

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 = level 1 or 3 = forcing. level 2 = constructive.
Reopening: same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos = 15-18 HCP; Responses: as over 1NT opening
4 th pos = 12-15 HCP; Responses as over 1NT 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, 2NT=two lowest
Responses: all jump in known suits are pre-emptive.
reopening same as direct.
VS. NT (vs. Strong/Weak; Reopening;PH)
Direct: Dont; 2x=x+above, DBL=6 card suit, 2♠=♠
Balancing: NAT, X = majors
Other: natural
VS. PREEMTS (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
RDBL = 9+ HCP, without good fit
1-level = F; 2-level = NF;
Jump Shift = NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	same	
NT	2 nd /4 th	same	
Subseq	Same suit: count std	same	
Others: Returns in any other suit (not opening lead)= att high discouraging			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	small = Encourage	Count	Italian
Suit	2 Count	S/P	
3	S/P		
1	small = Encourage	Same	Italian
NT	2		
3			
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
King lead requests count signal			
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: Hadassa VINEVICH - Sophie ZAIDENBERG
EVENT: U16
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors (11-21 HCP), 2/1 GF
1NT opening: 15-17, could be semi-bal (5M/6m)
1m= 3+, 1♣ for 3-3
1NT responses= SF
Bergen
2\1 response: GF
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
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

Israel Standard System Card

OPENING	X 4 A R T	MI N. NO. OF C A R D S	N E G · T H R U	Israel Standard System Card				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	3♠	11-21 HCP	Inverted minor raises (2♣ = 10+; 3♣ = 6-9) Weak jump shift.	4 th suit forcing: game forcing. NMF Reverse by opener: forcing 1 rd.	Jump cue o/overcall=splinter Cue bid for overcall=ask for stopper	
						Reverse by responder: FG.	Preemptive jumps over overcalls	
1♦		3	3♠	11-21 HCP	Inverted minor raises	As above	As above	
1♥		5	3♠	11-21 HCP	1NT: SF may be 5-7 with fit. 2NT = GF Jacoby 4+c fit, subsequent 3x=single, 4x=5 card Bergen 3♣=6-9 4+c; 3♦= 10-11 4+c	Raises = limit. Re-raise = pre-emptive	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, semi/balanced	2♣=Stayman, 4-way transfers; 3♣ = puppet Stayman - must have 4 cards Major 2♠= invitational, no 4cM 3♦ = 8+P, 5♥,5♠ (smolen)	After Stayman: major = inv, minor = F1 1N-2♠;2N = min 1N-2♣;3♣= max 1NT-2♣;2♦-3M = 5oM+4M GF (smolen)	DBL at 3-level shows values	
2♣	X		3♠	Artificial, strong near FG, Any suit(s), any shape	2♦= 4+, 2♥=0-3, 2NT= good ♥, positive required good suit	Cheaper minor = second negative thru 3♦	natural Natural	
2♦, 2♥, 2♠		6	3♠	5-10 HCP	New suit forcing; 2NT= F	Over 2NT Ogust responses (min/max suit/pts)	Natural	
2NT				20-22 balanced	Jacoby transfers, Puppet Stayman.			
3♣, 3♦, 3♥, 3♠		(6)7		Pre-emptive	New suit = forcing			
3NT	X	7		Gambling				
4♣		7		Pre-emptive				
4♦		7		Pre-emptive				
4♥		7		Pre-emptive				
4♠		7		Pre-emptive				
4NT	X			Blackwood				
HIGH LEVEL BIDDING								
						RKCB – 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings		
						Cue = usually 1 st round before 2 nd , Splinters		