

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
General Style: Sound		
Responses: cue-bid = Forcing raise; Jump Raises = PRE;		
Jump Shift = Pre-emptive; simple raises = constructive		
New suit = Forcing		
Reopening: same		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> pos = 15-18 HCP; Responses: as over 1NT opening		
4 <sup>th</sup> pos = 10-14 HCP; Responses as over 1NT opening		
2NT reopen = 20-21 HCP, balanced		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak one-suiter (6-card)		
2NT = 2 lower suits (5+5)		
Resp: CUE = F, suit = NAT NF;		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
DIRECT: Michael's CUE: ♥+♦ over minor, OM+m over M		
Responses: all jump in known suits are pre-emptive. 2 NT= forcing		
Reopen: any good two suits		
reopening same as direct.		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Multi landi= dbl = 4M + 5m; 2♦ = long M; 2 NT = both minors		
2♣ = ♥+♦; then 2♦=equal majors.		
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
DBL = T/O thru 4♥		
3m - 4♣ = both M strong at least 5/5; 4♦ = strong long M		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
DBL = ♥+♦, NT=♣+♦		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
2NT=FIT 10+, limit+; RDBL = 9+ HCP , without good fit		
1-level = F; 2-level = NF; jump raises = PRE;		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	xxx if not supported
NT	2 <sup>nd</sup> /4 <sup>th</sup>	same
Subseq	M.U.D.	same
Others:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx (+), Ax(+)	AKxx; AKx(+)
King	Kx, AK, KQ(+)	AKJT(x); KQT9(+)
Queen	Qx, QJ(+)	QJT(+), QJ9(+); KQxx
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)
10	Tx, T9x; T9;	0 or 2 honors above
9	9x, 98(+)	same
Hi-X	Sx; xSx;	Sx; xSxx;
Lo-X	HxS, HxxS (+), xSxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	low= Encourage	same
Suit	2 low = Even	
	3 S/P	
NT	1 low = Encourage	Same
	2 low = Even	
	3 S/P	
Signals (including Trumps): UDCA		
Echo UDCA in trump suit shows ability to ruff		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
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		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♦		
Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.		

W B F SYSTEM CARD		
CATEGORY: Green		
NCBO: ISRAEL		
PLAYERS: sara brouda & calanit waisblum		
EVENT:		
<b>Israel Standard System Card 2/1</b>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
Natural, 5 card Majors		
Longer Minor - 1♣ if 3-3		
2 way Bergen over majors - 3♣=7-11 4 cards, 3♦=10-11 3 cards, 2 NT= GF 4+ cards		
1NT responses = semi F1 over 1M opening		
1NT opening: 15-17		
2 over 1 response: FG		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♣ Opening = strong, FG - any suit(s) any shape		
2♦ Opening =Weak ♥/♣		
2♥/2♦ Opening = 5M + at least 4m up to an opening		
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♣		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
Double Jump in new suit = splinter if minor over major		
Jump Cue bid by opener = splinter raise		

# Israel Standard System Card 2/1

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	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	2♣ = GF; 2♦ = 5♣ 8-11; 3♣ = 5♣ up to 7 pts Weak jump shift.	4 <sup>th</sup> suit forcing: game forcing. 2♣ check back Reverse by opener: forcing Reverse by responder: FG. 3 <sup>rd</sup> suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper Preemptive jumps over overcalls
1♦		3	3♣	11-21 HCP	2♦ = GF; 3♣ - 5♦ 8-11; 3♦ = up to 7 pts	As above	As above
1♥		5	3♣	11-21 HCP	1NT: F1; 5-11 no 3 cards sup; 6-9 raise = limit. 2x=FG 2NT = FG with trump support	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥; 3♥ = 9-11 6+♥; 4♥ = splinter	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet 3♦ = both m; 3♥/3♣ = single in this M, 3 in oM, 5/4m	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx)	DBL at 3-level shows values
2♣	X		3♣	Artificial, strong near FG, Any suit(s), any shape	2♦ = positive 4+ pts; 2♥ = neg. 0-3; any other - requires good suit	Cheaper minor = second negative thru 3♦	
2♦		6M	3♣	6-10 HCP	New suit forcing; 2NT ask for describing hand	3♣ = weak ♥; 3♦ = weak ♣; 3♥ = max in ♦; 3♦ = max in ♥	
2♥		5+m		6-10 HCP	3♣ = pass or correct; 2NT ask for describing hand		
2♠		5+m		6-10 HCP	Same as for 2♥		
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♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT	X			Both m strong hand			
							<b>HIGH LEVEL BIDDING</b>
							RKCB – 0314, 1 <sup>st</sup> step ask for Q trumps; then 5NT ask for specific Kings
							Cue = usually 1 <sup>st</sup> round before 2 <sup>nd</sup> .
							Splinters
							On m preempt - 4♣ = both M; 4♦ = long M
							On 2 suiter intervention - lower Cue = support L/B; higher Cue = 9+ 5 in OM

