

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
General Style: Sound		
Responses: cue-bid = Forcing raise; Jump Raises = PRE;		
Jump Shift = Ppreemptive; simple raises = constructive, mix raise		
New suit 1 or 3 level= Forcing, 2 level = n.f		
Reopening: same		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd pos = 15-18 HCP; Responses: as over 1NT opening		
4 th pos = 10-14 HCP; Responses as over 1NT opening		
Only 2 ♣ = 10-11 points		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak one-suiter (6-card)		
2NT = 2 lower suits (5+5)		
Resp: CUE = F, suit = NAT NF;		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
DIRECT: Michael's CUE: ♠+♥ or other m 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)		
Multy Landy		
X= 4M+5m		
2♦= 6 cards M ,		
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL = T/O thru 4♥		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
DBL = ♥+♠, NT=♣+♦		
OVER OPPONENTS' TAKEOUT DOUBLE		
2NT=FIT, limit+; RDBL =10+ HCP, can be 3 cards 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	xxx if not supported
NT	2 nd /4 th	same
Subseq	M.U.D.	same
Others: in partner suit = count		
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, J10(+)
10	Tx, T9x; HT9(+);T9;	A(K)x(J)T(9)xx
9	T9x,9x, 98(+)	same
Hi-X	Sx; xSx;	Sx; xSxx;
Lo-X	HxS, HxxS (+),xSxx	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Over A-odd =encourage	same
		same
Suit	2 Count: high= Even	
	3 S/P	
	1 odd = Encourage	Same
NT	2 High = Even	
	3 S/P	
Signals (including Trumps):		
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.		
Support		
Penalty		

W B F SYSTEM CARD		
CATEGORY: Green		
NCBO: ISRAEL		
PLAYERS: Sarah Kofman / Efrat Oren Tennenbaum		
EVENT:EBL Women's Teams		
Israel Standard System Card 2/1		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural, 5 card Majors		
Longer Minor - 1♣ if 3-3		
Limit jump raise over majors		
1NT responses = semi F over 1M opening		
1 m = 3+		
Inverted m		
1NT opening: 15-17		
2 over 1 response: FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ Opening = strong, near FG - any suit(s) any shape		
2♦ Opening =Weak M 6 cards (6-10 HCP)		
2♥/2♠ Opening =Weak' 5 Major + 5 m ,(6-10 HCP)		
3NT opening = Gambling		
2NT jump overcall = two lower unbid suits		
Modified Michaels Cue-bids		
Lebensol after 2-level overcall of 1NT (direct denies stop)		
Negative Doubles to 3♠		
Bergen		
Jackoby 2 nt		
SPECIAL FORCING PASS SEQUENCES		
After xx		
After we declared a contract		
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	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	Single raise 10+	4th suit forcing: game forcing. 2♣= 2 way check back	Jump cue o/overcall=splinter
					Jump raise = 0-5	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
					1 nt = 6-10	Reverse by responder: FG. 3rd suit = F1	Preemptive jumps over overcalls
1♦		3	3♦	11-21 HCP	Single raise= 10+	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♣=Stayman, 4-way transfers; 3♣ = puppet	After Stayman: major = inv, minor = F1	DBL at 3-level shows values
					3♦= 2 m, 3♥/3♦ = singleton	1NT-2♣-2♦-3M = 50M+4M(xx)	
2♣	X		3♦	Artificial, strong near FG, Any suit(s), any shape	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural
							Natural
2♦		6	3♦	6-10 HCP, 6 cards M	2/3 /♥/♦ = pree		Natural
2♥		6		6-10 HCP 5-5 M+m	New suit n forcing; 2NT asking for m & strength		Natural
2♠		6		6-10 HCP	New suit n forcing; 2NT ask for m & strength		natural
2NT				20-22 any shape	Jacoby transfers, Puppet Stayman 4♣= both M		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling			
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			HIGH LEVEL BIDDING
4♠		7		Pre-emptive			RKCB – 1403, 1st step ask for Q trumps; then 5NT ask for specific Kings
4NT	X			6-6 m 4 losers			Cue = usually 1st round before 2nd.
							Splinters
							1nt-4nt = min/max