

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 = 12 - 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

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	Top 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 = E	Same Same
2	Hi=discouraging	low=encouraging
3		
1	Hi/lo = E	Same Same
2	Hi = discouraging	low=encouraging
3		

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 doubles/redoubles

Responsive Dbl: After T/O Dble thru 2♠ : after o/call

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



WORLD BRIDGE FEDERATION

Standard Card

Sharon Shanahan

Betsy Baillie

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 - 10}

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)

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 overcall – Splinter Jump shift pre-emptive after overcall
1♦		3	3♠	11 - 21 HCP	As above	As above - NOTE 5 -	
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 8 3C Puppet Stayman	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 Modified Ogust	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for Modified 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 8	2NT - 3♦=3♥ 2NT - 3♥=3♠ 3♠ = C	Natural Dbl = Penalties
3♣		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	Five - Ace Blackwood: RKCB (Note 6) Cue Bids Splinters
3♦		7		Pre-emptive	New Suit forcing		
3♥		7		Pre-emptive	3♠ Natural.		
3♠		7		Pre-emptive	4♥ Natural.		
3NT							
4♣		8		Pre-emptive	Natural		
4♦		8		Pre-emptive	Natural	No Changes Allowed:	



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: Modified Cappelletti: vs No Trump and Strong Club

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 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♣ 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 5: 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

Note 6: Non Forcing Sequences

1♣ or ♦ - 2 higher suit

1♥ or ♠ - 2♥ or ♠

1♣ or ♦ - 3♣ or ♦

weak

2♥ or ♠ - 3♥ or ♠

2NT = extra values

1any – 1any higher

2♦ or ♥ or ♠ - 3♦ or ♥ or ♠

Non forcing raise

Note 7: 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 8: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2♣:

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

1NT - 3♣: asks for a 5 card M

b) Transfers

1NT -

2♦ = 5+♥

2♥ = 5+♠

2♠ = 6+♣

2NT = 6+♦

3♣ Asks 5 Card Major

2NT -

Same transfers to 3♠

2NT

3♣: asks for a 5 card M

Note 9: 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