



**WORLD BRIDGE FEDERATION  
Standard Card**

**Renate Winter /Gisela Lucas**

*System Summary*

**General approach and Style**

Natural, 5-card Majors

Better Minor (3♣min.)

1NT response = not forcing

1NT 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 3)

2♦Opening = game force, 23(Note 4),

2♥Opening = Weak Major 6+ (6-10 HCP)

2♠Opening = Weak Major 6+ ( 6-10 HCP)

(NOTE5)

3<sup>rd</sup> and 4<sup>th</sup> color = forcing, 4<sup>th</sup> = asking for a stopper

Inverted Minor

Drury in 3<sup>rd</sup> and 4<sup>th</sup> position (2♠=3cards,2♦=4cards, 11HCP)  
(Note 5)

**Special Forcing Pass Sequences**

**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 (Note 9)

**Psychics:**

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*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,

2<sup>nd</sup> from Double not mentioned

**Leads**

Lead	Vs. Suit	Vs. NT
Ace	AKx: Axxx(+)	AK: AKx(+)
King	KQ; KQ109x	KQ;; KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+) QJ10x()3-er
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

1 Hi/lo = E Same Same

2 Lo=encouraging

3 Hi/lo = odd number

4 Lo/hi = even numbered

**Signals:**

Lavinthal

**Takeout Doubles (Style: responses reopening)**

May be light with classic shape

**Special, artificial and competitive doubles/redoubles**

Support double (NOTE10)

*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 - jump shift = fit

In Balancing Position: Same

**Take-out double:**

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

**1NT overcalls (2nd/4th live; responses; reopening)**

2nd Position = 15 - 17

Responses: natural

Natural

**Jump Overcalls: (Style: responses; unusual NT)**

1-Suit : Natural

Responses - New suit = forcing

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

Top and another (NOTE6)

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

Landy (NOTE5)

**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 stronger than double raise (better minor) 1♦ (maybe no points) Weak jump in ♥/♠ (Note 9) 1 NT non forcing	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 stronger than double raise(better minor) Weak jump in ♥/♠ (Note 9)		
1♥		5	11 - 19 HCP	1NT not forcing, 6+ points, Drury (NOTE 2)		Cue bid over Comp = Strong Raise
1♠		5	11 - 19 HCP	As above	As above	As above
1NT			15 - 17 balanced	Jacoby Transfers: ( Note 1) Weak stayman, smolen		
2♣	X		Semiforce,4-5L,6 suits or 19-20 NT or weak 2 in ♦	2♦ relais or new color or NT (Note 3)		
2♦	X		Gameforce,5 suits or 23+NT (Note 4)	Ace-questions (Note 4)		
2♥		6	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum pass	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)	
3♦		7	Pre-emptive	As above		
3♥		7	Pre-emptive	As above	Five - Ace Blackwood: RKCB (Note 8) Cue Bids Splinters	
3♠		7	Pre-emptive	As above		
3NT			Gambling (AKQxxxx)NOTE 7			
4NT			5/5 in minors or more			

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## WBF Standard Card

### Supplementary Sheet



#### Note 1: 1 NT (15-17)

Stayman, can be also weak

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

4♣ = RKCB

4♦ = 5/5 ♥/♠

4NT = Mini-Maxi

#### Note 2: Drury

In 3<sup>th</sup> and 4<sup>th</sup> position, asking for strength

Responder: 2♣ = 3 cards support and 11 HCP

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

Weak 2 in ♦ 6-er suits and strong or  
19 - 20 NT or strong 5/6 color major;

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♥ = and less points

2♠ = 8 HCP, uneven

2NT = 8 HCP even

#### Note 5: Landy: 2

2♣ 5/4 or 4/5 in the majors

Double 4/5 major/minor

2♦ 6 cards major, at least 8 HCP

2♥ 5 cards in ♥ and 4 cards in a minor

2♠ = as above

#### Note 6: Top and another

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

#### Note 7: 3 NT Opening

Ace, King, Queen in a minor and 4 small cards, no side Ace, no side King

#### Note 8: 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 9: Non Forcing Sequences

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

1♦ - 2♣ - 2♥/2♠ (5-er suits, nonforcing, no 10 points)

**Note 10: Supportdouble:** shows 3 cards support in partner's col