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DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)
 General Style: Sound
 Responses: cue-bid = 1 Forcing raise; Jump Raises = PRE;
 Jump Shift = Pre-emptive; simple raises = constructive
 New suit = Forcing
 Reopening: same

1NT OVERCALL (2nd/4th Live; Responses: Reopening)
 2nd pos = 16-18 HCP, Responses as over 1NT opening
 4th 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. PREEMITS (Doubles; Cue-bids; Jumps; NT Bids)
 DBL = T/O thru 4♥

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	Lead	In Partner's Suit
2 nd /4 th	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
Lead	AKx (+), Ax (+)
Ace	AKx (+), Ax (+)
King	Kx, AK, KQ (+)
Queen	Qx, QJ (+)
Jack	Jx, JT (+), KJT (+)
10	Tx, T9x; HT9 (+); T9;
9	9x, 98 (+)
Hi-X	Sx, xSx;
Lo-X	Hx _S , Hxx _S (+), 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

WBF SYSTEM CARD

CATEGORY: Green
 NCBO: ISRAEL
 PLAYERS: ALL PLAYERS
 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 ♦ 6+ (6-10 HCP)
 2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
 3NT opening = Gambling

2NT overall = two lower unbid suits
 Michaels Cue-bids
 Lebensohl after 2-level overall of 1NT (direct denies stop)
 Negative Doubles to 3♠

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES
 Double Jump in new suit = splinter if minor over major
 Jump Cue bid by opener = splinter raise
 PSYCHICS: Rare