

Israel Standard System Card

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		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd pos = 16-18 HCP; Responses: as over INT opening		
4 th pos = 10-14 HCP; Responses as over INT opening		
2NT reopen = 20-21 HCP, balanced		
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: ♠+♦ 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)		
Dbl Penalty Oriented		
2♦ = ♠+♦, then 2♦ = equal majors.		
Other: natural		
VS. PREEMPTS (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 = 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	xxx if not supported
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); KQT9(+)
Queen	Qx, QJ(+)	QJT(+), QJ9(+)
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)
10	Tx, T9x; HT9(+); T9;	Same
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
1	High = Encourage	same
Suit	2 High = Even	
	3 S/P	
1	High = Encourage	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		
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:	ALL PLAYERS	
EVENT:		
Israel Standard System Card		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural, 5 card Majors		
Longer Minor - 1♦ if 3-3		
Limit jump raise over majors		
1NT responses = non forcing		
1NT opening: 15-17		
2 over 1 response: promises rebid		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ Opening = strong, near 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 Cue-bids		
Lebensohl 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		
PSYCHICS: Rare		