1

Israel Standard System Card

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	Single raise weaker than double raise	4th suit forcing: game forcing. 2♣ check back	Jump cue o/overcall=splinter
					Weak jump shift.	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise weaker than double raise	As above	As above
1♥		5	3♠	11-21 HCP	1NT: NF; 5+ point raise = limit. , BERGEN, 2/1	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise
					2NT = FG with trump support		~~2♠= Drury (2M=min)~~
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
					3♦/3♥/3♠ = strong, natural	1NT-2♣-2♦-3M = 5oM+4M(xx)	
2♣	X		3♠	Artificial, strong near FG,	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural
				Any suit(s), any shape			Natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	natural
2NT				20-22 balanced	Jacoby transfers, Puppet Stayman.		
3♣		7		Pre-emptive	New suit = forcing		
3♦		7		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
~~3NT~~	~~X~~	~~8~~		~~Gambling~~			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive		**HIGH LEVEL BIDDING**	
4♠		8		Pre-emptive		RKCB – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings	
~~4NT~~	~~X~~			~~Blackwood~~		Cue = usually 1st round before 2nd.	
						~~Splinters~~	