



**WORLD BRIDGE FEDERATION  
Standard Card**

**Hilfiker Gabriele / Vohland Brigitte**

*System Summary*

**General approach and Style**

Natural, 5-card Majors

Better Minor (3 ♣ / 3 ♦ min.)

Bergen Raises (Note 2)

INT response = not forcing

INT Opening: 15-17 (Note 1)

2NT Opening: 20-21

**Special Bids that may require defence**

2 ♣ Opening = semifor 4-5L, 6 suits 22-23 NT, weak 6-♦ (Note 2)

2 ♦ Opening = game force, Ace-question, 3-4L, 24+NT (Note 4)

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

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

Ghestem (Note 5)

DON'T (Note 6)

Lebensohl after 2-level overcall of INT (Note 7)

3<sup>rd</sup> and 4<sup>th</sup> color = forcing, 4<sup>th</sup> = asking for a stopper

Inverted Minor

Drury in 3<sup>rd</sup> and 4<sup>th</sup> position (2 ♣ = 3 cards, 2 ♦ = 4 cards, (Note 11))

**Special Forcing Pass Sequences**

**Important notes that don't fit elsewhere**

Weak jump on partners opening (no 6 HCP) (Note 9)

Normal splinter on partners major opening

After opponents bidding, 2-er level = nonforcing (Note 9)

**Psychics:**

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*Leads and Signals*

**Opening Leads - style**

Lead	Normal	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; KQ109x	KQ;; KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+) QJ10x()3-er
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109;
9	9x; 98x(+)	98x(+)

**Signals in order of Priority**

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E Same	Same
2	Lo=encouraging	
3	Hi/lo = even numbered	
4	Lo/hi = odd numbered	

**Signals:**

Lavinthal

**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**

Responsive Dbl: After T/O Dble thru 4 ♥ after o/call thru 4 ♠

*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

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

2nd Position = 15 - 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

**Direct and Jump cue Bids (Style; responses; reopen)**

Ghestem (Note 5)

**Vs NT (vs Strong/weak; reopening; pH)**

DON'T (Note 6)

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

Take out doubles thru 4 ♥

**Vs Artificial Strong Openings**

**Over Opponents take out double**





## WBF Standard Card

### Supplementary Sheet

#### Note 1: 1 NT Opening:

Stayman, can be also weak

Smolen (4/5 in ♥ and ♠) = weak or strong, Opener 2♦, partner =  
=2♥ (5♥ and 4♠) non forcing  
=2♠ (5♠ and 4♥) non forcing  
=3♥ (4♥ and 5♠) 8-9 HCP  
=3♠ (4♠ and 5♥) 8-9 HCP

4♣ = RKCB/14/30

4♦ = 5/5 ♥ / ♠

4NT = Mini-Maxi

#### Note 2: Bergen Raises :

3♣ = 4 cards fit, 6-10 HCP

3♦ = 4 cards fit, 11-12 HCP

2NT = 4 cards fit, 13+ HCP or 3 cards fit and 15+HCP (Stenberg)

Opener decides for full game or not

after 2 NT = next color = single or chicane, 3 is 14+ and 4 is a normal opening/3NT=14 HCP

#### Note 3: 2♣ semi-forcing, 19-23 HCP, 4-5L:

6-er suits and strong or

22-23 NT or

Weak 2 in ♦

Partner's answer: 2♦ (relais), when strong a new color or NT

#### Note 4: 2♦ game-forcing, 23+HCP, 3-4L:

5-er suits strong

24+ NT

Partner's answers:

2♥ = no Ace and less points

2♠ = 1 Ace

2NT = no Ace, 8 points or 2 kings

3♣ = 1 black Ace and 1 king or 2 queens

3♦ = 1 red Ace and 1 king or 2 queens

3NT = 2 Aces

Openers: 4 NT = asking for kings

#### Note 5: Ghestem

3♣ = 5/5 in the 2 highest colors

2NT = 5/5 in the 2 lower colors

Cuebid = 5/5 in the lowest and in the highest color

## Note 6: DONT:

X (double) = 6-er suits in any color, partner has to say 2♣, except she has an own long suit  
2 xy = it means 4+/4+ in x and in a higher one (y)

## Note 7: Lebensohl:

1 NT – 2xy – 2 NT                      yes, I have a stopper  
3♣ – pass – 3 NT

1 NT – 2XY – 3 NT                      no, I don't have a stopper

1 NT – 2♥ – 3♥                      4 cards in ♠, gameforce, no ♥-stopper

1 NT – 2♥ – 2 NT  
3♣ – pass – 3♥                      4 cards in ♠, gameforce and ♥-stopper

1 NT – 2♦ – 3♦                      asking for a major 4, no ♦-stopper

1 NT – 2♦ – 2 NT  
3♣ – pass – 3♦                      asking for major 4, with a ♦-stopper

1 NT – 2♦ – 2♥                      5 cards in ♥, weak, non forcing

1 NT – 2♦ – 2 NT  
3♣ – pass – 3♠                      5 cards in ♠, 9 HCP and forcing

1 NT – 2♣ – 3♥                      5 cards in ♥ and 10+HCP

1 NT – 2♥ – 2 Sans  
3♣ – pass – 3♦                      no game forcing, partner please: pass

## Note 8: 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  
5♠ = 2 + Queen of Trumps  
5NT = 2 + a void

## Note 9: Non Forcing Sequences

1♣/1♦ – pass – 2♥/2♠ (6-er suits, no 6 HCP)  
1♦ – 2♣ – 2♥/2♠ (5-er suits, nonforcing, no 10 points)

**Note 10: Take Out Double:** shows 3 cards support in partner's color

## Note 11: Drury

Opener is in 3<sup>rd</sup> or 4<sup>th</sup> position (major 5)  
Responder: 2♣ = 3 cards support and 11 HCP  
2♦ = 3 cards support and 11 HCP