



WORLD BRIDGE FEDERATION
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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 INT opening

Natural

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♠

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)

Cappeletti (Note 2)

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

Take out doubles thru 4♥

Vs Artificial Strong Openings

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); KQ109(+)

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

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

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

9 9x; 98x(+) 98x(+)

Hi-x Sx;xxS Sx;Sxx;xSxx

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

Signals in order of Priority

Partner's Lead Declarer's Lead Discarding

1 Hi/lo = E Same Same

2 Hi=encouraging

3 S/P

1 Hi/lo = E Same Same

2 Hi = encouraging

3 S/P

Signals (including trumps):

Echo in trump suit shows ability to ruff

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = FI

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Repeat same suit dble by Neg doubler = Take out (See Note 7)

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise or better

System Summary

General approach and Style

2/1 Game Force, 5-card Majors

Longer Minor - 1♠ if 3.3

1NT Opening: 15 - 17

Special Bids that may require defence

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

2♦ Opening = Weak { 6+ (6-10 HCP)

2♥ Opening = Weak Major 6+ (6-10 HCP)

2♠ Opening = Weak Major 6+ (6-10 HCP)

2NT Overcall = two lower unbid suits

Michaels Cue-bids (Note 1)

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	Min. No.	Needs	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1♣		3	3♠	11 - 21 HCP	Single raise 10+ forcing double raise is preemptive 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 preemptive over overcalls
1♦		3	3♠	11 - 21 HCP	Single raise 10+ forcing double raise is preemptive Weak jump shift (1♣ - 2 any)	As above - NOTE 4 -	As above
1♥		5	3♠	11 - 21 HCP	1NT forcing, 5-12, Bergen Raises 2NT = Jacoby Note	Raises = Pre-emptive General principles as above	Cue bid over Comp = Strong Raise
1♠		5	3♠	11 - 21 HCP	As for 1♥	As for 1♥; 1♣ - 2♣; 2♠ - 3♠ = limit	As for 1♥
1NT				15 - 17 balanced	Jacoby Transfers: Note	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{ = neutral	Cheaper minor = second negative thru' 3{	Natural
2♦		6	3♠	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6 - 10 HCP	As for 2♥ opener	As for 2♥ opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Note 7	2NT - 3♣ > ♠ 2NT - 3♣ 2NT - 4♣ > ♦ 3♦ - 3♥ = 5♠ + 4♥	Natural Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 5) 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			25-27 HCP	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♣

(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: CAPELETTI: (vs No Trump)

2♣ : Any one suited hand

2♦ : Majors

2♥ : ♥ + a minor suit

2♠ : ♠ + a minor suit

2NT: Minors

Double: Penalty

Note 3: 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 4: Responses after NT rebid

1♦- 1♥ 1♥ - 1♠

1NT — 2♣ = new minor, forcing

1NT — 3♥ = forcing

3♦ = Nat. forcing

1♣- 1♥ 2NT - 3♣ Nat. Forcing (2NT denies 4 card ♠ suit)

1♣ - 1♦ 1NT - 3♣ = forcing

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

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

Responses: 5♣ = 3 or 0

5♦ = 4 or 1

5♥ = 2

5♠ = 2 + Queen of Trumps

5NT = 2 + a void

6♣ = 1 + a void

Note 6: Responses to 1NT and 2NT Opening

a) Stayman

1NT -2♣:

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

2NT - 3♣

b) Transfers

1NT -

2♦ = 5+♥

2♥ = 5+♠

2♠ = 5+♣

2NT = 5 + ♦

2NT -

Same

c) 1NT - 3♣/♦/♥/♠ = strong, Natural

d) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠ F

1NT - 2♣

2 any - 3♣ = forcing

Note 7: 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 shows a normal hand with proper opening values.

2 in the opening major is a sign off

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

Note 8: Bergen Raises

After an opening bid of one in a major: (1♠/♥)

3♠/♥ : 4 card fit , 4-6 HCP

3♣ : 4 card fit , 7-9 HCP

3♦ : 4 card fit , 10-12 HCP

2NT: 4 card fit balanced 13+ HCP