DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	7
General Style: Sound	7
Responses: cue-bid = Forcing raise; Jump Raises = PRE;	
Jump Shift = Pre-emptive; simple raises = constructive	
New suit = Forcing	
Reopening: same	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd pos = 15-18 HCP; Responses: as over 1NT opening	
4 rd pos = 12-14 HCP; Responses as over 1NT opening	
	_
JUMP OVERCALLS (Style; Responses; Unusual NT)	_
Weak one-suiter (6-card)	_
2NT = 2 lower suits (5+5)	
	4
	_
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	4
DIRECT: Michael`s CUE: ♥+♠ over minor, OM+m over M	
Responses: all jump in known suits are pre-emptive.	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Cappelletti	
	1
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	٦
DBL = T/O thru 4♥	٦
= 	7
	1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	٦
	\dashv
	1
	\exists
OVER OPPONENTS' TAKEOUT DOUBLE	\dashv
RDBL = 9+ HCP, usually without good fit	\dashv
jump raises = PRE;	\dashv
jarrip raises - Frie,	\dashv

LEADS AND SIGNALS						W B F SYSTEM CARD	
OPEN	IN	G LEADS STYLE					
	Lead		In Parti	ner's Suit	CATEGORY: Green		
Suit	uit 2 nd /4 th				NCBO: ISRAEL		
NT 2 nd /4 th		2 nd /4 th	th			PLAYERS: Yoav Shor - Eitan Gison	
Subseq M.U.D.							
Other	s:			•			
LEADS	5					SYSTEM SUMMARY	
Lead		Vs. Suit	Vs. Suit				
Ace		AKx (+),Ax	AKx (+),Ax(+)		(x(+)	GENERAL APPROACH AND STYLE	
King		Kx,AK,KQ(Kx,AK,KQ(+)		AKJT(x); KQT9(+)		
Queen	1	Qx,QJ(+)	Qx,QJ(+)		, QJ9(+)	Natural, 5 card Majors	
Jack		Jx, JT(+); KJ	T(+); KJT(+)		\J10(+)	Longer Minor - I ♠ if 3-3	
10		Tx, T9x; HT	Tx, T9x; HT9(+);T9;			Limit jump raise over majors	
9		9x, 98(+)		same		INT responses = FI over IM opening	
Hi-X		Sx; xSx;	` '		x;		
Lo-X					INT opening: 15-17, Puppet Stayman		
SIGNALS IN ORDER OF PRIORITY						2 over 1 response: FG	
		Partner's Lead	Declarer's L	_ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
I odd = Encourage		odd = Encourage	High = Even		odd = Encourage	2♣ Opening = strong, near FG - any suit(s) any shap	
		High = Even			High/low = Lavinthal		
		S/P			Same	2♥/2♠ Opening =Weak Major 6+ (6-10 HCP) 3NT opening = Gambling	
	ī	odd = Encourage	Same				
NT		High = Even				2NT overcall = two lower unbid suits	
		S/P				Michaels Cue-bids	
Signals	(in	cluding Trumps):	·!			Bergen+Jacoby 2NT	
U	_	5 17				Negative Doubles to 3.	
			DOUBLES			Tregative Bodeles to 51	
			DOODLLO				
TAKF) LI	T DOUBLES (Style;	Responses: R	eonening)			
		tht 11+ with classic s			hand		
		s: NAT. CUE-BID=	•	100 30 0118	TIGIT GI		
resho	136	3. TVAT. COL-DID-	יטו ויי				
						SPECIAL FORCING PASS SEQUENCES	
CDECL	A I	ARTIFICIAL & CON	ADETITIVE D	DI C/DIDI C		51 251/12 1 51/611/43 1 7/65 5E Q 5E1/40E5	
STEC!	٦L,	AKTIFICIAL & CON	TIPE I I I I VE DI	DL3/KDL3			
NI .		D II	4 14 (14) 5:	DI - 4 4 54	1 .,		
Negati	ve	Double suggest 40N	1. I ₹ -(I♦)-DI	BL = 4-4 M	laj's.	WARDETANIT MOTES	
						IMPORTANT NOTES	
						Double Jump in new suit = splinter if minor over ma	
						Jump Cue bid by opener = splinter raise	

W B F SYSTEM CARD CATEGORY: Green NCBO: ISRAEL PLAYERS: Yoav Shor - Eitan Gison SYSTEM SUMMARY GENERAL APPROACH AND STYLE Natural, 5 card Majors Longer Minor - I ♠ if 3-3 Limit jump raise over majors INT responses = FI over IM opening INT opening: 15-17, Puppet Stayman 2 over 1 response: FG 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 Bergen+Jacoby 2NT Negative Doubles to 3 SPECIAL FORCING PASS SEQUENCES

PSYCHICS: Rare

	Mi n#	E G	Israel Standard System Card 2/1					
A rt	car ds	. D B L	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
			Not an opening bid					
	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 = FI	Preemptive jumps over overcalls		
	3	3•	11-21 HCP	Single raise weaker than double raise	As above	As above		
	5	3	11-21 HCP	•	Raises = limit. Re-raise = pre-emptive	Cue over comp = strong raise		
				2NT = FG with trump support		2♣ = Drury (2M = min)		
	5	3♥	11-21 HCP	As for I♥	As for I♥	As for I♥		
			15-17 HCP, balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet		DBL at 3-level shows values		
					INT-2 ∲ -2 ∲ -3M = 5oM+4M(xx)			
Χ		3 💠	Artificial, strong near FG,	Natural, 2♦ = 0-7 p.				
			Any suit(s), any shape					
	6	3	6-10 HCP	New suit forcing; 2NT Ogust	3NT = AKQxxx	Natural		
	6		6-10 HCP	New suit forcing; 2NT Ogust	3NT = AKQxxx	Natural		
	6		6-10 HCP	New suit forcing; 2NT Ogust	3NT = AKQxxx	natural		
			20-22 balanced	Jacoby transfers, Puppet Stayman.				
	6		Pre-emptive	New suit = forcing				
	6		Pre-emptive	New suit = forcing				
	6		Pre-emptive	New suit = forcing				
	6		Pre-emptive					
Χ	7		Gambling					
	7		Pre-emptive					
	7		Pre-emptive					
	7		Pre-emptive		HIGH LEVEL BID	DDING		
	7		Pre-emptive		RKCB – 0314, 1st step ask for Q trumps; then	5NT ask for specific Kings		
Χ			Blackwooed		Cue = usually 1st round before 2nd.	-		
					Splinters	'		
					I			
	X	3 3 5 5 X 6 6 6 6 6 7 7 7 7	3 3 4 5 3 4 5 3 4 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7 7	Not an opening bid	Not an opening bid Single raise weaker than double raise Weak jump shift.	B DESCRIPTION Not an opening bid New suit forcing: 28 deach dauble raise As bove Sa bove Not an double raise Not an double raise Not an double raise Not an double raise As above Not an opening bid Not an opening forcing. 24 check back Reverse by responder: FG. 3*d suit = FI Reverse by responder: FG. 3*d suit = FI Reverse by responder: FG. Reverse by responder: FG. Not an obenit in the suit forcing: 28 pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG As above Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Re-raise = pre-emptive Not an obenit 2x=FG Raises = limit. Reverse Raises = limit. Reverse Raises = limit. Reverse Not an obenit 2x=FG Raises = limit. Reverse Raises = limit. Reverse Pre-emptive Not an obenit 2x=FG Raises = limit. Reverse Raises = lim		