

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
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
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> pos = 15-18 HCP; Responses: as over 1NT opening
4 <sup>rd</sup> pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 20-22 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
michels - cue over minor = Major cuebid over Major the other major and one of the minors ‘ 2 NT the lowest suits
<b>Resp:</b> CUE = F, suit = NAT NF;
mixed raise
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Responses: all jump in known suits are pre-emptive.
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening;PH)
multi land dbl 5 minor + 4 major , 2cl- majors , 2d one major , 2major = major 5 card + minor 4+ cards
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRO N G OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit
1-level = F; 2-level = F; jump raises = PRE;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	xxx	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	same	
Subseq	M.U.D.	same	
Others: journalist			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+),Ax(+)	AK; AKx(+)	
King	Kx,AK,KQ(+)	; AKJT(x); KQT9(+)	
Queen	Qx,QJ(+)	QJT(+), QJ9(+) kqxx	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HjT9(+);T9;	Same	
9	9x, 98(+) H109x	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 low = Encourage	same	First Italianl
Suit	2 low = Even		
	3 S/P		
NT	1 low = Encourage	Same	
	2 High = Even		
	3 S/P		
	smith		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff'			
Suit preference			
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
<b>CATEGORY:</b> Green
<b>NCBO:</b> ISRAEL
<b>PLAYERS:</b> Varda Abramov gai maman
<b>EVENT:</b>
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<b>Natural, 5 card Majors</b>
Longer Minor - 1♣ if 3-3
Over 1 MAJOR Bergen ,jacoby
1NT responses =SF1 over 1M opening up to 11 points
1NT opening: 15-17
2 over 1 response: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening =) weak in MAJ
/2♠ Opening =5 H/SP + 4/5 CLUB/dimond
2♥ 5/4 5 h + any 4+ other suit
3NT opening = Gambling
2NT overcall = two lower unbid suits
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠
Lebensol after dbl on weak 2 by opp and similar
druri mixed raise
reverse smith
lipin
michel
inverted minor
new minor f

Jump Shift = NF

<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.

<b>SPECIAL FORCING PASS SEQUENCES</b>
serious unserious nt
bad good 2nt
<b>IMPORTANT NOTES</b>
Double Jump in new suit
<b>PSYCHICS: Rare</b>

OPENING	NNTICK 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 2d,2h,2sp 6 card 0-5 ponts	4 <sup>th</sup> suit forcing: game forcing. Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=limit raise + Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted minor 2d,2h,2sp 6 card 0-5 ponts	As above	As above
1♥		5	3♠	11-21 HCP	1NT:SF1; 5+ point raise = limit. 2x=FG 2NT = FG with trump support Jacoby, bergen	Raises = limit. Re-raise = pre-emptive	Cue over comp = limit raise + 2♣ = Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥ 4 heart to play	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet	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♦ = waiting any suit show 5 card+ include 2 top honors		natural
							Natural
2♦		6	3♠	6-10 HCP one of the major	New suit forcing; 2NT ask for points and suit	3NT = AKQxxx	Natural
2♥	x			6-11 HCP 5 h + 4/5 card in one of the mainors	New suit forcing; 2NT ask		Natural
2♠	x			6-11 HCP 5 sp + 4/5 card in one of the minors	New suit forcing; 2NT ask		natural
2NT				20-22 balanced	Jacoby transfers, Puppet Stayman.		

3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		
3♠		6		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
4♠		7		Pre-emptive		RKCB – 0314, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings	
4NT	X			Blackwood		Cue = first or second	
						Splinters	
						Exclusion	