ask for quality	6-8 HCP = 3♣bad suit /3♦ good suit. 9-10 HCP =3♥bad suit/3♠ good suit. 3NT = solid suit AKQxxx.	Natural															
2♥		6		6-10 HCP	As above	As above	Natural															
2♠		6		6-10 HCP	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	4♥ = natural.																	
3NT	X	7		Gambling solid L/m suit	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																		
4♠		8		Pre-emptive																		
4NT	X			Blackwooded Light open in 3 rd /4 th seat.		HIGH LEVEL BIDDING RKCB – 0314, 1 st 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= RKCB (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. 4 th 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 1 st round before 2 nd .																