| 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 (2 nd /4 th Live; Responses; Reopening) | |
| | |
| 2 nd pos = 16-18 HCP; Responses: as over 1NT opening 4 rd pos = 10-14 HCP; Responses as over 1NT opening | |
| 2NT reopen = 20-21 HCP, balanced | |
| ZN1 leopeii = 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; | |
| New Property and American | |
| 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 | |
| Other. natural | |
| | |
| VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) | |
| DBL = T/O thru 4♥ | |
| BBL - 1/0 tillu + / | |
| | |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ | |
| DBL = ♥+♠, NT=♣+♦ | |
| ,··,··- | |
| | |
| OVED ODDONENTS! TAKEOUT DOUDLE | |
| OVER OPPONENTS' TAKEOUT DOUBLE | |
| 2NT=FIT, limit+; RDBL = 9+ HCP, without good fit 1-level = F; 2-level = NF; jump raises = PRE; | |
| I-level = F; 2-level = NF; jump raises = PRE; Jump Shift = NF | |

| | | | | ADS AND SI | GNAL | S | | |
|--------|------|----------------|-------------------|----------------|----------------|-------------------------|--------------|--|
| OPEN | IN | G LEA | DS STYLE | 2 | | | | |
| | | | Lead | | In Par | | ner's Suit | |
| Suit | | | | | xxx if not sup | | ot supported | |
| NT | | | | | same | | | |
| Subsec | l | | M.U.D. | | san | ne | | |
| Others | : | | | | | | | |
| | | | | | | | | |
| LEAD | S | | | | | | | |
| Lead | | | Vs. Suit | | Vs. N | | Γ | |
| Ace | | | AKx (+),Ax(+) | | | | ζx(+) | |
| King | | | Kx,AK,KQ(+) | | | KQ(+); AKJT(x); KQT9(+) | | |
| Queen | | | Qx,QJ(+) | | | QJT(+), QJ9(+) | | |
| Jack | | | Jx, JT(+); KJT(+) | | | same, AJ10(+) | | |
| 10 | | | Tx, T9x; H | T9(+);T9; | Sar | ne | | |
| 9 | | | 9x, 98(+) | | san | same | | |
| Hi-X | | | Sx; xSx; | | Sx; | xSx | x; | |
| Lo-X | | | HxS, HxxS | | | | | |
| SIGN | ٩L | S IN O | RDER OF | PRIORITY | | | | |
| | | Partne | r's Lead | Declarer's | Lead | | Discarding | |
| | | Std | | Std | | | Std | |
| Suit | 2 | | | | | | | |
| | | S/P | | | | | | |
| | _ | Std | | Std | | | Std | |
| NT | 2 | High = | Even = | | | | | |
| | 3 | S/P | | | | | | |
| Signal | s (i | ncludin | g Trumps): | | | | | |
| Echo i | in 1 | trump | suit shows | ability to ruf | f | | | |
| | | | | DOUBLE | | | | |
| | | | | | | | | |
| TAKF | OI | UT DO | UBLES (St | yle; Response | s: Reor | oeni | ng) | |
| | | | | shape, otherv | | | | |
| | | | | = F until a su | | | | |
| | | after CU | | | | | , | |
| | | | | | | | | |
| SPEC | [A] | L , ART | TIFICIAL 8 | COMPETI | TIVE D | BLS | S/RDLS | |
| | | | | Dbl thru 4 | | | | |
| | | | | M. 1♣-(1♦)-D | | | | |
| 5 uti | | _ 0 4010 | | 12 (1*) D. | | . 1,1 | -y -' | |
| | | | | | | | | |
| | | | | | | | | |

W B F SYSTEM CARD CATEGORY: Green CBO: ISRAEL PLAYERS: ALL PLAYERS Israel open team VENT: WBG 2024 SYSTEM SUMMARY SENERAL APPROACH AND STYLE atural, 5 card Majors NT opening: 15-17 over 1 response: FG PECIAL BIDS THAT MAY REQUIRE DEFENSE ♣ Opening = strong, near FG - any suit(s) any shape ◆ Opening =Weak ◆ 6+ (6-10 HCP) **♥**/2♠ Opening =Weak Major 6+ (6-10 HCP) PECIAL FORCING PASS SEQUENCES MPORTANT NOTES ouble Jump in new suit = splinter if minor over major Jump Cue bid by opener = splinter raise PSYCHICS: Rare

| | T I C K I F A R T I C I A L | MI N. N O. O F C A R DS | N E G D B L T H R | Israel Standard System Card 2/1 | | | | | |
|-------------|-----------------------------|--|---|---------------------------------|--|---|--------------------------------------|--|--|
| OPENI NG | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING | | |
| Pass | | | | Not an opening bid | | | | | |
| 1♣ | | 3 | 3♠ | 11-21 HCP | Single raise weaker than double raise | 4 th suit forcing: game forcing. 2♣ 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 | Preemptive jumps over overcalls | | |
| 1♦ | | 3 | 3♠ | 11-21 HCP | Single raise weaker than double raise | 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 | | |
| 1. | | - | 2** | 11 21 HCD | 2NT = FG with trump support | A C 100 | 2♣ = Drury (2M = min) | | |
| 1 N.T. | | 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♥/3♠ = strong, natural | After Stayman: major = inv, minor = F1 1NT-2 - 2 - 3M = 50M + 4M(xx) | DBL at 3-level shows values | | |
| 2♣ | X | | 3♠ | Artificial, strong near FG, | Natural, 2♦ = neutral, positive requires good suit | Cheaper minor = second negative thru 3. | natural | | |
| 2* | | | 34 | Any suit(s), any shape | Tvatarar, 2v – neutrar, positive requires good suit | Cheaper minor – second negative und 5V | Natural | | |
| 2• | | 6 | 3♠ | 6-10 HCP | New suit forcing; 2NT ask for feature if maximum | 3NT = AKQxxx | Natural | | |
| 2♥ | | 6 | | 6-10 HCP | New suit forcing; 2NT ask for feature if maximum | 3NT = AKQxxx | Natural | | |
| 2• | | 6 | | 6-10 HCP | New suit forcing; 2NT ask for feature if maximum | 3NT = AKQxxx | natural | | |
| 2NT | | | | 20-21 balanced | Jacoby transfers, Puppet Stayman. | | | | |
| 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 – 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings | | | |
| 4NT | X | | | Blackwooed | | Cue = usually 1 st round before 2 nd . | | | |
| | | | | | | Splinters | | | |
| | | | | | | | | | |
| | | | | | | | | | |