

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

4th Position = 11 - 14

Responses: 2CStayman-othersareNatural

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

Rev. Bergen Raises on

XX shows 10+ may not have a fit

Leads and Signals

Opening Leads - style

Lead	In Partner's Suit
Suit	4 th or small from honour
NT	4th
Subseq	
Other	2nd from 4 small

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(+); H109x(+); 10x 109;	
9	9x; 98x(+); 98x(+)	
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	low=encouraging	
3			
1	Hi/lo = Odd	Same	Same
2	Hi = discouraging	low=encouraging	
3			

Signals (including trumps):

A asks attitude K asks count

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 3♠ : after o/call

Repeat same suit dble by Neg doubler = Take out (See Note 8) Support Double



WORLD BRIDGE FEDERATION

Standard Card

Rachael Gosling Linda Pollett

Elizabeth McKee Gertie Barker

System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor - ♠ if 3.3

Weak jump raises over majors

1NT response = not forcing over minor

1 NT response = forcing over major

Inverted minor

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 shape

2 ♦ Opening = Weak 6 (6-10HCP)

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 ♠

Reverse Bergen over 1M and over X from Opp

Minorwood

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; or 4m, 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 2M 8-10 3M 4+ card & weak 2NT = Jacoby GF with 4 trump	2NT from opener invitational	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	Systems on over X & 2C Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	X		3♠	Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = waiting HCP	2C 2D 2NT = 22-24 systems on 2C 2D 2H 3C very weak	Natural
2♦		6		6 -10 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 – 21 balanced	Jacoby Transfers; Puppet Stayman Note 9	2NT - 3♦=3♥ 2NT - 3♥=3♠ 3C asks 5 Card Major 2NT - 4♣ gerber	Natural Dbl = Penalties
3♣		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3♦		7		Pre-emptive	New Suit forcing		
3♥		7		Pre-emptive	3♠ Natural. Minors = cue-bid		Five - Ace Blackwood: RKCB (Note 6) Cue Bids Splinters Minorwood
3♠		7		Pre-emptive	4♥ Natural. Minors = cue-bid		
3NT		7		Gambling	Natural		No Changes Allowed:
4♣		8		Pre-emptive	Natural		
4♦		8		Pre-emptive	Natural		
4NT				Both Minors 6 6(5)			



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: 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: Modified Cappelletti: vs No Trump and strong club

Penalty Double

2 ♣ long minor or Major minor, forces 2♦ response

2♦ shows at least 5 4 in the majors

2♥ Shows 6♥

2♠ Shows 6♠

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 – 2 any = new minor, forcing

1NT – 3 any = Natural forcing

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

1 any – 1 any - 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
6 any = 1 + a void

Note 7: Non Forcing Sequences

1♣ or ♦ - 2 higher suit	1♥ or ♠ - 2♥ or ♠
1♣ or ♦ - 3♣ or ♦	2♣ 2D 2H 3C weak
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

Support 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 5
2♠ = 4♠ may have 5

b) Transfers

1NT - 2♦ = 5+♥
2♥ = 5+♠
2♠ = 6+♣
2NT = 6+♦
3♣/♦ = 5/5 ♣&♦ Weak / Strong
3♥/♠ = splinter in suit 3 1 (5 4)

2NT - 3♣ asks 5 card major
and transfers to 3♠
2NT 3♠ = minors

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 2D is artificial showing opening hand
Any other bid is a genuine opener and descriptive