

## Defensive and Competitive Bidding



**WORLD BRIDGE FEDERATION**

**Standard Card**

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<b>Overcalls (Style; responses: 1/2 level; reopening)</b>
General Style = Sound
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same
<b>Take-out double:</b>
General Style = Can be light / shaped
Responses: Natural. Cue bid = Forcing
<b>1NT overcalls (2nd/4th live; responses; reopening)</b>
2nd Position = 16 - 18
Responses: Bid as 1NT opening
Natural
4th Position = 10 - 14
Responses: Natural
<b>Jump Overcalls: (Style; responses; unusual NT)</b>
1-Suit: Natural;
Responses - New suit = forcing
2-suit: - 1 minor - 2 ♦ = 5+/5+ Majors
<b>Direct and Jump cue Bids (Style; responses; reopen)</b>
Direct Cue Bid = Michaels (Note 1)
<b>Vs NT (vs Strong/weak; reopening;</b>
Cappelletti
<b>Vs preempts (doubles, cue-Bids; jumps; NT bids)</b>
Take out doubles thru level 3 ♠
<b>Vs Artificial Strong Openings</b>
<b>Over Opponents take out double</b>
New suit non forcing at 1-level
Jump Shift semi forcing
Cue bid Forcing

<b>Leads and Signals</b>		
<b>Opening Leads - style</b>		
Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th
NT	4th	4th /
Subsequence		
Other	2nd from 4 small	
<b>Leads</b>		
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(+);
10	109; 109x(+); H109x(+); 10x	109; 109x(+);
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; Sxx; xSxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+);
<b>Signals in order of Priority</b>		
Partner's Lead	Declarer's Lead	Discarding
1	Lo/Hi = E	Same
2	Lo=encouraging	
3	S/P	
1	lo/hi = E	Same
2	lo = encouraging	
3	S/P	
<b>Signals (including trumps):</b>		
UDCA		
<b>Takeout Doubles (Style; responses reopening)</b>		
May be light with classic shape		
Cue = F until a suit is bid twice;		
New suit = F1		
Reopen: same as above		
<b>Special, artificial and competitive doubles/redoubles</b>		
Over minor Michaels: Major = stopper		
Over Major Michaels: cue bid in opponents' major = Stopper		

## *System Summary*

### **General approach and Style**

Natural, 5-card Majors
Better Minor
Limit jump raises over majors Bergen raise
1NT response over major = forcing one round
1NT Opening: 15 - 17
2 over 1 response: Forcing game
<b>Special Bids that may require defense</b>
2♣ Opening = strong near Game Force - any suit.any shape
2♦, 2♥ 2♠ Opening =weak by 6
3NT Opening = Gambling
Michaels Cue-bids (Note 1)
Lebensohl after 2-level overcall of 1NT (Note 2)
Negative Doubles to 3♣
<b>Special Forcing Pass Sequences</b>
<b>Important notes that don't fit elsewhere</b>
Double Jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise
<b>Psychics:</b>
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♣		2	3♠	11 - 21 HCP	Single raise weaker than double raise Inverted minor	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♠	11 - 21 HCP	Single raise weaker than double raise Inverted minor	As above - NOTE 5 -	As above
1♥		5	3♠	11 - 21 HCP	1NT forcing, 5+ points Raises = limit. 2NT = FG with trump support 4	Raises = limit. Re-raise = Pre-emptive Bergen raise	Cue bid over Comp = Strong Raise
1♠		5	3♠	11 - 21 HCP	As for above	As for 1♥	As for 1♥
1NT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Double at 3-level shows values.
2♣	☒		3♠	Artificial, strong - near Game Force, any suit,(s) any shape	<b>Note 11</b>		Natural
2♦		6	3♠	Multi	2♥ Pass or correct 2Nt Asking		Natural
2♥		6		♥ and any 5+/5+	2♠ pass or change to minor		Natural
2♠		6		♠ and a minor 5+/5+			Natural
2NT				20 - 21 balanced	Puppet Stayman		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			



## WBF Standard Card

### Supplementary Sheet

#### Note 1: Michaels Cue Bids:

Opening Bid	Direct Overcall	Shows
1♣	2♣	Majors 5+/5+
1♦	2♦	5+ hearts and 5+ Spades
1♥	2♥	5+ spades and 5+ minor
1♠	2♠	5+ hearts and 5+ minor
1♥	2NT	minors
1♠	2NT	minors

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

#### Note 2: Lebensohl:

2NT forces 3}. 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: Intervention to NT opening.

Penalty Double  
2♦ = Majors  
2♥ = Hearts and a minor 5+/5+  
2♠ = Spades and a minor 5+/5+  
1NT – 2NT \= minors 5+/5+

Balancing to NT opening: 2♣ Landy Majors 5+/5+.  
Any suit is natural to play.

#### 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.