

Defensive and Competitive Bidding

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

General Style = Light

Responses: Jump Raise = Preemptive

Cue-Bid = FI; JQ=mixed

New Suit = NForcing - jump shift = Nat FI

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

4th Position = 10 - 15

Responses: Bid as INT opening 2C = range stayman

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

2-suit:- 1♣ - 2♦ = 5♥/5♠

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

Direct Cue Bid = Michaels (Note 1)

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

Landy (Note 3) / WK NT

Meckwell/ ST NT

Vs preempts (doubles, cue-Bids; jumps; NT bids)

Take out doubles thru 4H

Vs Artificial Strong Openings

X for Majors; NT for minors over Strong club & IC P ID

Over Opponents take out double

New suit forcing at 1-level; Xfers starting at INT

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 4th

Subseq

Other Same or attitude

10 or 9 shows 0 or 2 higher in middle of hand

Leads

Lead Vs. Suit Vs. NT(rusinow from 4+)

Ace AKx; Axxx(+) AK; AKx(+)

King KQ; AK; KQ109x KQ; AKJ10(x);

Queen QJ; QJx(x) QJ; QJx(+); KQx(+); KQx(+);

Jack J10; J10x(+); KJ10x(+); J10; J10x(+);

10 109; 109x(+); H109x(+); HJ10x; J109x

9 9x; 98x(+) 98x(+), H109x;

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 lo = Enc. Same Same

2 lo=even count

3 S/P

Signals (including trumps):

Echo in trump suit shows ability to ruff, or SP

Reverse smith vs NT

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Responsive Dbl: After T/O Dble thru 4H

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Hi/lo cue bids

Over Major Michaels: Xfers + cue bids



WORLD BRIDGE FEDERATION Standard Card

Venkatrao Koneru-Pratap Rajadhyaksha

System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor - clubs if 3.3

Limit jump raises over majors

INT response = not forcing

INT Opening: 15 - 17

2 over 1 response: GF

Special Bids that may require defence

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

2 diamond Opening = 5+ Hearts, 4 spades (10-15 HCP)

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

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

3NT Opening = 4 level minor preempt

2NT Overcall = two lower unbid suits

Michaels Cue-bids (Note 1)

XFER-Lebensohl after 2-level overcall of INT (Note 2)

Negative Doubles to 4 Hearts

1C-2D, 1X-2S strong jump shift

1m-2H = 5S, 4 or 5H 6-10- pts

Opening 4C= strong 4H bid, 4D=strong 4S bid

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter

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		3	4H	11 - 21 HCP	Single raise=limit 2H= 5S, 4-5H (6-10 pts.) 2S= Strong JS	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 = limit + Jump shift pre-emptive over overcalls
1D		3	4H	11 - 21 HCP	Single raise = limit+ 2H= 5S, 4-5H (6-10 pts.) 2S = Strong JS	As above - NOTE 5 -	As above
1H		5	4D	11 - 21 HCP	1NT not forcing, 5+ points; jump Raises =weak. 2NT = FG with 4+	Jump Raises = weak. Re-raise = Pre-emptive	2N = 4card invit+ raise in comp. Vue bid = 3Card invit+ raise
1S		5	4D	11 - 21 HCP	As for 1H	As for 1H	As for 1H
1NT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: 2S rebid invit; 2H p/c, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2C				Artificial, strong - near Game	2D= waiting. Kokish.	X = dbl neg over comp.	Natural
2D				5+ H 4S, 10 – 15 (HCP)	2H, 2S to play; 3C, 3D, 3H, 3S Invit	/2NT 3C=sht D; 3D=sht C; 3H=4522min; 3S=4522max;	Natural
2H		6		5 - 10 HCP	New suit forcing 2NT asks for feature if maximum 4C = mod KC	3NT = AKQxxx	Natural
2S		6		5 - 10 HCP	As for 2H opener	As for 2H opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Texas; Stayman Note 9	2NT – 3S > 3NT	Natural Dbl = Penalties
3C		6		Pre-emptive	New Suit forcing	4D = Mod KC	
3D		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3H		6		Pre-emptive	Same	4C = Mod KC I over RKC	
3S		6		Pre-emptive	Same		
3NT		7		4 level minor preempt			
4H		7		Pre-emptive	Natural		
4S		7		Pre-emptive	Natural		
4NT				Blackwood			



WBF Standard Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

1C – 2C
1D – 2D
Both majors 5(+) / 5(+)

1H – 2H = 5S + 5 minor
1S – 2S = 5H + 5 minor
All jumps in known suits are PRE (but may be tactically strong)

Note 2: Transfer 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 invit+transfers

1NT (2x) 2NT (p)
3C (p) 3x = Stayman w stopper

Note 3: Landy: (vs Weak No Trump)

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

MECKWELL (vs Strong NT)

X = 1 min or both maj
2C = C + H or S
2D = D + H or S
2H = H
2S = S

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-invite + splinter raise.

Note 5: Responses after NT rebid

1NT – 2C = forces 2D
1NT – 2D = GF checkback

Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: Step 1 = 1 or 4
Step 2 = 0 or 3
Step 3 = 2
Step 4 = 2 + queen
Step 5-8 same as above with useful void

INT

Note to Density

INT -

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 8+ HCP and 3+ card support.
Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.

2 in the opening major is a sign off

2NT is GF slam try

All others are nat and progressive