

## Defensive and Competitive Bidding

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

General Style = influenced by vul and seat

Responses: Jump Raise = Preemptive

Cue-Bid = Forcing raise or hand too good to not force

New Suit = Forcing at 1 and 3 level forward going at 2 level

In Balancing Position: Same

**Take-out double:**

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

**1NT overcalls (2nd/4th live; responses; reopening)**

2nd Position = 15+ - 18

Responses: Bid as 1NT opening

Natural

4th Position = 11- 16 Responses: 2C inquiry of size

**Jump Overcalls: (Style; responses; unusual NT)**

1-Suit : Natural;

Responses -

1M-2M = other major and minor (5-5)

Reopen: Cue = any good two suiter. 2NT = 19-21

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

michaels showing bids 2D/1C 2H/1D when 1D can be 2 or less

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

Double shows clubs by PH in balancing vs Strong NT

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

Take out doubles thru 4H

**Vs Artificial Strong Openings**

crash over big club and 1C-1D

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 4<sup>th</sup> from honor if supported

Other Top from 3 if supported otherwise low

Other 2nd from 4 small

Rusinow vs NT from 4+ or Std from 3-

**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(+)

10 109; 109x H109 10x 109;

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 Hi/lo = Odd Same Same

2 Hi=discouraging

3 S/P

1 Hi/lo = Odd Same Same

2 Hi = discouraging

3 S/P

**Signals (including trumps):**

Echo in trump suit shows ability to ruff or suit preference

**Takeout Doubles (Style; responses reopening)**

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F1

Reopen: same as above

**Special, artificial and competitive doubles/redoubles**

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

Repeat same suit dble by Neg doubler = Take out (See Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise transfers and 3D = mixed raise  
3NT = forcing raise



**WORLD BRIDGE FEDERATION**

**Standard Card**

Mitch Dunitz & Ross Gabel

## System Summary

**General approach and Style**

Natural, 5-card majors

Longer Minor - 1} if 3-3 usually 1C but often lead directing

1M-3M = mixed 1M-2nt = 4 card LR+

1NT response is semi force can be passed by 5-3-3-2 11-12

1M-x-3M-1 = mixed Drury

1NT Opening: 14-16 nv 15-17 vul

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 = 4 level preempt in minor

2NT Overcall = two lower unbid suits

Michaels

Transfer Lebensohl after 2-level overcall of 1NT (Note 2)

Negative Doubles to 3[

1m- 2H = 5+S and 4+H 5-9 points

1m-2S = 5+S and 4+H 10-12 points

1C -1d overcall system still on

**Special Forcing Pass Sequences**

**Important notes that don't fit elsewhere**

Double Jump in new suit = Splinter if minor over major

Fit showing jumps by passed hand

**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		2	4H	11 - 21 HCP	Single raise stronger than double raise	XYZ and XYNT Reverses by opener forcing; by responder = Game forcing;	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls
1D		3	4H	11 - 21 HCP	Single raise stronger than double raise	As above - NOTE 5 -	As above
1H		5	4D	11 - 21 HCP	1NT semi forcing, 5+ points Raises = limit. 2NT = INV+ with	Raises = limit. Re-raise = Pre-emptive	May open 4 Card suit in 3 <sup>rd</sup> or 4 <sup>th</sup> seat cue bid over Comp = Strong Raise
1S		5	4D	11 - 21 HCP	As for 1H	As for 1H	As for 1H
1NT				14-16 NV 15-17 VUL	Jacoby Transfers: 2S = size ask or clubs	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2C	☒		Dbl negat	Artificial, strong - near Game	Natural; positive requires good suit;	Cheaper minor = second negative thru' 3{	Natural
2D		6		6 - 10 HCP	New suit forcing 2NT asks for description	3NT = AKQxxx	Natural
2H		6		6 - 10 HCP	New suit forcing 2NT asks for description	3NT = AKQxxx	Natural
2S		6		6 - 10 HCP	As for 2H opener	As for 2H opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Note 9	Puppet stayman	Natural or transfer Dbl = Penalties
3C		6		Pre-emptive	3M force 3D relay to 3H	Slam Approach and Conventions (including all Slam-Interest Bids)  Five - Ace Blackwood: RKCB (Note 6) 1430 key card Splinters GSF  No Changes Allowed:	
3D		6	Pre-emptive	New Suit forcing			
3H		6	Pre-emptive	3S Natural; 4C KC			
3S		6	Pre-emptive	4C KC			
3NT		7+		4 level preempt in minor	Pass or correct 4M to play		
4C		7		Good 4H	4D>4H slow auction asks		
4D		7		Good 4S	4H>4S slow auction asks		
4NT				Blackwood	1430		



## WBF Standard Card

### Supplementary Sheet

#### Note 1: Michaels Cue Bids:

1C – 2D  
1D – 2D or 2H if diamond may be short  
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: at 3 level/2M

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  
3C=diamonds inv + 3D=Inv+ other major Impossible transfer= both minors 3H= spades Inv+

1NT (2x) 2NT (p)  
3C (p) 3x = GF No Stopper

#### Note 3: Woolsey in direct and Meckwell in balancing: (vs No Trump)

Dble=5+ minor and 4M  
2C shows at least four cards in each major suit = Landy  
2D= 1M  
2H= H and minor  
2S= S and minor  
2NT, 3C, 3D, 3H show next higher suit

1NT – 2C-  
2D= relay to play the better major

#### BALANCING SEAT

Double = 1 minor or both MAJORS  
2C= C + Major  
2D= D + Major  
2M= natural

#### AFTER WEAK NO TRUMP

Dble= penalty  
2C= majors  
2D = Hearts  
2H= Spades  
2S= 4S and longer minor  
2NT= 4H and longer minor  
3 level bids natural

#### 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

After 1m- 1 any- 1nt  
2C -is relay to 2D to play or set up invite or show 5-3-3-2 in major and offer a choice  
2D= GF

3 level bids are forcing

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 = 4 or 1

5D = 0 or 3

5H = 2

5S = 2 + Queen of Trumps

5NT = 2 plus a void

**When Hearts are agreed suit, 4S asks for KC and 4NT is first step**

**In general, 1 over trump suit is KC**

### Note 7: Take Out Double

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

### Note 8: Responses to 1NT and 2NT Opening

#### a) Stayman

1NT - 2C

2D= No Major

2H = 4 or 5

2S= 4 or 5

2NT – 3C  
puppet

#### b) Transfers

1NT -

2D= 5+H

2H=5+S

2S= size ask or clubs

2NT = puppet

3C= 5+diamonds (weak Or GF)

4D= 6+H

4H=6+S

2NT -

Same

### Note 9: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 9/11 HCP and 3/4 card support.  
Subsequent bids:

2♦ from the opener asks about trump length ( 2H=3 2S=4+)

2♥ (after a 1♠ opening bid) is weakish with ♥