

Defensive and Competitive Bidding

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

General Style = Sound

Responses: 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) / MultiLandy

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);
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+);
10	109; 109x(+); H109x(+); 10x	
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; Sxx; xSxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS;

Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E	Same Same
2	Lo = 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

Responsive Dbl: After T/O Dble thru 4♥; after o/call

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise



WORLD BRIDGE FEDERATION

System Summary

General approach and Style

4 card Majors

Limit jump raises over majors

INT response = not forcing

INT Opening: 12-14

2 over 1 response: Promises rebid (See Note 7)

Special Bids that may require defence

2C Opening = strong, near Game Force - any suit,(s) any shape

2D Opening = Weak ♦ 6+ (6-10 HCP)

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

2S 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 4S

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			
1C		4	4S	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
1D		4	4S	11 - 21 HCP	Single raise weaker than double raise Strong jump shift (1♣ - 2 any)	As above - NOTE 5 -	As above
1H		4	4S	11 - 21 HCP	1NT not forcing, 5+ points Raises = limit. 2NT = FG with trump	Raises = limit. Re-raise = Pre-emptive	Cue bid over Comp = Strong Raise
1S		4	4S	11 - 21 HCP	As for 1H	As for 1H	As for 1H
1NT				12-14 balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	After DBL, RDBL says bid Clubs otherwise transfers on
2C	☐		3♠	Artificial, strong - near Game Force, any suit,(s) any	Natural; positive requires good suit; 2D = neutral	2NT = second negative	Natural
2D		6	3♠	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2H		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2S		6		6 - 10 HCP	As for 2H opener	As for 2H opener	Natural
2NT				20 - 22 balanced	Jacoby Transfers; Stayman Note 9	2NT – 3S > C	Natural Dbl = Penalties
3C		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 6) 5C (3 or 0), 5D (1 or 4), 5H (2, no Q), 5S (2 and Q) Cue Bids Splinters GSF	
3D		6	Pre-emptive	New Suit forcing			
3H		6	Pre-emptive	3S Natural.			
3S		6	Pre-emptive	4H Natural.			
3NT		7(6)		Gambling	Natural		
4C		7		Pre-emptive	Natural		
4D		7		Pre-emptive	Natural		
4NT				Blackwood			



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 2: Lebensohl:

2NT forces 3C. Responder may now pass or make a minimum bid in a suit, NF
2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p)

3♣ (p) 3x = GF No Stopper

Note 3: Landy: (vs No Trump)

Penalty Double

2C shows at least four cards in each major suit = Landy

2D shows 6 card major

2H/S shows 5 of that suit and 4 of a minor

1NT – 2C - ?

2D = 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

1D – 1H 1H – 1S

1NT – 2C = new minor, forcing

1NT – 3H = forcing

3D = Nat. forcing

1C – 1H 2NT – 3C Nat. Forcing (2NT denies 4 card S suit)

1C – 1D 1NT – 3C = 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: 5C = 3 or 0

5D = 4 or 1

5H = 2

5S = 2 + Queen of Trumps

Note 7: Non Forcing Sequences

S

1H- 2C

1S – 2C

1S- 2C

2D/H/S – 3C

2D/H – 2S

2D/H/S - 2NT

1S- 2C

1M - 2 lower

2S - 3 S

2NT = extra values

1H – 1S

2C – 3H - limit raise

Note 8: Take Out Double

1C – 1D - X = denies 4-card major

1C – 1H - X = denies 4

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

Note 9: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2C:

2D = No Major

2H = 4H

2S = 4S

2NT – 3C

b) Transfers

1NT - 2D = 5+H etc

2NT = Nat

2NT - Same

c) 1NT – 3D/H/S = strong, Natural