

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>General Style: Sound</b>
<b>Responses: cue-bid = Forcing raise; Jump Raises = PRE;</b>
<b>Jump Shift = Pre-emptive; simple raises = constructive</b>
<b>New suit = Forcing</b>
<b>Reopening: same</b>
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup> pos = 16-18 HCP; Responses: as over 1NT opening</b>
<b>4<sup>rd</sup> pos = 10-14 HCP; Responses as over 1NT opening</b>
<b>2NT reopen = 20-21 HCP, balanced</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Weak one-suiter (6-card)</b>
<b>2NT = 2 lower suits (5+5)</b>
<b>Resp: CUE = F, suit = NAT NF;</b>
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<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over MALWAYS WITH 2 DIAMONDS ON M</b>
<b>Responses: all jump in known suits are pre-emptive.</b>
<b>Reopen: any good two suits</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	<b>2<sup>nd</sup>/4<sup>th</sup></b>	<b>xxx if not supported</b>	
<b>NT</b>	<b>2<sup>nd</sup>/4<sup>th</sup></b>	<b>same</b>	
<b>Subseq</b>	<b>M.U.D.</b>	<b>same</b>	
<b>Others:</b>			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	<b>AKx (+),Ax(+)</b>	<b>AK; AKx(+)</b>	
<b>King</b>	<b>Kx,AK,KQ(+)</b>	<b>KQ(+); AKJT(x); KQT9(+)</b>	
<b>Queen</b>	<b>Qx,QJ(+)</b>	<b>QJT(+), QJ9(+)</b>	
<b>Jack</b>	<b>Jx, JT(+); KJT(+)</b>	<b>same, AJ10(+)</b>	
<b>10</b>	<b>Tx, T9x; HT9(+);T9;</b>	<b>Same</b>	
<b>9</b>	<b>9x, 98(+)</b>	<b>same</b>	
<b>Hi-X</b>	<b>Sx; xSx;</b>	<b>Sx; xSxx;</b>	
<b>Lo-X</b>	<b>HxS, HxxS (+),xSxx</b>		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	<b>ODD = Encourage</b>	<b>Count up down=even</b>	<b>italian</b>
<b>Suit 2</b>			
<b>3</b>	<b>S/P</b>		

W B F SYSTEM CARD
<b>CATEGORY: Green</b>
<b>NCBO: ISRAEL</b>
<b>PLAYERS: JOBINA SADIS RUTI FARKASH</b>
<b>EVENT:all</b>
<b>Modified Israel Standard System Card 2/1</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Natural, 5 card Majors</b>
<b>Longer Minor - 1♣ if 3-3</b>
<b>Bergen over majors</b>
<b>1NT responses = F1</b>
<b>1NT opening: 15-17 2NT 20-22</b>
<b>2 over 1 response: FG</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2♣ Opening = strong, near FG - any suit(s) any shape</b>
<b>22+ OR 9 TRICKS</b>
<b>2♦ Opening =WEAK MAJOR 6-10</b>
<b>2♥/2♠ Opening =MUIDERBERG 5+M AND 4+ MINOR</b>
<b>6-10</b>

reopening same as direct.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>MULTY LANDY</b>
<b>DBL= MINOR LONGER THEN MAJOR</b>
<b>Then 2♣ Pass or correct 2♦=ask the major.</b>
<b>2♣ = ♥+♠; 2♦=.WEAK MAJOR 6-10</b>
<b>2♥/2♠ =MUIDERBERG 5+M AND 4+ MINOR 6-10</b> <b>2NT = 5-5 minors</b>
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>DBL = T/O thru 4♥</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠</b>
<b>DBL = ♥+♠, NT=♣+♦</b>
<b>TOOVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>2NT=FIT, limit+; RDBL = 9+ HCP, without good fit</b>
<b>1-level = F; 2-level = NF; jump raises = PRE;</b> <b>Jump Shift = NF</b>

<b>1 ODD =</b>	<b>Count up</b>	<b>italian</b>
<b>Encourage</b>	<b>down=even</b>	
<b>NT</b>		
<b>2</b>		
<b>3 S/P</b>		
<b>Signals (including Trumps):</b>		
<b>Echo in trump suit shows ability to ruff</b>		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
<b>May be light 10+ with classic shape, otherwise strong hand.</b>		
<b>Responses: NAT. CUE-BID= F until a suit is bid twice; new suit after CUE=F1</b>		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
<b>Responsive Dbl:After T/O Dbl thru 4♥; after o/call thru 4♠</b>		
<b>Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.</b>		
<b>Support dbl rdbl for any pd suit.</b>		
<b>Dbl 1 NT= long minor +4 major</b>		

<b>3NT opening = Gambling</b>
<b>2NT overcall = two lower unbid suits</b>
<b>Michaels Cue-bids ALWAYS WITH 2 DIAMONDS ON M</b>
<b>Lebensohl after 2-level overcall of 1NT (direct denies stop)</b>
<b>Negative Doubles to 3♠</b>
<b>After 1♥ overcall=&gt; 1 spade 6-10 no 4 sp no ♥ stopper</b>
<b>dbl=.8+PTS. 4</b>
<b>SPADES OR +</b>
<b>OPENER BIDS 1 SP</b>
<b>WITH 3 SP</b>
<b>and 2 spades with 4 spades with a regular opening</b>
<b>IMPORTANT NOTES</b>
<b>Double Jump in new suit = splinter afet</b>
<b>Jump Cue bid by opener = splinter raise</b>
<b>PSYCHICS: Rare</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>OPPONENTS ARE AT 5 LEVEL AFTER THEY PREEMTED ON 3rd LEVEL ON 3rd POSITION.</b>
<b>After our RDBL, 2 Club opening,</b>
<b>AFTER THEIR X To transfer or stayman (dening stopers0</b>
<b>After we arrived to a game or comitted to it and opps bid beyond it</b>

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU	Modified 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	Single raise 10+inverted minor	4 <sup>th</sup> 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 <sup>rd</sup> suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise 10+ inverted minor	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 2♠= Drury 6-9 pts/4 card support 2♦=10-11 pts/ 3 card support (2M = min) Bergen.		Cue over comp = strong raise
					2NT = FG with trump support	3♠ =12 - 14 and then 3♦ ask single 3♦ =15+NO singleton 3♥ single ♣ 3♠ single ♦ 3 NT single other Major	
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥



