

Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)

General Style = Sound

Reponses: Jump Raise = Preemptive

Cue-Bid = Forcing raise

New Suit = Forcing

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 = 15-18

Responses: Bid as INT opening

Natural

4th Position = 10 – 14; 2NT 4th position = 18-19

Responses: Natural

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

Direct and Jump cue Bids (Style; responses; reopen)

Direct Cue Bid = Michaels (1♣ - 2♣ = 5♠/5♦♥)

Vs NT (vs Strong/weak; reopening; pH)

Multi-Landy

Vs preempts (doubles, cue-Bids; jumps; NT bids)

Take out doubles thru 4♥

Vs Artificial Strong Openings

Over Opponents take out double

As without double

Leads and Signals

Opening Leads - style

Lead in Partner's Suit 3rd if not supported

Suit 1st 3rd or 5th

NT 1st 3rd or 5th

Subseq

Leads

Lead

Ace AKx; Axxx(+)

King KQ; AK; KQ109x

Queen QJ; QJx(+); AQJx(+); KQx(+);

Jack J10; J10x(+);

10 109; 109x(+); H109x(+); KJ10x(+); 10x

9 9x; 98x(+) 98x(+)

Hi-x Sx; xxS Sx; xxS; xxSx

Lo-x HxS; HxSx(+); xxSx(+) HxS;

Signals in order of Priority

Partner's Lead Declarer's Lead Discarding

1 Lo/Hi = E Same o/e

2 Lo/Hi = even

3 S/P

Signals in NT

Length, only on A attitude; Reverse smith

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

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise



WORLD BRIDGE FEDERATION

Standard Card

System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor - 1♣ if 3.3 1♦ if 4.4

Bergen Raises, Jacoby; jump raises weak

INT response = semiforcing

2 over 1 response: Promises rebid

XYZ

INT Opening: 15 – 17 4-way transfers

Special Bids that may require defence

2♣ Opening = strong, near Game Force - any suit,(s) any shape

2♦♥♠ Opening = Weak ♦ 6+ (6-10 HCP)

3NT Opening = Gambling

2NT Overcall = two lower unbid suits

Michaels Cue-bids (Note 1)

Lebensohl after 2-level overcall of INT and opps weak 2 bids

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	Inv minors, weak jump shifts		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	As above		As above
1♥		5	3♠	11 - 21 HCP	INT semiforcing, 3♣ 8-9 4c support, 3♦ 10-11 3c support 2NT = FG with trump support	2NT - 3♣ min, 3♦ 15+, 3♥ single ♣, 3♠ single ♦, 3NT single in the other M.	
1♠		5	3♠	11 - 21 HCP	As for 1♥	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	Natural; pos requires good suit; 2♦ = neutral		Natural
2♦		6	3♠	6 - 10 HCP	New suit forcing 2NT asks (ogust)	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	As above	As above	Natural
2♠		6		6 - 10 HCP	As above	As above	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Puppet Stayman; 3♠ = 5♠ + 4♥		Natural Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB Cue Bids Splinters GSF No Changes Allowed:	
3♦		6		Pre-emptive	New Suit forcing		
3♥		6		Pre-emptive	3♠ Natural; Minors = cue-bid		
3♠		6		Pre-emptive	4♥ Natural; Minors = cue-bid		
3NT		7(6)		Gambling	Natural		
4♣		7			NAMYATS		
4♦		7					
4NT				Blackwood			



WBF Standard Card

Supplementary Sheet

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF
2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p)
3♣ (p) 3x = GF No Stopper

Note 3: Multi-Landy: (vs No Trump)

Penalty Double
2♣ shows at least four cards in each major suit = Landy
2♦ either M 6c
♥/♠ = 5c in the suit, and at least 4c minor

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 (xyz)

1x - 1y
1z - 2♣ = transfer to ♦ (planning to pass ♦ or invite in x, y or z)

1x - 1y
1z - 2♦ = game forcing

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

Responses: 5♣ = 3 or 0
5♦ = 4 or 1
5♥ = 2
5♠ = 2 + Queen of Trumps
5NT = odd + a void
6x = even + a void in x

Note 7: Non Forcing Sequences

1♠ - 2♣

2♦/♥/♠ - 3♣

1x - 1y

1z - 2x/y/z

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+♦

4♦ = 5♥+5♠

2NT -

2NT - 3♣

KOPIERA

c) 1NT - 3♦/♥/♠ = strong, Natural

d) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠ F

1NT - 2♣

2 any - 3♣ = forcing (one M and 5♣)

Note 10: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 9/11 HCP and 3/4 card support.
Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.

2 in the opening major is a sign off

2♥ (after a 1♠ opening bid) is weakish with ♥