



<i>Defensive and Competitive Bidding</i>	<i>Leads and Signals</i>		WORLD BRIDGE FEDERATION Carla & Elsa Manzotti 2 / 1 Standard Carding Attitude Leads
	Opening Leads		
Overcalls (Style; responses: 1/2 level; reopening) General Style = Sound Responses: Jump Raise = Preemptive Cue-Bid = Forcing raise New Suit = Forcing - jump shift = fit	Lead	In Partner's Suit	
	Suit	attitude leads (low promises honor)	
	NT	attitude leads (low promises honor)	
	Subseq	Suit preference	
Take-out double: General Style = Can be light / shaped if Non Vul Responses: Natural. Cue bid = Forcing	Other	MUD (middle - up - down)	
	Leads		
1NT overcalls (2nd/4th live; responses; reopening) 2nd Position = 15 - 17 Responses: Bid as 1NT opening Natural 4th Position = 15 - 17 Responses: Bid as 1NT opening	Lead	Vs. Suit Vs.	NT
	Ace	AK.	AK
	King	KQ; AK; KQ109x AKJ10(x); KQ109(+)	KQ;
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	Queen	QJ; QJx(x)	QJ; QJx(+);
	AQJx(+)		
	Jack	J10; J10x(+)	J10; J10x(+);
	KJ10x(+)		
Direct and Jump cue Bids (Style; responses; reopen) Direct Cue Bid = Michaels (Note 1)	10	109; 109x(+); H109x(+); 10	109; 109x(+);
	H109x(+)		
Vs NT (vs Strong/weak; reopening; pH) Landy (Note 3)	9	9x; 98x(+)	9x; 98x(+)
	Hi-x	Sx; Sxx	Sx; Sxx; xSxx
Vs preempts (doubles, cue-Bids; jumps; NT bids) Take out doubles thru 4]	Lo-x	HxS; HxSx(+); xSxx(+)	HxS;
	HxxS(+); xxxS(+)		
Vs Artificial Strong Openings	Signals in order of Priority		
Over Opponents take out double New suit forcing at 1-level Jump Shift non-forcing Double Jump = Splinter / 2NT = limit raise or better	Partner's Lead Discarding	Declarer's Lead	
	1 same	Hi = encouraging	same
	2	Suit preference	
			<i>System Summary</i>
			General approach and Style
			Natural, 5-card Majors
			Longer Minor - 1♣ if 3-3
			Limit jump raises over majors with 4 trumps
			1NT response = forcing one round
			1NT Opening: 14+ - 17 HCP
			2 NT Opening: 20-21 HCP
			Special Bids that may require defence
			2♣ Opening = strong, near Game Force - any suit,(s) any shape
			2♦ Opening = Weak 6+ (3-9 HCP depending on vulnerability)

		2 ♥ Opening = Weak Major 6+ (3-9 HCP depending on vulnerability)
		2 ♠ Opening = Weak Major 6+ (3-9 HCP depending on vulnerability)
		3NT Opening = 24 - 25 balanced hand
		2NT Overcall = two lower unbid suits
		Michaels Cue-bids
	Signals (including trumps):	Negative Doubles to 3 ♥
	Trump suit preference when possible	
	Takeout Doubles (Style; responses reopening)	
	Sound except when made by a passed hand Light non vulnerable and with shape	
	Cue = F until a suit is bid twice	Special Forcing Pass Sequences
	New suit = F1	
	Reopen: same as above	
	Special, artificial and competitive doubles/redoubles	
	Responsive Dbl: After T/O Dble thru 4]; after o/call thru 4[Important notes that don't fit elsewhere
	Repeat same suit dble by Neg doubler = Take out (See Note 8)	Double Jump in new suit = Splinter if minor over major
	Over minor Michaels: Major = stopper	Jump Cue Bid by Opener = Splinter raise
	Over Major Michaels: cue bid in opponents' major = limit raise or better	Psychics:
		Very rare

Opening	Artificial	Min. # Cards	Neg X 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♦		4 3 Only when 4432	3[11+ - 21 HCP	Single raise weaker than double raise Strong jump shift (1} - 2 any)	As above	As above
1♥		5	3[11+ - 21 HCP	1NT 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]
1NT				15 - 17 balanced	Jacoby Transfers	Over Stayman: rebids are Major invitational, minor forcing	X at 3-level shows values. X at 2-level is T/O
2♣	✓		3[Artificial, strong - near GF, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = waiting	Cheaper minor = second negative thru' 3♦	Natural
2♦		6	3[3 - 9 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		3 - 9 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♠		6		3 - 9 HCP	As for 2] opener	As for 2] opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman	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 03 / 14 - Cue Bids - Splinters - 5 NT asks for specific Kings	
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				24-25 points	Natural		
4♥		8 (7)		Pre-emptive	Natural		
4♠		8 (7)		Pre-emptive	Natural		
4NT				RKC	03 14		



WBF Standard Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

(1)} - 2}

(1{) - 2 {

Both majors 5(+) / 5(+)

(1]) - 2] = 5[+ 5 minor

(1[) - 2[= 5] + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

Note 3: Landy: (vs No Trump)

Penalty Double

2♣ shows at least 5-4 cards in each major suit = Landy

2{}/[= Natural

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

1{ - 1] 1] - 1[

1NT - 2} = new minor, forcing

1NT - 3] = forcing

3{ = Nat. forcing

1} - 1] 2NT - 3} Nat. Forcing (2NT denies 4 card [suit)

1} - 1{ 1NT - 3} = forcing

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are 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 = 2 + a void

6 SUIT = 1 + void in suit bid

Note 7: Non Forcing Sequences

1[- 2}

2{1/[- 3}

1[- 2}

2[- 3 [

1] - 1[

2} - 3] - limit raise

1[- 2}

2{/[- 2[

1M - 2 lower

2NT = extra values

1 [- 2}

2{1/[- 2NT

Note 8: Take Out Double

1} - 1{ - X = denies 4-card major

1} - 1] - X = denies 4[

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

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 card support

2♦ shows 9/11 HCP and 4 card support

Subsequent bids:

2 in the opening major is a sign off