

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
General Style: Sound	
Responses: cue-bid = Forcing raise; Jump Raises = PRE;	
Jump Shift = Ppreemptive; simple raises = constructive, mix raise	
New suit 1 or 3 level= Forcing, 2 level = n.f	
Reopening: same	
1NT OVERCALL (2 nd /4 th 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)	
Resp: CUE = F, suit = NAT NF;	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
DIRECT: Michael's CUE: ♠+♥or other m 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)	
Multy Landy	
X= 4M+5m	
2♦= 6 cards M ,	
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	
2NT=FIT, limit+; RDBL =10+ HCP, can be 3 cards 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: in partner suit = count			
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, J10(+)	
10	Tx, T9x; HT9(+);T9;	A(K)x(J)T(9)xx	
9	T9x,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 Over A-odd =encourages		same
Suit	2 Count: 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.			
Support			
Penalty			

W B F SYSTEM CARD	
CATEGORY: Green	
NCBO: ISRAEL	
PLAYERS: Sarah Kofman / Hanna Tolidano	
EVENT:EBL Women's Teams	
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 = semi F over 1M opening	
1 m = 3+	
Inverted m	
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 M 6 cards (6-10 HCP)	
2♥/2♠ Opening =Weak' 5 Major + 5 m ,(6-10 HCP)	
3NT opening = Gambling	
2NT jump overcall = two lower unbid suits	
Modified Michaels Cue-bids	
Lebensol after 2-level overcall of 1NT (direct denies stop)	
Negative Doubles to 3♠	
Bergen	
Jackoby 2 nt	
SPECIAL FORCING PASS SEQUENCES	
After xx	
After we declared a contract	
IMPORTANT NOTES	
Double Jump in new suit = splinter if minor over major	
Jump Cue bid by opener = splinter raise	
PSYCHICS: Rare	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEED G.D BL TH RU	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	Single raise 10+	4 th suit forcing: game forcing. 2♣= 2 way check back	Jump cue o/overcall=splinter
					Jump raise = 0-5	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
					1 nt = 6-10	Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise= 10+	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise
					2NT = FG with trump support		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	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
					3♦= 2 m, 3♥/3♠ = singleton	1NT-2♣-2♦-3M = 5oM+4M(xx)	
2♣	X		3♠	Artificial, strong near FG,	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural
				Any suit(s), any shape			Natural
2♦		6	3♠	6-10 HCP, 6 cards M	2/3 /♥/♠ = pree		Natural
2♥		6		6-10 HCP 5-5 M+m	New suit n forcing; 2NT asking for m & strength		Natural
2♠		6		6-10 HCP	New suit n forcing; 2NT ask for m & strength		natural
2NT				20-22 any shape	Jacoby transfers, Puppet Stayman 4♠= both M		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		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			6-5 m 4 losers		Cue = usually 1 st round before 2 nd .	
						Splinters	
						1nt-4nt = min/max	
