



**WORLD BRIDGE FEDERATION
Standard Card**

Hilfiker Gabriele / Lucas Gisela

System Summary

General approach and Style

Natural, 5-card Majors

Better Minor (3 ♣ min.)

INT response = not forcing

INT Opening: 15-17 (Note 1)

2NT Opening: 21-22

Special Bids that may require defence

2 ♣ Opening = semifor 4-5L, 6 suits 19-20 NT, weak 6-♦ (note

2 ♦ Opening = game force, 3-4L, 23+NT (Note 4)

2 ♥ Opening = Weak Major 6+ (6-10 HCP)

2 ♠ Opening = Weak Major 6+ (6-10 HCP)

3rd and 4th color = forcing, 4th = asking for a stopper

Inverted Minor

Drury in 3rd and 4th position (2 ♣ = 3 cards, 11 HCP)
(Note 2)

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Weak jump on partners opening (no 6 HCP)(Note 7)

Normal splinter on partners major opening

After opponents bidding, 2-er level = nonforcing (Note 7)

Psychics:

??

Leads and Signals

Opening Leads - style		
Lead	Normal	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; KQ109x	KQ;; KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+)
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109;
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS Sx; Sxx; xSxx	
Lo-x	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+);

Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E Same	Same
2	Lo=encouraging	
3	Hi/lo = E odd number	
4	Lo/hi = even numbered	

Signals (including trumps):

Lavinthal

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Special, artificial and competitive doubles/redoubles

Support double (Note 8)

Defensive and Competitive Bidding

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

General Style = Sound

Responses: Jump Raise = forcing

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: stayman, transfers

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

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

Top and another (Note 9)

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

Landy (Notes 5)

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

Vs Artificial Strong Openings

Over Opponents take out double

Opening	Tick if Artificial	Min. No. Cards	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass			Not an Opening Bid			
1 ♣		3	11 - 19 HCP	Single raise weaker than double raise (better minor) 1 ♦ (maybe no pints) Weak jump in ♥/♠ (Note 7)	4th suit forcing; game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	?
1 ♦		3	11 - 19 HCP	Single raise weaker than double raise (better minor) Weak jump in ♥/♠ (Note 7)		
1 ♥		5	11 - 19 HCP	INT not forcing, 6+ points		Cue bid over Comp = Strong Raise
1 ♠		5	11 - 19 HCP	As above	As above	As above
INT			15 - 17 balanced	Jacoby Transfers: Note 1) Weak stayman, smolen		
2 ♣			Semiforce, 4-5L, 6 suits or 19-20 NT or weak 2 in ♦	2 ♦ relais or new color or NT (Note 3)		
2 ♦			Gameforce, 3-4L, 5 suits or 23+NT	2 ♥ = no points, 2 ♠ = 8 points, uneven. 2NT = 8 points even (Note 6)		
2 ♥		6	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx, new color = maximum	Natural
2 ♠		6	6 - 10 HCP	As above	As above	Natural
2NT			21 - 22 balanced	Jacoby Transfers; Stayman		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) Splinters Cue Bids	
3 ♦		7	Pre-emptive	New Suit forcing		
3 ♥		7	Pre-emptive			
3 ♠		7	Pre-emptive			
4NT			Blackwood			



WBF Standard Card

Supplementary Sheet

Note 1: 1 NT Opening:

Stayman, can be also weak

Smolen (4/5 in ♥ and ♠) = weak or strong, partner bids after 2♦ the 4th major

4♣ = RKCB

4♦ = 5/5 ♥ / ♠

4NT = Mini-Maxi

Note 2: Drury

Opener is in 3rd or 4th position (major 5)

Responder: 2♣ = 3 cards support and 11 HCP

Note 3: 2♣ semi-forcing, 19-23 HCP, 4-5L:

6-er suits and strong or

19-20 NT or

Weak 2 in ♦

Partner's answer: 2♦ (relais), when strong a new color or NT

Note 4: 2♦ game-forcing, 23+HCP, 3-4L:

5-er suits strong

23+ NT

Partner's answers:

2♥ = less points

2♠ = 8 points, uneven distribution

2NT = 8 points, even distribution

Note 5: Landy

X = 5-er suit in a minor and 4-er suit in a major

2♣ = 4/5 suits in the major colors

2♦ = 6-er suit in a major color

2♥/2♠ = 5-er suit in a major and 4-er suit in a minor

2NT = 5/5-er suits in the minors

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

Note 7: Non Forcing Sequences

1 ♣ / 1 ♦ - pass - 2 ♥ / 2 ♠ (6-er suits, no 6 HCP)

1 ♥ - 2 ♣ - 2 ♠ (nonforcing, no 11 points)

Note 8: Take Out Double:

shows 3 cards support in partner's color

Note 9: Top and another

Overcall = the highest color (not mentioned yet) and another