

## Defensive and Competitive Bidding

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

General Style = Sound

Reponses: 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

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

2nd Position = 16 - 18

Responses: Bid as 1NT opening

C

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[ Michaels

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

Modified Cappelletti in direct seat, Natural in pass out seat

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

Take out doubles thru 4♥

### Vs Artificial Strong Openings

Modified Cappelletti

### 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);

QJ109(x); QJx(x) QJ; QJx(+);

Ackx(+); KQx(+); J10x(+); KJ10x(+)

10 10; J10x(+); KJ10x(+); 10x

9 9; 9; 10x(+); H10x(+)

Hi-x Sx; xxS Sx; Sxx; xSxx

Lo-x HxS; HxSx(+); xSxx(+) HxS;

### Signals (including priority

Partner's Lead Declarer's Lead

Discarding Hi/lo = E Same Same

2 Hi=discouraging low=encouraging

3 S/P

1 Hi/lo = E Same Same

2 Hi = discouraging

low=encouraging

### Signals (including trumps):

### 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

Responsive DBL: After T/O Dble thru 3♠ :after

Repetitive dble in the suit dble by Neg doubler = Take out

(See Note 8) Support Double

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents'

major = limit raise

or better



## WORLD BRIDGE FEDERATION

### Standard Card

William Pollett

Charles Hall

## System Summary

### General approach and Style

Natural, 5-card Majors

Longer Minor - ♣ if 3.3

Limit jump raises over majors

1NT response = not forcing over minor

1 NT response = forcing over major

1NT Opening: 15 - 17

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

### Special Bids that may require defence

2 ♣ Opening = strong, near Game Force - any suit,(s) any sh

2 ♦ Opening = Weak { 6+ (8-11 HCP)

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

2 ♠ 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 1NT (Note 2)

Negative Doubles to 3 ♠

### 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			
1♣		3	3♠	11 - 21 HCP	Single raise stronger, double raise is weak  Weak 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♦		3	3♠	11 - 21 HCP	As above	As above - NOTE 5 -	As above
1♥		5	3♠	11 - 21 HCP	1NT forcing, 8+ points Raises =limit. 2NT = Jacoby 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♥;	As for 1♥
1NT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2♣			3♠	Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = waiting 4+HCP 2♥ = weak <3		Natural
2♦		6		8 - 11 HCP	New suit forcing 2NT asks for Ogust	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for Ogust	3NT = AKQxxx	Natural
2♠		6		6 - 10 HCP	As for 2♥ opener	As for 2♥ opener	Natural
2NT				20 – 22 balanced	Jacoby Transfers; Stayman Note 9	2NT - 3♦=3♥ 2NT - 3♥=3♠ 2NT - 4♣ gerber	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:

(1)♣ – 2♣ minor

(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 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: Cappelletti: (vs No Trump)

Penalty Double

2♣ single suit, forces 2♦ response

2♦ shows at least four cards in each major suit = Cappelletti

2♥ Shows 5♥ and 4+ minor

2♠ Shows 5♠ and 4+ minor

1NT – 2NT = - ♣ & ♦

3 level bids are natural

All bids by pass out hand are 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

1♣ or ♦ - 1♥ or ♠

1NT – 2any = new minor, forcing

1NT – 3any = Natural forcing

1any - 1 any 2NT (18/19) – 3new Nat. Forcing (2NT denies 4 card ♥ or ♠ suit)

1any – 1any - 1NT – 2 new = 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♣ = 1 or 4

5♦ = 3 or 0

5♥ = 2 no Queen of Trumps

5♠ = 2 + Queen of Trumps

5NT = 2 + a void

6any = 1 + a void

## Note 7: Non Forcing Sequences

1♣ or ♦ - 2 higher suit      1♥ or ♠ - 2♥ or ♠  
 1♠ or ♦ - 3♣ or ♠      2♣ - 2♥

2♥ or ♠ - 3♥ or ♠      2NT = extra values

1any - 1any higher

2♦ or ♥ or ♠ - 3♦ or ♥ or ♠ Non forcing  
 limit raise

## Note 8: Take Out Double

1any - 1any - X = could have 4-card major  
 1any - 1♥ or ♠ - X = denies 5 of other major

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 - 2♣:

2♦ = No Major

2♥ = 4♥ may have ♠

2♠ = 4♠

Same

### b) Transfers

1NT -

2♦ = 5+♥

2♥ = 5+♠ [

2♠ = 5+♣

2NT = 5+♦

3♣/♦ = 5/5 ♣&♦ / Strong

~~Weak/strong~~ Weak & Strong

/ Strong

2NT -

Same stayman and  
 transfers to 3♠

## 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 3/4 card support.

Subsequent bids:

2 in the opening major is a sign off

Any other bid is a genuine opener and descriptive