

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: cue-bid = Forcing; Jump Raises = PRE;
Jump Shift = FIT BID; simple raises = constructive. Jump CUE=mixed raise
New suit = Forcing on 1 and 3 level.
Reopening: same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 rd pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 20-22 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card) NVUL, Intermediate NVUL
Resp: CUE = F
2NT = 5-5 low suits, Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, Double Jump CUE = asks stopper.
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening; PH)
Two suiter bids 4-4 11+ pts: 2C=C+H, 2D=D+H, Dbl=S+other
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥. Response: Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
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	2 nd /4 th	same	
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)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+), KQT9(+)	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, HT9(+); T9; K109	Same	
9	9x, 109 (+)	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 High = Encourage	count	same
Suit	2 low = Discourage		
	3 S/P		
NT	1 High = Encourage	count	Lavinthal
	2 Low = Discourage		
	3 S/P	Smith	
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
Suit preference. High Discard =encourage, in NT=Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light 10+ with classic shape, otherwise opening bid hand.			
Responses: NAT. CUE-BID= F until a suit is bid twice;			
new suit after CUE=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F SYSTEM CARD	
CATEGORY: Green	
NCBO: ISRAEL	
PLAYERS: Varda Abramov, Benny Abramov	
EVENT:	
Israel Standard System Card 2/1	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5 card Majors	
Longer Minor - 1♣ if 3-3	
Over 1 MAJOR Bergen	
1NT responses = F1 over 1M opening	
1NT opening: 15-17	
2 over 1 response: FG except 1D-2C (FG unless rebid 3C)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ Opening = strong, near FG - any suit(s) any shape	
2♦ Opening = Multi weak in MAJ or strong D, D+C	
2♥/2♠ Opening =5 H/SP + 4/5 minor	
3NT opening = Gambling	
2NT overcall = two lower unbid suits	
Michaels	
Lebensohl after 2-level overcall of 1NT (quick denies stop)	
Negative Doubles to 4♥	
SPECIAL FORCING PASS SEQUENCES	
If OPPs sacrifice after we bid game P is F if VUL vs NVUL	

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 Dbl and Rdbl., Support DBL/RDBL

IMPORTANT NOTES
2 LEVEL Negative Free Bid after regular overcall
Otherwise F
PSYCHICS: Rare

Israel Standard System Card 2/1							
OPENING	TICKET ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	4♥	11-21 HCP	2C and 3C weak. 2D INV+ with clubs. 2M 4-7 6 cards	4 th suit forcing to 2NT. Two way checkback XYZ Reverse by opener: forcing	Jump cue o/overcall=splinter Cue bid for overcall=limit raise + Preemptive jumps over overcalls
1♦		3	4♥	11-21 HCP	2D and 3D weak. 3C INV+ with diamonds. 2M as above	As above	As above. Drury
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point 2♥ raise =8-10 3 cards. 2X=FG	Re-raise = two way (asks 2 honours), long game try.	Cue over comp = limit raise +
					2NT = FG with 4 trump support Jacoby, Bergen. 2S = weak 4-7 s above		2♣ = Drury (2M = min)
1♠		5	4♥	11-21 HCP	Same as for 1♥	As for 1♥	As for 1♥
1NT			4♥	15-17 HCP, can be semi balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet. 3M short 5-4-3-1 3 OM. 3D D+C	After Stayman: major = INV, minor = INV 1NT-2♣-2♦-3M = 5oM+4M(xx) (Smolen)	Lebensohl. After DBL, RDBL asks relay
2♣	X		4♥	Artificial, strong near FG, Can be strong two in C/H/S	2♦ = 0-7 2H/2S/3C/3D 8+		On overcall P 4-7 Dbl 0-3

