

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

In Balancing Position: Same

Take-out double:

General Style = Can be lighter / shaped

Responses: Natural. Cue bid = Forcing

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

2nd Position = 15 - 18

Responses: Bid as 1NT opening

4th Position = 10 - 14

Responses: Bid as 1NT opening

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)

Roman in direct seat and in pass out seat:

2C = C & H (4+); 2D = D & S (4+); 2H = 6+ H; 2S = 6+ S

X = 2 touching suits; 2NT = C+H (4+) or D+S (4+) strong (15+HCP)

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

Takeout doubles thru 4♥

Vs Artificial Strong Openings

Roman – see NT Defence

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 4th

NT 4th

Other 2nd from 4 small

Leads

Lead Vs. Suit Vs. NT

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

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

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

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

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

9 9; 910x(+); H109x(+)

Hi-x Sx; xxS Sx; Sxx; xSxx

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

Signals (including trumps):

Partner's Lead Declarer's Lead

Discouraging Same Same

2Hi=discouraging low=encouraging

Signals (including trumps):

A or K lead - K asks for count; A asks for attitude

Takeout Doubles (Style; responses reopening)

May be lighter 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 Dbl thru 3♠ :after

o/call thru 4♠

Repeat same suit double by Neg doubler = Take

out (See Note 6) Support Double

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents'

major = limit raise

or better



WORLD BRIDGE FEDERATION

Standard Card

Margaret Way

Misha Novakovic

System Summary

General approach and Style

2/1 Game Forcing

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 (Note 5)

Special Bids that may require defence

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

2 ♦ Opening = 11-15 HCP 4441 or 5440 undefined shortness

2 ♥ Opening = Weak Major 6+ (5-10 HCP)

2 ♠ Opening = Weak Major 6+ (5-10 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 ♠

Support Doubles/ Redoubles to 2♠

Responsive Doubles to 3♠

Jacoby 2NT over 1M

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: 4+-card, 13+HCP denies 4+-card major; double raise is weak; criss-cross limit raise in other minor: 1♣/2♦;	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 3 -	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 7	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		Natural
2♦		6		Mini Roman: 11-15 HCP 4441 or 5440 undefined shortness	Any suit non-forcing 2NT asks for shortness		Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for singleton 3♣ asks for void		Natural
2♠		6		6 - 10 HCP	As for 2♥ opener		Natural
2NT				20 – 21 balanced	Jacoby Transfers; Puppet Stayman Note 7	2NT - 3♦=3♥; 2NT - 3♥=3♠ 2NT - 3♠= minor suit Stayman 2NT - 4♣ Gerber	Natural Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing		
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		Gambling	Natural		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4NT				Blackwood			
						Slam Approach and Conventions (including all Slam-Interest Bids)	
						Five - Ace Blackwood: RKCB (Note 4) Cue Bids Splinters GSF Minorwood – when ♣/♦ is agreed, 4♣/♦ is RKCB 1430;	



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
2NT response asks for a minor
All jumps in known suits are game invitational

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

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: Responses after NT rebid

1♣/♦ - 1♥/♠
1NT – 2♦/♠ = new minor forcing
1NT – 3any = natural (3rd suit: one round force)

1any - 1 any 2NT (18/19) – 3new Nat. Forcing (2NT does not deny 4-card major)

Note 4: RKCB (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5♣ = 1 or 4
5♦ = 0 or 3
5♥ = 2 no Queen of Trumps
5♠ = 2 + Queen of Trumps
5NT = even + a void
6♣ = odd + an unspecified void

Note 5: Non Forcing Sequences

1♣/♦/♥ - 2 higher suit; 1♥/♠ - 2♥/♠
1♣/♦ - 3♣/♦
2♥/♠ - 3♥/♠

Note 6: 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 7: Responses to 1NT and 2NT Opening

a) Stayman

1NT 2♣
2♦ = No Major

2♥ = 4♥ may have 4♠
2♠ = 4♠ denies 4♥

b) Puppet Stayman

1NT 3♣

3♦ = one or both 4-card Majors
3♥ = 5♥
3♠ = 5♠
3NT = no 4-card Major

c) Transfers

1NT

2♦ = 5♥
2♥ = 5♠
2♠ = 6+♣ (2NT super-acceptance, 3+cards & 17HCP)
2NT = 6+♦ (3♣ super-acceptance, 3+cards & 17HCP)
3♣ = Puppet Stayman
3♦ = 5/5 ♣ & ♦ strong
3♥ or ♠ = singleton in bid Major, 3 in other Major and 5-4 minors strong

Note 8: Drury

After an opening bid of one in a major in third or fourth position the partner's:

2♣ shows 9/11 HCP and 4 card support.

2♦ shows 9/11 HCP and 3 card support.

Subsequent bids:

2 in the opening major is a sign off

Any other bid is a genuine opener and descriptive

Note 9: Spiral

After 1♣/♦ - 1♥ - 2♥ sequence in unobstructed bidding, 2♠ 2nd rebid by responder asks the opener to further describe the hand. The responses are:

3♣ - 3-card support, minimum hand (11-12HCP)

3♦ - 3-card support, maximum hand (13-14HCP)

3♥ - 4-card support, minimum hand (11-12HCP)

3♠ - 4-card support, maximum hand (13-14HCP)

Similarly, after 1♣/♦ - 1♠ - 2♠ sequence in unobstructed bidding, 2NT 2nd rebid by responder asks the opener to further describe the hand. The responses are the same as above.