

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: same	
1NT 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	
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) Cappalletti	
Dbl-Penalty Oriented	
2♣ = any 6-card suit 2♦ = ♥+♠	
2♥ = ♥+minor / 2♠ = ♠+ minor 2NT = both minors	
VS. PREEMTS (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	
1NT= Natural ; 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	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(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HT9(+);T9;	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	same
Suit 2	High = Even		
3	S/P		
1	Odd = Encourage	Same	Same
NT 2	High = Even		
3	S/P		
Signals (including Trumps):			
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.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Gilla Shani – Efrat Oren Tennenbaum.
EVENT:
Israel Standard System Card 2/1
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
Longer Minor - 1♣ if 3-3
Bergen raises
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+ One Major
2♥/2♠ Opening =Weak 5-5 Major / minor
3NT opening = Gambling
2NT overcall = two lower unbid suits
Michaels Cue-bids
Lebensohl after 2-level overcall 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

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Gila Shani – Efrat O. Tennenbaum. System Card 2/1			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise: invert. double raise: 6-9 Weak jump shift.	4 th suit forcing: game forcing. 2♦ N.M.F Reverse by opener: forcing to 2NT.	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise: invert. double raise: 6-9 Weak jump shift.	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 2NT = FG with trump support	Bergen raises.	Cue over comp = strong raise 2♣ = Drury (2M = min)
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 Stayman 3♦ = 5-5 Majors, invite hand 3♥ = 3/1/5-4 3♠ = 1/3/5-4	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, Any suit(s), any shape	Natural, 2♦ = neutral, positive requires good suit 2♥ = bust 0-3 pts.		
2♦	X	6		Weak Major 4-10 HCP	2♥ / 2♠ / 3♥ = pass or correct 2NT ask for description + Alert at table.		
2♥		5-5m		5-10 HCP	3♣ = P / C 2NT = strong hand, ask for description		
2♠		5-5m		5-10 HCP	3♣ = P / C 2NT = strong hand, ask for description		
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman, 3NT **	3NT = 5♠ + 4♥	
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 – 1403, 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	