DEFENSIVE AND COMPETITIVE	LEADS AND SIGNALS						W B F SYSTEM CARD	
BIDDING OVERCALLS (Style: Responses: 1 / 2	OPENING LEADS STYLE							
Level; Reopening)			T 1		r D	1 0 1	CATECORY	
General Style: Sound Responses: cue-bid = Forcing raise; Jump Raises = PRE;	Suit		Lead 2 nd /4 th		In Partner's Suit same		CATEGORY: Green NCBO: ISRAEL	
Jump Shift = Pre-emptive; simple raises = constructive	NT		2 nd /4 th		same		PLAYERS: ALL PLAYERS	
New suit = Forcing	Subse	eq	M.U.D.		same		EVENT:	
Reopening: same	Others						Israel Standard System Card 2/1	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEAI	DS					SYSTEM SUMMARY	
2^{nd} pos = 15-18 HCP; Responses: as over 1NT opening	Lead		Vs. Suit		Vs. 1	NT		
4 rd pos same	Ace		AKx (+),A(+)		AK; AKx(+)		GENERAL APPROACH AND STYLE	
						(+); KQT(+)		
	Queer		Qx,QJ(+		AQJ		Natural, 5 card Majors	
JUMP OVERCALLS (Style; Responses;	Jack 10		Jx, JT(+); KJT(+) Tx, T9x;		same, AJ10(+) Same		Longer Minor - 1♣ if 3-3 Limit jump raise over majors	
Unusual NT) Weak one-suiter (6-card)			1x, 19x; HT9(+);T9; 9x, 98(+)		same		1NT responses = F1 over 1M opening	
2NT = 2 lower suits (5+5)	Hi-X		Sx, xSx,		Sx,xSxx		11v1 responses – 11 over 11v1 opening	
Resp: CUE = F, suit = NAT NF;	Lo-X HxxS, HxS,xSxx		xS,xSxx			1NT opening: 15-17, may have 5M		
	SIGN	_		ER OF P			2 over 1 response: FG	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partn Lead		Declarer Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT: Michael`s CUE: ♥+♠ over minor, OM+m over M			n = No signa ourage		1	Italian	2♣ Opening = strong, near FG - any suit(s) any shape	
Responses: all jump in known suits are pre-emptive.	2	S/P					2♦ Opening =Weak ♦ 6+ (6-10 HCP)	
			= Even		1	7. 1:	2♥/2♠ Opening =Weak Major 6+ (6-10 HCP)	
reopening same as direct.		High Enco	= urage	No signa	1	Italian	3NT opening = Gambling	
VS. NT (vs. Strong/Weak; Reopening;PH)	2	2	- F				2NT overcall = two lower unbid suits	
D.O.N.T 2♣ = 5(4) 4 in clubs and another suit.	3 High = Even Signals (including Trumps):						Michaels Cue-bids	
$2 \Rightarrow 5(4) 4 \text{ in } \bullet \text{ and a higher suit.}$	Signals (including Trumps): When leading to a ruff high card requests high suit and low low suit							
2 = 5(4) 4 in the majors	una 10	711 10 11	Suit				Negative Doubles to 4♥	
2♠ = 6+ cards in ♠, stronger than double followed by 2♠			I	OOUBLE	S			
DBL-any 6+ card suit, relay to 2♣ VS. PREEMTS (Doubles; Cue-bids;				LES (Styl	le; Re	sponses;	1	
Jumps; NT Bids) DBL = T/O thru 4♥	May b	ening) oe ligh	t 10+ wi	th classic	shape	1		
2NT over weak 2- same as 1nt overcall	Respo			UE-BID=	F unt	il a suit is bid		
3NT over preempt- 17+HCP	twice; new suit after CUE=F1							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	IICW S	ait all	or COE				SPECIAL FORCING PASS SEQUENCES	
All weak and nat. (6+ cards)				CIAL & BLS/RDI	S		22(02020	
	Respo		e Dbl:A			hru 3♠; after		
	Negat 4-4 M		ouble sug	ggest 40M	1. 1♣-	(1♦)-DBL =		
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES	
2NT=FIT, 10+; RDBL = 11+ HCP, without good fit							Double Jump in new suit = splinter if minor over major	
1-level = F; 2-level = NF; jump raises = PRE; Jump Shift = NF							Jump Cue bid by opener = splinter raise PSYCHICS: Rare	

	T I	M I	N E G D B L T H R U	Israel Standard System Card 2/1						
OP EN IN G	C I F A T I C I A L	N N O . O F C A R D S		DESCRIPTIO N	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
Pass				Not an opening bid						
1♣		3	3	11-21 HCP	Inverted minors 2♣=10+HCP	4 th suit forcing: game forcing.	Jump cue			
			•		Weak jump shift.	2♣ check back Reverse by opener: forcing	o/overcall=splinter Cue bid for overcall=support and strong			
						Reverse by responder: FG. 3 rd suit = F1	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=FG 2NT = FG with 4 card trump	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise 2♣ = Drury (2M =			
					support; bergen raises: 3♣=6-9 points 4 card, 3♠=10-11 points 4+cards, 3M=0-6points 4+cards		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, texas transfers.	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M =				
2♣	X		3	Artificial, strong near FG,	2•=negative,other bids show 8+ points, majors 5+cards, minors 6+cards	50M+4M(xx)	natural			
				Any suit(s), any shape			Natural			
2♦		6	3	6-10 HCP	New suit forcing.	3NT to play	Natural			
2 🗸		6		6-10 HCP	New suit forcing; 2NT invites to 4	3NT to play	Natural			
2 ♠ 2NT		6	\vdash	6-10 HCP 20-21 balanced	Same Jacoby transfers, Puppet Stayman.	3NT to play	natural			
3♣		6		Pre-emptive	New suit = forcing					
3♦		7		Pre-emptive	New suit = forcing					
3♥		7		Pre-emptive	New suit = forcing					
3 ♠	X	7 7		Pre-emptive	4♥ = natural.					
3NT 4♣	Λ	8		"Gambling" Pre-emptive	can include outside A, K					
4		8		Pre-emptive						
4♥		8		Pre-emptive		HIGH LEVEL I				
4.		8		Pre-emptive		RKCB – 0314, 1st step ask for Q trumps; then 5NT asl for specific Kings				
4NT	X			Blackwood	Cue = usually 1 st round before 2 nd . Splinters		2 nd .			
						Spiniters				
			\vdash			1				
			Щ			_				