

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style: natural generally 5 c suit headed by two honours 8-17 non V 10- =17 vul. 12+second and 4 th hand.
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift → Pre-emptive; simple raises → constructive
New suit → Forcing
Reopening: 1Nt → 10-12 NV.12-14V 1 suit → 8+ 2suit → 10+ Jump to 2 → 8 tricks strong
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) 2nt strong with stopper 3C/D pass or cor.
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT Michael's CUE: always with 2 diamonds ♥+♠ over, minor OM+m over Major
2 club naturel 2 level overcall
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)
VS. NT. Strong multy landy
Dbl → minor longer than major 2 C. pass or correct 2D ask the M
2♣ = ♥+♠; then 2♦ = equal majors
. 2♦ → Weak 6 card suit in one M
2♥/2♠ → 5+in M 4+in minor
Other: natural
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥+♠, NT = ♣+♦

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			
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(+);	same, AJ10(+)	
10	Tx, T9x; HT9(+); T9; KJT(+)	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	ODD = Encourage	same	italian
Suit	2 High = Even		
	3 S/P		
1	ODD = Encourage	Same	italian
NT	2 High = Even		
	3 S/P		
Signals (including Trumps): italian			
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			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Farkash Ruti Sadis Jobina
EVENT: ALL.
Modified
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen over majors Drury +Bergen after 3 0r 4 position bids of majors
1NT responses = F1 over 1M opening
1NT opening: 15-17 2 NT openings 20-22
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 card suit in one M (6-10 HCP)
2♥/2♠ Opening = (6-10 HCP) 5+in M 4+in minor
3NT opening = Gambling
2NT overcall = two lower unbid suits
Michaels Cue-bids always with 2 diamonds on majors
Lebensohl after 2-level overcall on 1NT (direct 3NT denies stop)
Negative Doubles to 3♠
After opps I HEART Overcall on our 1 m bidding
Doubles → 4 spades or more
1 Spades → 6-10 no stopper in H no 4 c spade suit
1 NT → 6-10 with H stopper
Subsequent action after dbl declarer bids 1 sp with a 3 c. suit and 2 sp with 4 c support

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

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.

SPECIAL FORCING PASS SEQUENCES
Opps are at 5 level after their preempted on 3 level
After our RDBL. After their x on staymann or transfer
Denies stopper/After we arrived to a game or comitted
To it and opps bid beyond it.
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise
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	Inverted minor 10+	2♦→ stoppr in ♦ 2♥→ stoppr in ♥ denies stopper in D 2♠→ stoppr in ♠ denies stopper in D& H	Jump cue o/overcall=splinter
					1♣ p lx p 1NT→	Reverse by opener: forcing 2♣ check back invitational 2♦-chec back FG	Cue bid for overcall=ask for stopper
					Jump shift weak 5-9	Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted minor	2♥→ stopper in ♥ denies stopper in D 2♠→ stoppr in ♠ denies stopper in H 2 NT stopper in H and Spade	As above
1♥		5	3♠	11-21 HCP	1NT: F1; bergen. 2x=FG 2♣ = Drury 4 c fit 6-9 pts 2♦→ 3 c fit 10-11 pts 2NT = FG with trump support	((2M = min) 3♣→12-14 =====> 3♦ ask single 3♦ →15+ no single 3♥→ single club 3♠→single diamond 3NT→ single OM	Cue over comp = strong raise
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 3♦ → 5-5 minors /3♥/→ 54 in min1 H 3 c sp suit 3♠ → 54 in min3 H single sp suit	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,	2♥ 0-3Natural, 2♦ = 4+neutral, positive requires good suit		natural
				Any suit(s), any shape			Natural

