

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 th pos = 11-14 HCP; Responses as over 1NT opening	
2NT reopen = 20-22 HCP, balanced	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak one-suiter (6-card)	
michels - cue over minor = Major cuebid over Major the other major and one of the minors ' 2 NT the lowest suits	
Resp: CUE = F, suit = NAT NF;	
mixed raise	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Responses: all jump in known suits are pre-emptive.	
reopening same as direct.	
VS. NT (vs. Strong/Weak; Reopening;PH)	
multi land dbl 5 minor + 4 major , 2cl- majors , 2d one major , 2major = major 5 card + minor 4+ cards	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL = T/O thru 4♥	
VS. ARTIFICIAL STRO N G OPENINGS- i.e. 1♣ or 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	xxx	
NT	2 nd /4 th	same	
Subseq	M.U.D.	same	
Others: journalist			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AK; AKx(+)	
King	Kx, AK, KQ(+)	; AKJT(x); KQT9(+)	
Queen	Qx, QJ(+)	QJT(+), QJ9(+), kqxx	
Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	
10	Tx, T9x; HjT9(+); T9;	Same	
9	9x, 98(+), H109x	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	low = Encourage	same	odd even
Suit 2	low = Even		
3	S/P		
NT 1	low = Encourage	Same	
2	High = Even		
3	S/P smith		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
Suit preference			
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;			

W B F SYSTEM CARD	
CATEGORY: Green	
NCBO: ISRAEL	
PLAYERS: Varda Abramov Nurit Grizer	
EVENT:	
<h1>Israel Standard System Card 2/1</h1>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5 card Majors	
Longer Minor - 1♣ if 3-3	
Over 1 MAJOR Bergen jacoby	
1NT responses =SF1 over 1M opening up to 11 points	
1NT opening: 15-17	
2 over 1 response: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ Opening = strong, near FG - any suit(s) any shape	
2♦ Opening = weak in MAJ	
/2♠ Opening =5 H/SP + 4/5 CLUB/diamond	
2♥ 5/4 5 h + any 4+ other suit	
3NT opening = Gambling	
2NT overcall = two lower unbid suits	
Lebensohl after 2-level overcall of 1NT (direct denies stop)	
Negative Doubles to 3♠	
Lebensohl after dbl on weak 2 by opp and similar	
druri mixed raise	
reverse smith	
lipin	
michel	
inverted minor	

1-level = F; 2-level = F; jump raises = PRE;
Jump Shift = NF

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.

new minor f
SPECIAL FORCING PASS SEQUENCES
serious unserious nt
bad good 2nt
IMPORTANT NOTES
Double Jump in new suit
PSYCHICS: Rare

Israel Standard System Card 2/1

OPENING	N N T I C K I F A R T I F I C I A L	M I N . N O . O F C A R D S	N E G . D B L T H R U	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 2d,2h,2sp 6 card 0-5 ponts	4 th suit forcing: game forcing. Reverse by opener: forcing Reverse by responder: FG. 3 rd suit = F1	Jump cue o/overcall=splinter Cue bid for overcall=limit raise + Preemptive jumps over overcalls
1♦		3	3♠	11-21 HCP	Inverted minor 2d,2h,2sp 6 card 0-5 ponts	As above	As above
1♥		5	3♠	11-21 HCP	1NT:SF1; 5+ point raise = limit. 2x=FG 2NT = FG with trump support Jacoby, bergen	Raises = limit. Re-raise = pre-emptive	Cue over comp = limit raise + 2♣ = Drury (2M = min)
1♠		5	3♥	11-21 HCP	As for 1♥ 4 heart to play	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet	After Stayman: major = inv, minor = F1 1NT-2♣-2♦-3M = 5oM+4M(xx)	DBL at 3-level shows values

