

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level = 7-16 (4 cards rare) , 2 level = 10-17
Resp : new suit 1&3 level are Forcing , 2 level is constructive NF Cue bid = limit+ with support / very strong hand
Jump raise = PRE; Jump Shift = PRE
Reopening: might be lighter
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (can be 5M , 5422 , 6m)
Resp : system on
1nt in 4 <sup>th</sup> position = 11-14 , system off
2nt in 4 <sup>th</sup> position = 19-21 , system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak Jump overcall (one suiter, 6+ cards)
Jump to 2nt = lowest 2 suits (weak/strong)
Resp: CUE = F; suit = NAT NF
Reopen: intermediate 14-16 with 6 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue bid = (1m) 2m = both majors (1M) 2M = OM+minor (then 2nt ask inv+ , 3c=p/c) (1x) 2NT = 2 lowest suits
Style weak (7-12) or strong (16+)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Dbl after weak: Penalty Oriented; after strong: 5 minor + 4 Major
Cappelletti: 2♣ = 6 Major; 2♦ = ♥+♠; 2♥/2♠ = 5 and 4 minor
2NT = 2 minors (5+5)
Other: natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over take out dbl we use LEB
2nt = 15-18 (system on) , cue = ask stopper (solid m + )
Jump to 4m = leaping michaels (m+OM)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Reddbl = 9+ then any dbl is penalty
New suit 1 level = system on
New suit 2 level = 6-9 NF , Bergen on , inverted on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> / 4th	Same	
NT	2 <sup>nd</sup> / 4th	Same	
Subseq	same	same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+); AKJT(x);	
King	Kx, AK, KQ(+)	KQ(+); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, HT9(+), T9	Same	
9	9x, T98(+)	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	High = Even	S/P = Italian
Suit 2	S/P = Italian	S/P = Italian	
3			
1	High = Encourage	High = Even	S/P = Italian
NT 2	S/P = Italian	S/P = Italian	
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light 10+ with classic shape, otherwise strong hand			
Resp : suit = 0-7 , jump = 8-11 , cuebid = 12+			
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. up to 4H			
Support Double up to 2M & GameTry (maximal) Dbl thru 3♥			
Lead Dbl thru ∞			
1x (dbl) redbl = 9+ , then any dbl is penalty			
DOPI/ROPI/DEPO			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> Michael Jarus (40706) & Shalom Goldenberg 1265
<b>EVENT:</b> ALL
Israel Standard System Card 2/1
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Natural, 5 card Majors</b>
1♦ with 4+ cards, 1♣ can be 2 cards only when 4432
Limit jump raise over majors
2 Over 1 FG, 1NT responses = F1 over 1M opening
1nt = 15-17 (can be 5 major/6minor)
2nt=20-22 (can be 5 major/6minor)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Weak Major 6+ (6-10 HCP)
2♥/2♠ Opening = Weak Major 5+ and 5 Other (6-10 HCP)
3NT opening = Gambling (solid minor max Q outside)
Weak Jump Shift
2NT overcall = two lower unbid suits
Michael CB = two Majors over minor/the other Major and one minor over Major
Negative Doubles to 3♠
Lebensohl after 2-level overcall of 1NT (direct denies stopper)
Bergen raises
Inverted minor
Long & Short Trial bids
3 <sup>rd</sup> seat can be light
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x (dbl) redbl : Forcing up to 2x
2cl (any) pass : forcing
High level when we bid game and opp go to defense
<b>IMPORTANT NOTES</b>
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
<b>PSYCHICS:</b> Rare

