

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: 3 points less
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 16-18 HCP; Responses: as over 1NT opening
4 rd pos = 10-14 HCP; Responses as over 1NT opening
2NT reopen = 20-21 HCP, balanced
Overcall ub third hand – can be 4 good cards
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card) 6-10 HCP
2NT = 2 lower suits (5+5) 5-11 HCP or 16+ hcp
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: GHESTEM (series un the edges)
Responses: preference. All jump in known suits are pre-emptive.
Reopen: any good two suits
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT:
dbl = 1 long suit, 2♣= club+ other suit above, 2♦=dimond+ other suit above
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , sequence	xxx if not supported	
NT	2 nd /4 th , sequence	same	
Subseq	M.U.D.	same	
Others:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+)	AK; AKx(+)	
King	Kx,AK,KQ(+)	KQ(+); AKJT(x); 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		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	High = Encourage	same	Italian
NT 1	High = Encourage	Same	Same
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 11+ with classic shape, otherwise strong hand.			
Responses: NAT. CUE-BID= GF			
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.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
Aliza peled 14005, Carmela ben haim - 22526
EVENT:
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergrn – 3cl=6-9 HCP,4 cards,3d= 10-11 HCP, 3M= 0-5HCP
1NT responses = F1 over 1M opening. 6-11 HCP
1NT opening: 14-17
2 over 1 response: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, GF - any suit(s) any shape
2♦ Opening =Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening =Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
GHESTEM: 6-11, OR 16+ HCP. 2 suits with 5 cards
2NT overcall = two lower unbid suits
Cue-bid = 2 MAJORS or 1 MAJOR+MINOR
Lebensohl after 2-level overcall of 1NT (direct denies stop)
Reverse bid = 16+ HCP
Opening in third or forth hand can be less then 12 points.
Long trail bid: 1M, 2M, other suit – asking for help.
Negative Doubles to 4H.
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ points; SUPPORT = 6-9 POINTS; other suit in 2-level = 6-9 HCP, 6+ CARDS; jump raises = PRE;

SupportX, supportXX until 2H = 3 cards major
Maximal X
Leading X

IMPORTANT NOTES
Unexpected Jump in new suit = splinter
Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

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	4♠	11-21 HCP	INVERTED MINOR Weak jump shift.	4 th suit forcing: game forcing. 2♣ check back Reverse by opener: 16+ HCP	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper
						Reverse by responder: GF	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	As above	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=GF 2NT = GF with trump support	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise 2♣ = Drury (2M = min)
					BERGEN (3CL = 6-9 points, 3D=10-11 points)		
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced/semi. May be 14 HCP with 5 good suit	2♣=Stayman (including garbage), transfers; 3♣ = puppet 3♦/3♥/3♠ = GF	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 GF, Any suit(s), any shape	2♦ = relay; other suit= positive, 5+ cards		
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT ask for values	3NT = AKQxxx	
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	
2NT				20-22 balanced/semi	transfers, Puppet Stayman, 3NT=5 SP, 4 H		
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		HIGH LEVEL BIDDING	

4 ♠		7		Pre-emptive		RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings
4NT	X			Blackwood		Cue = usually 1 st round before 2 nd .
						Splinters