DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

~~General Style: Sound~~

Responses: cue-bid = Forcing raise; Jump Raises = PRE;

Jump Shift = Pre-emptive; simple raises = constructive

New suit = Forcing

Reopening: same

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd /4r pos = 15-18 HCP, balanced and stopper;

Responses: as over 1NT opening

2NT reopen = 20-22 HCP, balanced and stopper

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak one-suiter (6-card)

2NT = 2 lower suits (5+5)

Resp: CUE = F, suit = NAT NF;

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

DIRECT: Michael`s CUE: ♥+♠ over minor, OM+m over M

Responses: all jump in known suits are pre-emptive.

Reopen: any good two suits

Reopening same as direct.

VS. NT (vs. Strong/Weak; Reopening; PH)

Dbl - Penalty Oriented

2♣ = ♥+♠; then 2♦=equal majors.

Other: natural

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 2♣

DBL = ♥+♠, NT=♣+♦

OVER OPPONENTS' TAKEOUT DOUBLE

2NT=FIT, limit+; RDBL = 9+ HCP, without good fit

1-level = F; 2-level = NF; jump raises = PRE;

Jump Shift = NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th	xxx if not supported
NT	2nd/4th	same
Subseq	M.U.D.	same

Others:

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
Suit/ NT	High = Encourage	same	same
Discard by Lavinthal			

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

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

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Majors.

WBF SYSTEM CARD

CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Ishay POLLACK 893 &
Leonid MOROZENSKI 24822

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5-5-3-3 , 12+ HCP

1NT opening: 15-17, balanced

2NT opening: 20-22, balanced

1NT responses = non forcing

Rule 20, Rule15

2 over 1 response: promises rebid

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ Opening = strong, near FG - any suit(s) any shape

2♦ Opening =Weak ♦ 6+ (6-10 HCP)

2♥/2♠ Opening =Weak Major 6+ (6-10 HCP)

3♣/3♦/3♥/3♠ Opening =Weak 7+ (6-10 HCP)

3NT opening = Gambling

Michaels

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Double Jump in new suit = splinter if minor over major

Jump Cue bid by opener = splinter raise

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♠	12-21 HCP	Single raise weaker than double raise	4th suit forcing: game forcing. 2♣ check back	
					Weak jump shift.	Reverse by opener: forcing	
						Reverse by responder: FG. 3rd suit = F1	
1♦		3	3♠	12-21 HCP	Single raise weaker than double raise	As above	
1♥		5	3♠	12-21 HCP	1NT: NF; 5+ point raise = limit. Bergen: 3♥= 0-5 HCP & 4+ trumps, 3♣= 6-9 HCP & 4+ trumps, 3♦= 10-11 HCP & 4+ trumps Jacoby: 2NT = 12+ HCP & 4+ trumps		
1♠		5	3♥	12-21 HCP	As for 1♥	As for 1♥	
1NT				15-17 HCP, balanced	2♣=Puppet-Stayman with 0-9 HCP, 4-way transfers;	After Puppet-Stayman: major = 5+ or ♦	
					3♣=Puppet-Stayman with 10+ HCP, 4-way transfers	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.		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive		**HIGH LEVEL BIDDING**	
4♥		8		Pre-emptive		RKCB – 1403, 1st step ask for Q trumps; then 5NT ask for specific Kings	
4♠		8		Pre-emptive		GERBER – 0314, 4♠= 2Ace Red /2Ace Black, 4NT=2Ace (1Red & 1 Black)	
						Splinter, DOPI, after DBL on RKCB or Gerber: Pass= lowest level of answer, ReDBL=next level and shift in other answers	