

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>                    |
| General Style: Sound   |
| <b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;                  |
| Jump Shift = Pre-emptive; simple raises = constructive                         |
| New suit = Forcing   |
| Reopening: same  |
|  |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| 2 <sup>nd</sup> pos = 16-18 HCP; Responses: as over 1NT opening                |
| 4 <sup>th</sup> pos = 10-14 HCP; Responses as over 1NT opening                 |
| 2NT reopen = 20-21 HCP, balanced   |
|  |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| Weak one-suiter (6-card)   |
| 2NT = 2 lower suits (5+5)  |
| <b>Resp:</b> CUE = F, suit = NAT NF;   |
|  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| 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.  |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                  |
| Dbl-Penalty Oriented   |
| 2♣ = ♥+♠; then 2♦ = equal majors.  |
| Other: natural   |
|  |
| <b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                         |
| DBL = T/O thru 4♥  |
|  |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |
| DBL = ♥+♠, NT=♣+♦  |
|  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| 2NT=FIT, limit+; RDBL = 9+ HCP, without good fit                               |
| 1-level = F; 2-level = NF; jump raises = PRE;                                  |
| Jump Shift = NF  |

| LEADS AND SIGNALS   |                                  |                         |            |
|---|----------------------------------|-------------------------|------------|
| <b>OPENING LEADS STYLE</b>                                  |                                  |                         |            |
|   | Lead                             | In Partner's Suit       |            |
| Suit  | 2 <sup>nd</sup> /4 <sup>th</sup> | xxx if not supported    |            |
| NT  | 2 <sup>nd</sup> /4 <sup>th</sup> | same                    |            |
| Subseq  | M.U.D.                           | same                    |            |
| Others:   |                                  |                         |            |
|   |                                  |                         |            |
| <b>LEADS</b>  |                                  |                         |            |
| 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              |                         |            |
| <b>SIGNALS IN ORDER OF PRIORITY</b>                         |                                  |                         |            |
|   | 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                    |                                  |                         |            |
|   |                                  |                         |            |
| <b>DOUBLES</b>  |                                  |                         |            |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>        |                                  |                         |            |
| 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                                       |                                  |                         |            |
|   |                                  |                         |            |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>      |                                  |                         |            |
| 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  |
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| <b>CATEGORY: Green</b>                                       |
| <b>NCBO: ISRAEL</b>  |
| <b>PLAYERS: ALL PLAYERS</b>                                  |
| <b>EVENT:</b>  |
| <h2>Israel Standard System Card</h2>                         |
| <b>SYSTEM SUMMARY</b>  |
| <b>GENERAL APPROACH AND STYLE</b>                            |
|  |
| <b>Natural, 5 card Majors</b>                                |
| 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                            |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>                 |
| 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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| <b>SPECIAL FORCING PASS SEQUENCES</b>                        |
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| <b>IMPORTANT NOTES</b>                                       |
| Double Jump in new suit = splinter if minor over major       |
| Jump Cue bid by opener = splinter raise                      |
| <b>PSYCHICS: Rare</b>  |

| 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<br>Weak jump shift.              | 4 <sup>th</sup> suit forcing: game forcing, 2♣ check back<br>Reverse by opener: forcing | Jump cue o/overcall=splinter<br>Cue bid for overcall=ask for stopper |
|                             |                    |                   |              |   |  | Reverse by responder: FG, 3 <sup>rd</sup> 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.<br>2NT = FG with trump support        | Raises = limit. Re-raise = pre-emptive  | Cue over comp = strong raise<br>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<br>3♦/3♥/3♠ = strong, natural | After Stayman: major = inv, minor = F1<br>1NT-2♣-2♦-3M = 5oM+4M(xx)                     | DBL at 3-level shows values  |
| 2♣                          | X                  |                   | 3♠           | Artificial, strong near FG,<br>Any suit(s), any shape | Natural, 2♦ = neutral, positive requires good suit                     | Cheaper minor = second negative thru 3♦   | natural<br>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                         |                    |                   |              | 20-21 balanced  | Jacoby 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   |  |   |  |
| 4♠                          |                    | 7                 |              | Pre-emptive   |  |   |  |
| 4NT                         | X                  |                   |              | Blackwood   |  |   |  |
|                             |                    |                   |              |   |  |   | Splinters  |
|                             |                    |                   |              |   |  |   |  |
|                             |                    |                   |              |   |  |   |  |
|                             |                    |                   |              |   |  |   |  |
|                             |                    |                   |              |   |  |   |  |

**HIGH LEVEL BIDDING**

RKCB – 0314, 1<sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings

Cue = usually 1<sup>st</sup> round before 2<sup>nd</sup>.

Splinters