



**WORLD BRIDGE FEDERATION
Standard Card**

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

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

2nd Position = 16 - 18
 Responses: Bid as INT opening
 Natural
 4th Position = 10 - 14
 Responses: Natural

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;
 Responses - New suit = 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

Leads and Signals

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	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);
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	Hi=encouraging		
3	S/P		
1	Hi/lo = E	Same	Same
2	Hi = encouraging		
3	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

System Summary

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)
 Lebensohl after 2-level overcall of INT (Note 2)
 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♦ = neutral	Cheaper minor = second negative thru' 3♦	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; Stayman Note 9	2NT - 3♠ > ♣ 2NT - 3♣ 2NT - 4♣ > ♦ 3♦ - 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 (Note 6) 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		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4NT				Blackwood			

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1♣ - |

5♠ = 2 + Queen of Trumps
5NT = 2 + a void