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 = F1
Reopening: same
Snap dragon Dbl(oM, with tolerance for P suit: 2)

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

2ⁿᵈ pos = 16-18 HCP; Responses: as over 1NT opening
4ʳᵈ 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 = shows 2 lowest unbid suits (5+5)
Resp: CUE = F, suit = NAT NF;
Preemptive

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)

Dbl-Penalty Oriented
2♣ ♥+♠; then 2♦=equal majors.
2♦ one M
2M M/m
????

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL = T/O thru 4♥
Cue-bid: Ask for stopper
Jump in m= m+ other M (5+5)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

DBL = ♥+♠ , NT=♣+♦

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

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2ⁿᵈ/4ᵗʰ	xxx if not supported
NT	2ⁿᵈ/4ᵗʰ	same
Subseq	M.U.D.	same
Others:	Return after taking – signal high/low	

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

XXXX		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi/Lo = Enc	Suit preference	SP - Italian
	2	Hi = Enc	Low = odd	Lavinthal (SP)
	3	Suit preference		High = E
NT	1ˢᵗ	High = Encourage	Italian	Italian
NT	2ⁿᵈ	High = Odd (count)	SP	
NT	3ʳᵈ	SP		

Signals (including Trumps):
Echo in trump suit shows ability to ruff
Echo Smith (H=enc, L=disc)

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.
Most doubles of part-score are for takeout

W B F SYSTEM CARD

CATEGORY: Green
NCBO:
PLAYERS: Dorit Kosto- SVETLANA Bodrenkova
EVENT: WBF Online Women's Teams 2025

Standard System Card 2/1

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5 card Majors, Better Minor ,1♣ if 3-3
2♣ = GF
Limit jump raise over majors
1NT responses = F1 over 1M opening
2NT = 20-22
1NT opening: 15-17(may have 5M)
2 over 1 response: GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening =Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening =Weak Major 6+ (6-10 HCP)
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♠
Inverted minor 1m-2m 10+ p support, 1m-3m weak +support
Bergen , Jacoby 2NT
Ogust after weak opening (+15p)
Drury- 3ʳᵈ M (2♦: 10-11, 2♥/♠: 12+)

SPECIAL FORCING PASS SEQUENCES

Helvic after X penalty to opened 1NT

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	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	3♠	11-21 HCP	Single raise weaker than double raise	4th suit forcing: game forcing. 2♣ check back	Jump cue o/overcall=splinter
					Weak jump shift.	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Single raise weaker than double raise	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♣=Garbage Stayman, 4-way transfers; 3♣ = puppet	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
				15-18 HCP, balanced on Overcall	3♦/3 /3♠ = strong, natural	1NT-2♣-2♦-3M = 5oM+4M(xx)	
					3♥/3♠ = singleton, 3 cards other M 9+p	Smolen-after 1NT-2♣-2♦ to 3♥/3♠ (4/5)	
					3♦ = 5:5 M		
2♣	V		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	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	natural
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman.		
3♣		6(7)		Pre-emptive	New suit = forcing		
3♦		6(7)		Pre-emptive	New suit = forcing		
3♥		6(7)		Pre-emptive	New suit = forcing		
3♠		6(7)		Pre-emptive	4♥ = natural.		
3NT	V	7+		Gambling, solid ♣/♦	4♣ = P/C; 4♦ = shortness; 4♥/♠ = to play		
4♣/4♦		7+		Pre-emptive 4-10			
4♥/4♠		7+		Pre-emptive			
4NT	V			Blackwooed		**HIGH LEVEL BIDDING**	
5♣/♦		8		Preempt		4NT=RKCB – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings,other color K and ask next K…, 5NT usually ask to pick a slam	
5♥/5♠		8		11 tricks hand		Cue = usually 1st round before 2nd.	
						Splinters (10+)	
						Leaping Michaels(4♣/♦)after 2♥/♠ shows 5-5 m + unspecified M	
						After an enemy 2♦, a 4♣ jump overcall shows clubs and an unspecified M. After an enemy 3♣, a 4♦ jump overcall shows diamonds and an unspecified M	
						Lightner Double (What dummy declare, what declarer declare, not ours)	