



**WORLD BRIDGE FEDERATION  
Standard Card**

**Hilfiker Gabriele / Zurschmiede Isabelle**

*System Summary*

**General approach and Style**

Natural, 5-card Majors

1 ♦ are 4 cards, 1 ♣ are min. 2 cards, better minor  
Bergen Raises, Stenberg (note 2)

INT response = not forcing

INT Opening: 15-17 (note 1)

2NT Opening: 20-21 (3 ♣ =puppet-stayman)

**Special Bids that may require defence**

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

2 ♦ Opening = game force, or Multi ♦ (note 4)

2 ♥ Opening = Muiderberg = 2 colors (6-10 HCP)(note 12)

2 ♠ Opening = Muiderberg = 2 colors ( 6-10 HCP)(note 12)

3NT Opening= gambling (7-er suit in a minor, closed)

Ghestem (note 5)

Multi Landy (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 ♣ =3cards and 11+)  
(note 11)

**Special Forcing Pass Sequences**

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

Weak jump on partners opening (no 6 HCP, 6-er suit) (note 9)

Normal splinter on partners major opening

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

Roudi

**Psychics: --**

*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:**  
High=positiv, Lavinthal

**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 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 = polish NT (note 13)  
Responses: (note 13)  
Natural  
4th Position = 10 – 14 = INT balancing  
Responses: Natural

**Jump Overcalls: (Style; responses; unusual NT)**  
Ghestem (note 5)

**Direct and Jump cue Bids (Style; responses; reopen)**  
Ghestem (Note 5)

**Vs NT (vs Strong/weak; reopening; pH)**  
Multi Landy (note 6)

**Vs preempts (doubles, cue-Bids; jumps; NT bids)**  
Take out doubles thru 4 ♥

**Vs Artificial Strong Openings**

**Over Opponents take out double**

Opening	Tick if Artificial	Min. No. Cards	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass			Not an Opening Bid			
1 ♣		2	11 - 21 HCP	Single raise stronger than double raise (better minor ) 1 ♦ (maybe no points)?? Weak jump in ♥ / ♠ (note 9)	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	
1 ♦		4	11 - 21 HCP	Single raise stronger than double raise(better minor) Weak jump in ♥ / ♠ (note 9)		
1 ♥		5	11 - 21 HCP	INT not forcing, 6+ points, Bergen Raises (note 2) 2 ♣ =forcing, 2 ♦ =5-er suit, 14+, forcing	Bergen Raises, Stenberg	Cue bid over Comp = Strong Raise
1 ♠		5	11 - 21 HCP	As above	As above	As above
INT			15 - 17 balanced	Jacoby Transfers: (note 1) Weak stayman, smolen		
2 ♣	X		Semiforce, 4-5L, 6 suits or 22-23 NT or weak 2 in ♦	2 ♦ relais or new color or NT (note 3)		
2 ♦	X		Gameforce, 3-4L, 5 suits or 24+NT or Multi (note 4)	note 4		
2 ♥		5	6 - 10 HCP and a 2 <sup>nd</sup> suit Muiderberg (note 12)	(note 12)		
2 ♠		6	6-10 HCP and a 2 <sup>nd</sup> suit Muiderberg (note 12)	(note 12)		
2NT			20 - 21 balanced	Jacoby Transfers; puppet-stayman		Natural Dbl = Penalties
3 ♣		7	Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)  Five - Ace Blackwood: RKCB (Note 8) Cue Bids Splinters	
3 ♦		7	Pre-emptive	As above		
3 ♥		7	Pre-emptive	As above		
3 ♠		7	Pre-emptive	As above		
3		7	closed, in a minor			
4NT			Blackwood	RKCB (note 8)		



## 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 ♥/♠ game force

4NT = Mini-Maxi

Transfer to minor with 2♠ and 3♣

#### Note 2: Bergen Raises (1<sup>st</sup> and 2<sup>nd</sup> hand):

3♣ = 4 cards fit, 7-9 HCP

3♦ = 4 cards fit, 10-11 HCP

2NT = 4 cards fit, 12+ HCP or 15+ and 3 cards fit

Opener: single or chicane, slam force

3♥/♠ = slam force, no single, 15+

3NT = see above, 14+

4♥/♠ = not interested in slam

#### 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, 24+HCP, 3-4L or Multi:

5-er suits strong, 24+ NT or weak 2 in major colors

Partner's answers:

2♥ = relais or 2NT = 14+

Openers answers: 3♣ = 6♥ + min./3♦ = 6♠ + min./3♥ = 6♠ + max./3♠ = 6♥ + max.

#### 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: Multi Landy:

X (double) = 4-er suit in a major and 5-er suit in a minor color

2♣ = 4/4 or 5/5 or 5/4 suits in major colors

2♦ = 6-er suit in a major suit

2♥/♠ = 5+ in the major and 4+ in a minor suit

2NT = 5+/5+ in both minor

3 m/M = nature 7+

#### 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 4 cards in ♠, gameforce and ♥-stopper

3 ♣ – pass – 3 ♥

1 NT – 2 ♦ – 3 ♦

asking for a major 4, no ♦ -stopper

1 NT – 2 ♦ – 2 NT

asking for major 4, with a ♦ -stopper

3 ♣ – pass – 3 ♦

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

Opener: 2 ♦ = 14+

### Note 12: Muiderberg

2 ♥ = 5-er major and a 2<sup>nd</sup> 4 or 5 suit, can also be ♠ // partner pass or asks with 2 ♠ for the 2<sup>nd</sup> suit

2 ♠ = 5-er major and a 2<sup>nd</sup> 4 or 5 suit, partner pass or asks with 3 ♣ for the 2<sup>nd</sup> suit

Partner 2 NT with 14+:

Opener: 3 ♣ = ♥, minimum

3 ♦ = ♠, minimum

3 ♥ = ♠, maximum

3 ♠ = ♥, maximum

### Note 13: Polish NT:

Opening minor: 1 NT = the other minor 5-er suit and an unknown 4-er major

Opening major: 1 NT = the other major 4-er suit and an unknown 5-er minor

Answers: 1 ♣ - 1 NT - 2 ♣ = asking for 2<sup>nd</sup> suit // 2 ♦ = to play // 2 NT = no fit, 11-12 HCP // 3 NT = to play

1 ♦ - 1 NT - 2 ♣ = to play // 2 ♦ = asking 2<sup>nd</sup> suit // 2 NT = no fit, 11-12 HCP // 3 NT = to play

1 ♥ - 1 NT - 2 ♣ = asking for minor // 2 ♥ = forcing, asking for minor // 2 ♠ = to play // 2 NT to play, 11-12 // 3 NT to

play

1 ♠ - 1 NT - 2 ♣ = asking for minor // 2 ♥ = to play // 2 ♠ = forcing, asking for minor // 2 NT to play, 11-12 // 3 NT to

play