

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive when not vul 6-17,2/1 f 1 round,cuebid= fit10+,Jump fit 0-6 4 cards
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 th pos = 11-14 HCP; Responses as over 1NT opening
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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	xxx if not supported	
NT	attitude or 2nd	3/5	
Subseq	M.U.D.	same	
Others: A –Attitude (High –enc. K-count –unblock(high-even)Q –Attitude std discard			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+)	AK; AK(+)	
King	Kx,AK,KQ(+)	KQ(+); AKJT(x); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HT9(+);T9;	Tx	
9	9x, 98(+)	10 9+	
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	Count: high=even	std

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL 6937 6938
PLAYERS: Mark Sonia Mark Micha
EVENT: liga Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 bergen raise jacyby 2 nt
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
1NT responses = SF1 over 1M opening
5-11
1NT opening: 15-17 2 NT 20-22
2 over 1 response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, FG - any suit(s) any shape

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♣ = 1 suit 6 cards; then 2♦ = majors.min 4-4
Other: 2♥ = ♥+minor, 2♠ = ♠+minor
2 NT = minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
Cue bid = ask stop, NT- nat, jump 4 minor = Gf minor major+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT = ♣+♦
Rest nat
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

Suit	High = Even		
2			
3	S/P		
1	High = Encourage	Same	Same
NT	High = Even		
2			
3	S/P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
High enc std card smit vs nt(high enc)			
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			
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠			
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.			
Support dbl rdbl			
Lightener dbl			
Neg dbl			
D.O.P.I. R.O.P.I.			

2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
2NT overcall = two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠
SPECIAL FORCING PASS SEQUENCES
Protective dbl
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Israel Standard System Card 2/1			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Nat 6+, 2♦=8-11 5 cards fit	4 th suit forcing: game forcing. 2♣ check back, 2♦ strong check back	Jump cue o/overcall=splinter
					Weak jump shift. Level 2 /3	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3 rd suit = F1	Pre-emptive jumps over overcalls
1♦		3	3♠	11-21 HCP	As above, 3♣ 8-11 fit	As above	As above
1♥		5	3♠	11-21 HCP	1NT:S F1; 5+ point raise = limit. 2x=FG	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 3♥/3♠ = strong, Single 5/4 minor	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
2♣			3♠	Artificial, strong FG,	Natural, 2♦ = waiting, 2 mah = nat enc 2NT=nat	nat	natural
				Any suit(s), any shape, 9 tricks			Natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT ask ogust	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask ogust	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask ogust	3NT = AKQxxx	natural
2NT				20-22balanced	Transfers, Puppet Stayman.		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		

3♥		6		Pre-emptive	New suit = forcing		
3♠		6		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive		HIGH LEVEL BIDDING	
4♠		7		Pre-emptive		RKCB – 0314, , 1 st step ask for Q trumps; then 5NT ask for specific Kings	
4NT	X			Minors 6/5		Cue = 1 st 2 nd . Round A/K/Single/Void, D.O.P.I. R.O.P.I.	
						Splinters	
						Exclusion	
						Drury 3 rd 4th	
						Josephine 5 NT	