

DEFENSIVE AND COMPETITIVE BIDDING
<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>rd</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>
<b>DIRECT:</b> 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>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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	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	Odd = Encourage
Suit	2 High = Even		Even High – highest other color
			Even low – lowest other color
	1 High = Encourage	Same	Same
NT	2 High = Even		
	3 S/P		
Signals (including Trumps):			
<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
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> ALL PLAYERS
<b>EVENT:</b>
<b>Israel Standard System Card 2/1</b>
<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 = F1 over 1M opening
1NT opening: 15-17
2 over 1 response: FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = very strong, FG - any suit(s) any shape
2♦ Opening = strong, near FG - any suit(s) any shape
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)
Bergen Raises
1♥/♠ : Responses with 4 cards in ♥/♠
3♣ - 7-9 HCP
3♦ - 10-11 HCP
3♥/♠ - 0-6 HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
<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>

