

Defensive and Competitive Bidding

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

General Style = Sound

Responses: 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

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

2nd Position = 16 - 18

Responses: Bid as INT opening

4th Position = 11 - 14

Responses: 2C Stayman - others are 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; reopening; pH)

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

Natural

Over Opponents take out double

New suit forcing at 1-level

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

XX shows 10+ may not have a fit

Leads and Signals

Opening Leads - style

Lead In Partner's Suit

Suit 4th 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(+); J10; J10x(+);

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

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 = FI

Reopen: same as above

Special, artificial and competitive

Responsive Db! 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

Stephanie Kyme

Margie Way

System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor - ♣ if 3.3

Weak jump raises over majors

INT response = not forcing over minor

1 NT response = forcing over major

Inverted minor

INT 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 = 5H4S 11-15 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 INT (Note 2)

Negative Doubles to 3 ♠

Namyats 4C = H 4D = S

2NT – 5/5 minors 7-11 HCP

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
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	INT 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♥
INT				15 - 17 balanced	Jacoby Transfers: Note 9 3 level bids are 6+ cards invit	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 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				7-11 5/5 in the minors			
3♣		7		Pre-emptive	New Suit forcing		
3♦		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3♥		7		Pre-emptive	3♠ Natural. Minors = cue-bid	Five - Ace Blackwood: RKCB (Note 6) Cue Bids Splinters GSF	
3♠		7		Pre-emptive	4♥ Natural. Minors = cue-bid		
3NT		7		Gambling	Natural	No Changes Allowed:	
4♣		7+		Hearts	Natural		
4♦		7+		Spades	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: Cappelletti: vs No Trump

Penalty Double

2♣ single suit, forces 2♦ response

2♦ shows at least 5 4 in the majors

2♥ Shows 5♥ & m

2♠ Shows 5♠ & m

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

same

b) Transfers

1NT -
 2♦ = 5+♥
 2♥ = 5+♠
 2♠ = 6+♣
 2NT = 6+♦
 3♣/♦ = 6+ Invit
 3♥/♠ = 6+ Invit

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