

| DEFENSIVE AND COMPETITIVE BIDDING |
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| 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) |
| 2 nd pos = 16-18 HCP; Responses: as over 1NT opening |
| 4 rd pos = 10-14 HCP; Responses as over 1NT 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♥ |

| LEADS AND SIGNALS | | | |
|---|----------------------------------|-------------------------|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 2 nd /4 th | xxx if not supported | |
| NT | 2 nd /4 th | 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 |
| | 1 High = Encourage | same | same |
| Suit | 2 High = Even | | |
| | 3 S/P | | |
| | 1 High = Encourage | Same | Same |
| NT | 2 High = Even | | |
| | 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; | | | |

| W B F SYSTEM CARD |
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| CATEGORY: Green |
| NCBO: ISRAEL |
| PLAYERS: ALL PLAYERS |
| EVENT: |
| Israel Standard System Card |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| Natural, 5 card Majors |
| Longer Minor - 1♣ if 3-3 |
| Limit jump raise over majors |
| 1NT responses = non forcing |
| 1NT opening: 15-17 |
| 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) |
| 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♠ |

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| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 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 |

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| 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. |

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| 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 | | | | | | | |
|------------------------------------|--------------------|-------------------|---------------|---|--|---|--|
| 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 Weak jump shift. | 4 th suit forcing: game forcing. 2♣ check back Reverse by opener: forcing | Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper |
| | | | | | | Reverse by responder: FG. 3 rd 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. 2NT = FG with trump support | Raises = limit. Re-raise = pre-emptive | Cue over comp = strong raise 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♥/3♠ = strong, natural | After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx) | 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 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 |

