

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)		
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		
m.dont-2cl/2d=5 minor+4/5 mj 2 h/2s=6 dbl=6min or 2 mj		
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=FIT, limit+; RDBL = 9+ HCP, without good fit		

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			
itallian			
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: ALL PLAYERS מירי זנו 18233 רפאל גבאי 18234
EVENT:
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
1NT responses = F1 over 1M opening
1NT 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 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
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major

1-level = F; 2-level = NF; jump raises = PRE;		Jump Cue bid by opener = splinter raise
Jump Shift = NF		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♣		2	3♠	11-21 HCP	Single raise weaker than double raise	4 th 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. 3 rd suit = F1	Preemptive jumps over overcalls
1♦		4	3♠	11-21 HCP	Single raise weaker than double raise	As above	As above
1♥		5	3♠	11-21 HCP	1NT: 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	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, Any suit(s), any shape	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural
							Natural
2♦		1+	3♠	20-22 HCP	Natural, 2♥ = neutral, positive requires good suit	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				20-21 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.		
	X						
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive		HIGH LEVEL BIDDING	
4♠		8		Pre-emptive		RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
4NT	X			Blackwood		Cue = usually 1 st round before 2 nd .	
						Splinters	

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