



**WORLD BRIDGE FEDERATION
Standard Card**

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System Summary

General approach and Style

Natural, 5-card Majors

3/3 = 1 ♣, 4/4 = 1 ♦

1 ♦ = 4 cards

INT response = not forcing

Bergen Raises/ Jacoby (Note 2)

INT Opening: 11 – 14 (Note 1)

2NT Opening: weak, both minors min. 5/4

3 NT long minor suit AKDxxxx no side AS

Special Bids that may require defence

2 ♣ Opening = gameforcing or weak 2 in ♦

2 ♦ Opening = semiforc. or NT 21/21 or weak 2 in major

2♥ Opening = ♥ 5+ and any other colour 4+ (6-10 HCP)

2♠ Opening = ♠ 5+ and any other colour 4+ (6-10 HCP)

Rubensohl after 2-level overcall of INT (Note 4)

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

Inverted Minor

Special Forcing Pass Sequences

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Important notes that don't fit elsewhere

Weak jump on partners opening (no 6 HCP)

Normal splinter on partners major opening

After opponents bidding, 2-er level= nonforcing

Psychics: -

Leads and Signals

Opening Leads - style			
Lead	Normal	In Partner's Suit	
Suit	2nd / 4th	2nd / 4th	
NT	4th	2nd /4th	
Subseq			
Other	top of nothing		
double with 10 or higher: highest card first			
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(+)	
Signals in order of Priority			
	Partner's Lead	Declarer's Lead	Discarding
color 1	low positiv	low positiv	mod.
color 2	low positiv	low positiv	mod.
color 3	low positiv	low positiv	mod.
NT 1	low positiv	low positiv	mod.
NT 2	low positiv	low positiv	mod.
NT 3	low positiv	low positiv	mod.
Signals (including trumps):			
Modified Italian Lavinthal			
Lo/Hi encouraging			
Takeout Doubles (Style; responses reopening)			
Take out double: shows 3 cards support in partners color			
X after major opening: solid, the other major 4+, 11+ HCP			
Or X 15+ HCP			
Reopen: 11+			
Special, artificial and competitive doubles/redoubles			
Negativ X 1 st step 6+, 2 nd step and 3 rd 11+			
Competitive x: Rubensohl (Note 4)			
XX =points, if partner opening 1 NT and opponent bid X, than XX from opener is take out: 1 NT - x - p - p - xx			
Support double until 2 ♠			

Defensive and Competitive Bidding

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

top and another; weak (max. 11 HCP)

Michaels Cuebid, unusual no trump

Drury (Note 11)

New Suit = Forcing - jump shift = fit

Take-out double:

General Style = Can be light / shaped

in 4. Position both unbidding colors 4+/4+

Responses: Natural. Cue bid = Forcing

INT overcalls (2nd/4th live; responses; reopening)

2nd position: polish (Note 5)

4th position 11 – 14

responses natural

4th position after both opponents have bidden a color, 8 – 11 P

And the other not named colors

Jump Overcalls: (Style; responses; unusual NT)

weak 2, responses natural

2 NT= unusual no trump: both lowest colors until 11 P

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

Michaels cuebid until 11 P

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

Gromöller vs strong or weak NT (Note 6)

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

X points, X until 2 ♠ info X

natural

Vs Artificial Strong Openings

natural

Over Opponents take out double

opponents X makes no different

XX 10 + P



WBF Standard Card

Supplementary Sheet

Note 1: 1 NT Opening:

Stayman, can be also weak

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

4♣ = RKCB

4♦ = 5/5 in ♥/♠

4NT = Question Mini-Maxi

Note 2: Bergen Raises / Jacoby:

3♣ = 4 cards fit, 8-10 HCP

3♦ = 4 cards fit, 6-7 HCP

2NT = 3 cards fit, 14+ HCP

Opener decides for full game or not
after 2 NT = next color = single or chicane

Note 3: 2♦ semi-forcing or weak

6-er suits strong any colour

20,21 NT

Weak in ♥ or ♠ 6+; 6 – 10 HCP

Partner's answers:

2♥ = relay, below 15

2♠ = 0/1 cards in spade

2NT = 15+

Note 4: Rubensohl

1NT - 2xy - 2♥/♦/♠ weak, to pass

1NT - 2xy - 2SA = transfer to ♣, 11+points

1NT - 2xy - 2♣ -transfer to d♦, 11+points

1NT -2xy - 2♦ = transfer to ♥, 11+points

1NT- 2xy - 2♥ = transfer to ♠, 11+points

1NT -2xy - transfer to opponents colour= stopper question

1NT - 2xy _ X = 11+points

Note 5: polish NT

1 major - 1 SA = other major 4 plus minor suit 5+

1 minor - 1 SA = other minor 5 + and unknown major 4

Partners responses : overcall: question of unknown color

Note 6: Gromöller

1 NT - X = 16+

1 NT - 2 Clubs : 6 minors or 4+/4+ majors, or 4 majors + 5 minors
 1 NT - 2 \heartsuit = majors: 6+
 1 NT - 2 \spadesuit : \heartsuit 5+, 4 minors
 1 NT - 2 \clubsuit : \spadesuit 5+, 4 minors
 1 NT - 2 SA : both minors, 5/4
 1 NT - 3 Colors: weak
 1 NT - 4 \clubsuit : 5 \clubsuit , 5 Majors
 1 NT - 4 \heartsuit : 5 \heartsuit , 5 majors
 1 NT - 4 \spadesuit : 5/5 both majors
 1 NT - 4 S \spadesuit : 6 \spadesuit , 5 \heartsuit

Note 7: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5 \clubsuit = 3 or 0
 5 \heartsuit = 4 or 1
 5 \spadesuit = 2
 5 \diamondsuit = 2 + Queen of Trumps

Note 8: Non Forcing Sequences

1 \clubsuit / 1 \heartsuit - pass - 2 \heartsuit /2 \spadesuit (6-suit, no 6 HCP)

Note 9: Answers 2 \clubsuit - 2 NT

3 \clubsuit weak 2 in \heartsuit minimum
 3 \heartsuit weak 2 in \heartsuit maximum

Note 10: Take Out Double:

Until the 2nd step: shows 3 cards support in partner's color

Note 11: Drury

example:

1 \heartsuit - 1 \heartsuit - p - 2 \clubsuit : asking for points , if opening under 12 points 2 hearts

Note 12 modified Italian Lavinthal

3,5,7: direct marking
 2,4,6: marking for the lowest color
 8 and more: marking for the highest color

Note 13 opening 2 NT - 3 \heartsuit

2 NT - 3 \heartsuit
 3 \spadesuit single \spadesuit , double \heartsuit
 3 NT single \heartsuit , double \spadesuit
 4 \clubsuit 6+ \clubsuit
 4 \heartsuit 6+ \heartsuit
 4 \heartsuit chicane \heartsuit
 4 \spadesuit chicane \spadesuit