

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound 1 level 7/8-16 HCP. 2 level 11-16 HCP, 5+cards, 2+H.
<b>Responses:</b> 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.
<b>Reopening:</b> 1 level = 8-14 HCP, 4+cards. 2 level = 10-14 HCP, 5+cards.
<b>Responses:</b> same=NAT.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> pos = 15-18 HCP; Responses same as over 1NT opening.
4 <sup>th</sup> pos = 12-14 HCP; Responses same as over 1NT opening.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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).
<b>Resp:</b> CUE = F, suit = NAT NF.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>DIRECT:</b> Michaels Cue Bids = 2 suited overcalls (5:5). 8-11 HCP / 16+ HCP.
CUE: in minor = 2 Majors / CUE in Majors other major and unspecified minor
<b>Responses:</b> all jump in known suits are strong..
<b>Reopening:</b> only 2NT (no Michaels in 4 <sup>th</sup> sit).
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>D.O.N.T:</b> 2-Suited (5:4) 6-14 HCP / single suit 6+ cards 9/10-14 HCP (2 <sup>nd</sup> & 4 <sup>th</sup> 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 <sup>nd</sup> pos) = 5♣+5♦ (10+ HCP). Resp: pd shows his better minor.
No penalty Dbl
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O thru 4♥ 14/15+ HCP. 2NT/3NT=16-18 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.).
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣ Precision 16+ HCP
DBL = 2 Majors ♥+♠
1NT = 2 Minors ♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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		
<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: 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.		
<b>LEADS</b>		
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>		
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		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
<b>Direct:</b> May be light 10+HCP shape 1444. Up to 4♥ (Over 4♠-X=Penalty).		
<b>Responses:</b> NAT. CUE-BID= F until a suit is bid twice;		
new suit after CUE=F1		
<b>Reop (Balancing):</b> 9-14 HCP. Big X = 15-18 HCP.		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
<b>Responsive DBL:</b> After T/O Dbl : thru 4♥; after o/call thru 4♠.		
<b>NEG-DBL:</b> 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.		
<b>SUPP-DBL:</b> 8+ HCP up to level of 2♥. (no after 2♠ o/call).		
<b>Maximal DBL:</b> 16+ HCP, major-suit game tries at the 3-level.		
<b>Lead Direction- DBL</b>		
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
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> ALL PLAYERS
<b>מינה נתן (MIKA_S) - 15086</b>
<b>יואל בניצויני (YOLKA) - 9222</b>
<b>EVENT:</b>
<b>Israel Standard System Card 2/1</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5 card Majors. Better Minor - 1♣ if 3-3 / 1♦ if 4-4
<b>2 over1 = FG:</b> Response to 1♦/1♥/1♠ opening.
<b>1NT = F.1.R:</b> Responses to 1M opening.
<b>Bergen Raises:</b> 3♣ and 3♦ jump raise Response to 1M opening.
<b>Jacoby 2NT = FG:</b> response to 1M opening.
1NT opening: 15-17 HCP (may include 5-cards Majors)
2NT opening: 20-22 HCP (may include 5-cards Majors)
<b>3♣ Pup</b> after 1NT&2NTasks for 4-4/5-3-card major fit.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2♣ 11-12 HCP</b> artificial resp relay to 2♦. <b>2♦ 13+ HCP</b> artificial resp. FG
<b>N.M.F.</b> (Forcing Up to 2NT)
<b>Lebenshoel</b> (after opponents' overcall of 1NT).
<b>Michaels Cue Bids</b> = 2 suited overcalls
<b>DON'T = 1 long suit or two-suites (at least 5-4)</b>
<b>Unusual No Trump</b> = the two lowest unbid suits
<b>Gambling 3NT</b> Opening = (Solid 7+ cards in ♣ or ♦).
<b>4 way Transfers/ Smolen Transfer/ Texas Transfer</b>
<b>Breaking Transfer</b> (Pre-Accept) major & minor
<b>4<sup>th</sup> suit forcing:</b> game forcing.
<b>Trial bid - Long</b>
<b>Negative Doubles to 3♠</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
PASS = Forcing when we bid G.F.
PASS = Forcing when we bid R.Dbl.
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
<b>PSYCHICS:</b> Rare



