

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 15-18 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♥
4cl =strong hart 4di = strong sp direct 7-8 card weak
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

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			
	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;			
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 4592 16451
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 in major 6-10
2♥/2♠ Opening =Weak major and any 5-5 5-11 points
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♠
SUCTION VS 1NT SCONEND = db 6cl or 5-5 red 2cl=6di or 5-5 major 2di=6hart or 5-5 black 2hart= 6 sp or 5-5 minor 2sp=5sp 5di 2nt = 5hart 5cl
Multe lundy 4 th agest 1nt
Open 2di -4cl in transfer 2di -4di direct
1♣/1♦ - 2♥= 5♠ + 4♥ 0-8 p.
1♣/1♦ - 1♠ - 1NT - 2♥ 8-10 P
SPECIAL FORCING PASS SEQUENCES
1♥ DBL 1♠ NET
1♥ DBL - 1NT = TRANSFER
1♥ DBL - 2♣ = TRANSFER, 1♥ DBL - 2♦ = TRANS 8-10P
1♥ DBL 2♥ = 6-7p
1♣ -pass-1♥/1♠ -p - 1NT 3♥/3♠ = slam
1♣-p-1♥/1♠-p- 1NT- 2♣F /2♣GF
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise. VS 1♣ strong and 2♣ strong = SUCTION AS MENTION ABOVE.
PSYCHICS: Rare

Israel Standard System Card 2/1

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	1nt=8-10=4card 2cl inv 2di=6-10 3cl 0-5	4 th suit forcing: game forcing. 2♣ check back	Jump cue o/overcall=splinter	
1di		3		11-21	2di ==inv 3cl=6-10 3di=05			
						Reverse by responder: FG, 3 rd suit = F1	Preemptive jumps over overcalls	
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 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 2sp ask 3di 5-5 major inv or slam minor	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	
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		Strong in hart				
4♦		7		Strong in sp				
4♥		7		Pre-emptive				
4♠		7		Pre-emptive				
4NT	X			Blackwood				
HIGH LEVEL BIDDING								
						RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings		
						Cue = usually 1 st round before 2 nd . Splinters		