

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

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

2nd pos = 16-18 HCP, Responses: as over INT opening

4th pos = 10-14 HCP, Responses as over INT opening

2NT reopen = 20-21 HCP, balanced

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)

DBL = T/O thru 4♠

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠

DBL = ♠+♠, NT=♠+♦

OVER OPPONENTS' TAKEOUT DOUBLE

2NT=F+T, 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	Lead	In Partner's Suit
2 nd /4 th	2 nd /4 th	xxx if not supported
NT	M.U.D.	same
Subseq		same
Others:		same

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx (+), Ax (+)	AK; AKx (+)
King	Kx, AK, KQ (+)	KQ (+); AKJT (x); KOT9 (+)
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;	same
Lo-X	HxS, HxxS (+); xSxx	Sx; xSxx;

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
1 High = Encourage	same	same
2 High = Even		
3 S/P		
1 High = Encourage	Same	
2 High = Even		Same
3 S/P		

Signals (including Trumps):

Echo in trump suit shows ability to ruff

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.

W B F SYSTEM CARD

CATEGORY: Green

NCBO: ISRAEL

PLAYERS: *VEKELBAUM HANNAH-MALCH JACOB*

Israel Standard System Card 2/1

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5 card Majors

Longer Minor - 1♠ if 3-3

Limit jump raise over majors

INT responses = F1 over 1M opening

INT opening: 15-17

2 over 1 response: FG

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)

3NT opening = Gambling

2NT overall = two lower unbid suits

Michaels Cue-bids

Lebensohl after 2-level overall of INT (direct denies stop)

Negative Doubles to 3♠

SPECIAL FORCING PASS SEQUENCES

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
Pass							
1♠		3	3♠	Not an opening bid 11-21 HCP	Single raise weaker than double raise Weak jump shift.	4 th suit forcing: game forcing; 2♣ check back Reverse by opener: forcing	Jump cue o/overall=splinter Cue bid for overcall=ask for stopper
1♦		3	3♠	11-21 HCP	Single raise weaker than double raise	Reverse by responder: FG; 3 rd suit = F1 As above	Preemptive jumps over overcalls As above
1♥		5	3♠	11-21 HCP	INT: F1; 5+ point raise = limit; 2x=FG 2NT = FG with trump support	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	2♣ = Drury (2M = min)
1NT				15-17 HCP, balanced	2♠=Stayman, 4-way transfers; 3♣ = puppet 3♦/3♥/3♠ = strong, natural	After Stayman: major = inv, minor = F1 1NT-2♠-2♦-3M = 50M+4M(xx)	As for 1♥ DBL at 3-level shows values
2♠	X		3♠	Artificial, strong near FG, Any suit(s), any shape	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	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
2NT		6		20-21 balanced	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
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	New suit = forcing		
3NT	X	7		Garbling	4♥ = natural.		
4♠		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Blackwood			
HIGH LEVEL BIDDING							
RKC - 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings							
Cue = usually 1 st round before 2 nd							
Splinters							