

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: Cue-bid = F1; Jump Raises = PRE;
; simple raises = constructive. 1NT: 8-12
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 th pos = 11-14 HCP; Responses as over 1NT opening
2NT reopen = 20-22 HCP, balanced or semi balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
Resp: CUE = F
michaels cue bit of m shows 5-5 M, cue bid of M show the other M + minor
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
michaels, Double Jump CUE = asks stopper.
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening; ph)
against NT multi landy, dbl = 5m+ 4M, 2cl=5-5 MAJ
2D = Weak M, 2H, 2SP = 5M + 4m dbl against weak NT - POINTS
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥. Response: Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 9+ HCP, usually no 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, AJ10XX	Same	
9	9x, 109 (+)K109	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	low = Encourage	count	same
Suit 2	high = Discourage		
3	S/P		
NT 1	low = Encourage	count	Lavinthal
2	high = Discourage		
3	S/P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
Lavinthal, smith			
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			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Varda Abramov, Nurit Graitzer
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
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near FG - any suit(s) any shape
2♦ Opening = Multi weak in MAJ
2♥/ - 2 suits h+ any suit 2sp 2 auits S+m
3NT opening = Gambling
2NT overcall = two lower unbid suits
michels
Lebensohl after 2-level overcall on 1NT (quick denies stop)
Negative Doubles to 4♥
new minor forcing
SPECIAL FORCING PASS SEQUENCES

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♥
Negative Double usually 4OM. 1♣-(1♦)-DBL = 4-4 Maj's. Support Dbl and Rdbl.

If OPPs sacrifice after we bid game P is F if VUL vs NVUL
IMPORTANT NOTES
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 Inverted, 3C weak. 2D/2M 0-5 6 cards	4 th suit forcing to 2NT new minor forcing Reverse by opener: forcing	Jump cue o/overcall=splinter Cue bid on overcall=limit raise + Preemptive jumps over overcalls
1♦		3	4♥	11-21 HCP	2D Inverted, 3D weak. 3C/2M as above	As above	As above.
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point 2♥ raise =6-10 3 cards. 2X=FG 2NT = FG with 4 trump support Jacoby, Bergen. 2S = weak 0-5 as above	long and short game try.	As 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, smaen	After Stayman: major = INV, minor = INV garbage stayman 1NT-2♣-2♦-3M = 5oM+4M(xx) (Smolen)	Lebensohl.
2♣	X		4♥	Artificial, strong near FG,	2♦=relay, any suit show 5 card suit with 2 honors		
2♦	X		4♥	Multi: 6-10 HCP majors	♥ bid is P/C; 2NT ask for points and suit		On M overall DBL P/C

2♥	X			6-11 HCP 5 h + 4/5 card in oneany suit	2NT ask. 2SP /3C P/C, 3D		After DBL, RDBL asks relay	
2♠	X			6-11 HCP 5 sp + 4/5 card in one of the minors	2NT ask. 3C P/C,		As above	
2NT				20-22 balanced	Transfers, Puppet Stayman., 3nt 5 sp + 4 h			
3♣		6		Pre-emptive	New suit = F			
3♦		6		Pre-emptive	New suit = F			
3♥		6		Pre-emptive	New suit = F			
3♠		6		Pre-emptive	4♥ = natural.			
3NT	X	7		Gambling in one minor	4C P/C, 4D asks shape.			
4♣		7		Pre-emptive				
4♦		7		Pre-emptive				
4♥		7		Pre-emptive				
4♠		7		Pre-emptive				
4NT	X			Blackwood				
HIGH LEVEL BIDDING								
							RKCB -14/03/2, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
							Cue = first or second, Splinters, Exclusion, Last train, DOPI, ROPI	