



WORLD BRIDGE FEDERATION
AUSTRIAN LADIES

<i>Defensive and Competitive Bidding</i>
Overcalls (Style; responses: 1/2 level; reopening)
General Style = Sound
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same
Take-out double:
General Style = Can be light / shaped
Responses: Natural. Cue bid = Forcing
INT overcalls (2nd/4th live; responses; reopening)
2nd Position = 15-17
Responses: Bid as INT opening
Natural
4th Position = 10 - 14
Responses: Natural
Jump Overcalls: (Style; responses; unusual NT)
1-Suit : Weak, 2NT = forcing responses: new suit is forcing
2-suit:- 1♣ - 2♦ = 5♥/5♠
Reopen: Cue = any good two suiter. 2NT = 19-21
Direct and Jump cue Bids (Style; responses; reopen)
Direct Cue Bid = Michaels (Note 1)
Vs NT (vs Strong/weak; reopening; pH)
Landy (Note 3)
Vs preempts (doubles, cue-Bids; jumps; NT bids)
Take out doubles thru 4♥
Vs Artificial Strong Openings
Over Opponents take out double
New suit forcing at 1-level
Jump Shift non-forcing
Double Jump = Splinter / 2NT = limit raise or better

<i>Leads and Signals</i>		
Opening Leads - style		
Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th
NT	4th	3rd / 5th
Subseq		
Other	2nd from 4 small	
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AKx: Axxx(+)	AK; AKx(+)
King	KQ; AK; KQ109x	KQ; AKJ10(x); KQ109(+)
Queen Q; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109;
9	9x; 98x(+)	H98x(+)
Hi-x	Sx; xxS	Sx; ; xSxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+);
Signals in order of Priority		
Partner's Lead	Declarer's Lead	Discarding
1 suit	Hi = E Same	Same
2 suit	Hi=encouraging	
3 suit	S/P	
1NT	lo = E Same	Same
2NT	lo = encouraging	
3NT	S/P	
Signals (including trumps):		
Echo in trump suit shows ability to ruff		
Takeout Doubles (Style; responses reopening)		
May be light with classic shape		
Cue = F until a suit is bid twice;		
New suit = FI		
Reopen: same as above		
Special, artificial and competitive doubles/redoubles		
Responsive Dbl: After T/O Dble thru 4♥; after o/call thru 4♠		
Repeat same suit dble by Neg doubler = Take out (See Note 8)		
Over minor Michaels: Major = stopper		
Over Major Michaels: cue bid in opponents' major = limit raise or better		

<i>System Summary</i>
General approach and Style
Natural, 5-card Majors
Longer Minor - 1♣ if 3.3
Limit jump raises over majors
INT response = not forcing
INT Opening: 15 - 17
2 over 1 response: Promises rebid (See Note 7)
Special Bids that may require defence
2♣ Opening = strong, near Game Force - any suit,(s) any shape
2♦ Opening = Weak ♦ 6+ (6-10 HCP)
2♥ Opening = Weak Major 6+ (6-10 HCP)
2♠ Opening = Weak Major 6+ (6-10 HCP)
3NT Opening = Gambling
2NT Overcall = two lower unbid suits
Michaels Cue-bids (Note 1)
Negative Doubles to 3♠
Special Forcing Pass Sequences
Important notes that don't fit elsewhere
Double Jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise
Psychics:
Rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1♣		3	3♠	11 - 21 HCP	Single raise weaker than double raise Strong jump shift (1♣ - 2 any)	4th suit forcing; game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls
1♦		3	3♠	11 - 21 HCP	Single raise weaker than double raise Strong jump shift (1♣ - 2 any)	As above - NOTE 5 -	As above
1♥		5	3♠	11 - 21 HCP	INT not forcing, 5+ points Raises = limit. 2NT = FG with trump support	Raises = limit. Re-raise = Pre-emptive General principles as above	Cue bid over Comp = Strong Raise
1♠		5	3♠	11 - 21 HCP	As for 1♥	As for 1♥; 1♠ - 2♣ ; 2♠ - 3♠ = limit	As for 1♥
INT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	☐		3♠	Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = negativ, less than 8 points		Natural
2♦		6	3♠	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6 - 10 HCP	As for 2♥ opener	As for 2♥ opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Puppetstayman Note 9	Note 9	Natural Dbl = Penalties
3♣		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 6) Cue Bids Splinters GSF No Changes Allowed:	
3♦		7	Pre-emptive	New Suit forcing			
3♥		7	Pre-emptive	3♠ Natural. Minors = cue-bid			
3♠		7	Pre-emptive	4♥ Natural. Minors = cue-bid			
3NT)		natural, 24-25	Natural			
4♣		8	Pre-emptive	Natural			
4♦		8	Pre-emptive	Natural			
4NT				both minors			



WBF Standard Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

(1♣) – 2♣ is natural

(1♦) or (1club) – 2♦ Both majors 5(+) / 5(+)

(1♥) – 2♥ = 5♠ + 5 minor

(1♠) – 2♠ = 5♥ + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

Note 2: Lebensohl: no

Note 3: Landy: (vs No Trump)

Penalty Double

2♣ shows at least four cards in each major suit = Landy

2♦/♥/♠ = Natural

1NT - 2♣ - ?

2♦ = relay to play the better major

2NT = strong inquiry (cue-bid!)

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: Responses after NT rebid

1♦ - 1♥ 1♥ - 1♠

1NT – 2♣ = checkback Stayman, asking for min/max and length in heart/spade

1NT – 3♥ = forcing

3♦ = Nat. forcing

1♣ - 1♥ 2NT - 3♣ Nat. Forcing (2NT denies 4 card ♠ suit)

1♣ - 1♦ 1NT - 3♣ = forcing

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5♣ = 4 or 1

5♦ = 3 or 0

5♥ = 2

5♠ = 2 + Queen of Trumps

5NT = 2 + a void

6♣ = 1 + a void

Note 7: Non Forcing Sequences

1♠ - 2♣
2♦/♥/♠ - 3♣

1♠ - 2♣
2♦/♥ - 2♣

1♠ - 2♣
2♦/♥/♠ - 2NT

1♠ - 2♣
2♠ - 3♠

1M - 2 lower
2NT = extra values

1♥ - 1♠
2♣ - 3♥ - limit raise

Note 8: Take Out Double

1♣ - 1♦ - X = denies 4-card major
1♣ - 1♥ - X = denies 4♠

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 9: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2♣:
2♦ = No Major
2♥ = 4♥
2♠ = 4♠

b) Transfers

1NT -
2♦ = 5+♥
2♥ = 5+♠
2♠ = 5+♣
2NT = Nat
3♣ = 5+♦

2NT - same/ only transfer in majors
2NT - (pass) - 3 Spade = 5 Spade, 4 Heart

2NT - pass - 3 clubs: puppetstayman

c) 1NT - 3♦/♥/♠ = strong, Natural

d) Subsequent Bids:

1NT - 2♣
2 any - 3♣ = forcing