

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: cue-bid = Forcing raise; Jump Raises = PRE;
Jump Shift = Pre-emptive; simple raises = constructive
New suit = Forcing
Reopening: same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 rd pos = 10-14 HCP; Responses as over 1NT opening
2NT reopen = 20-22 HCP, balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter (6-card)
2NT = 2 lower suits (5+5) 3♣ - 2 Higher suits (5+5)
Resp: CUE = F, suit = NAT NF;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michaels
Responses: all jump in known suits are pre-emptive.
Reopen: any good two suits
reopening same as direct.
VS. NT– DONT
Dbl- 1 suit 6+
2♣ = ♣ + higher 4/5 or 5/4; then 2♦ = ♦ + higher 4/5 or 5/4 ;
2♥ = ♥ + ♠ - 4/5 or 5/4 2♠ = 6 cards weaker than DONT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT, limit+; RDBL = 10+ HCP, without good fit
1-level = F; 2-level = F; jump raises = PRE;

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:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A – asks Attitud	Same	
King	K – Askes Count	Same	
Queen	Askes Attitude	Same	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HT9(+);T9;	Strong suit	
9	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	Discarding
	1 High = Encourage	same	same
Suit	2 High = Even		
	3 S/P		
	1 High = Encourage	Same	Same
NT	2 High = Even		
	3 S/P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
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			
Normal Natural			
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.			

W B F SYSTEM CARD
CATEGORY: Green
NCBO: ISRAEL
PLAYERS: Sonia Mark & Calanit Waisblum
EVENT:
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 = F1 over 1M opening
1NT opening: 15-17
2 over 1 response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, FG - any suit(s) any shape
2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
2NT overcall = two lower unbid suits
Michaels
Lebenshol after 2-level overcall of 1NT (direct denies stop)
Negative Doubles to 3♠
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Double Jump in new suit = splinter if minor over major
Jump Cue bid by opener = splinter raise

Jump Shift = NF

PSYCHICS: Rare

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	Inverted Minor GF. 2♦ = 8-11 5♣	4 th suit forcing: game forcing. 2♣/2♦ 2 way check back	Jump cue o/overcall=splinter
					Weak jump shift.	Reverse by opener: forcing	Cue bid for overcall=ask for stopper
						Reverse by responder: FG. 3 rd suit = F1	Pre-emptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted Minor GF 3♣ = 8-11 5♦	As above	As above
1♥		5	3♠	11-21 HCP	1NT: F1; 5+ point raise = limit. 2x=FG 2NT = FG with trump support	Raises =8-10 3 cards. Re-raise = pre-emptive Bergen	Cue over comp = strong raise 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 3♥/3♠ = 1 in the Maj, 3 in the other Maj 5/4 minors	After Stayman: major 1NT-2♣-2♦-3M = Smolen	DBL at 3-level shows values
2♣	X		3♠	Artificial, strong FG, Any suit(s), any shape	2♦ waiting		natural Natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT ask strength and shape of pts	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	same	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	same	3NT = AKQxxx	natural
2NT				20-22 balanced	Jacoby transfers, Puppet Stayman. 3nt= 5♠ 4♥		
3♣		6		Pre-emptive	New suit = forcing		
3♦		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		
3♠		6		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 – 1430, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
4NT	X			Minors – good hand		Cue = usually 1 st round before 2 nd .	
						Splinters' Bergen, Exclusion, Leaping michaels, DoPi,RoPi,	
