



WORLD BRIDGE FEDERATION
Standard Card
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System Summary

General approach and Style

Natural, 5-card Majors
 Strong club, Prepared diamond ♠ can be void♥
 IC is 18+, 17+ unbalanced
 INT response = forcing if unpassed

INT Opening: 15 - 17

2 over 1 response: GF except raise of a major ♠ see Note 6♥

Special Bids that may require defence

2D = weak in a major ♠6-10, 5+♥
 2H /2S Opening = Weak ♦ 6+ ; 8-11 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

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare

Leads and Signals

Opening Leads - style

Lead In Partner's Suit
 Suit 3rd / 5th 3rd / 5th
 NT 4th 3rd / 5th
 Journalist leads throughout

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx: Axxx(+)	AK: AKx(+)
King	KQ: AK; KQ109x	KQ: AKJ10(x); KQ109
Queen	QJ: QJx(x)	QJ: QJx(+); AQJx(+); KQ109x(+);
Jack	J10; J10x(+); J10; J10x(+);	
10	109; 109x(+); KJ10x(+); 10x 109; 109x(+);	
9	9x; 98x(+)	98x(+); H109x(+)
Hi-x	from doubleton; from series; from rags	
Lo-x	from 3 carder; NT – when you want a return	

Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E Same	Same
2	Hi=encouraging	
3	S/P	
1	Hi/lo = E Same	Same
2	Hi = encouraging	
3	S/P	

Signals (including trumps):

Echo in trump suit shows ability to ruff
 Smith echo in NT; High encouraging

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♠
 Repeat same suit dble by Neg doubler = Take out (See Note 5)
 Over minor Michaels: Major = competing
 Over Major Michaels: cue bid in opponents' major = limit raise or better

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)

All positions 15-17
 Responses: Bid as INT opening

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural; shows weakness except when we are vul vs NV
 Responses - New suit = forcing

Reopen: Cue = Michaels; 2N = two suitor

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

Direct Cue Bid = Michaels (Note 1)

Vs NT (vs Strong/weak; reopening;

Woolsey (Note 3)
 Except VS weak NT X is penalty

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

Take out doubles through 4♥

Vs Artificial Strong Openings

Over Opponents take out double

New suit forcing at 1-level
 Jump Shift fit showing
 Double Jump = Splinter / 2NT = limit raise or better

Opening	Tick if Artifi	Min. No.	Neg. Dbl. Thru	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
ID		0	2S	11 - 17 HCP	ALL responses IRF except IN 2C-GF, 2D=GF, 2H= 5S and 4H 6-9 2/I GF	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = GF XYZ, for invitational hands	Fit showing
IC			4S	17+ unbalanced; 18+ Denies 23-24 balanced	ID shows 0-7, any other bid Game force; 2H = 4441 GF; 2N = 14-15	IC-ID-1H Relay – Hearts or balanced; Beta on IN response on 1M; and 2m raise; Transfer stayman	X=5-8; when they show two suits; cue shows 5-7 lower for lower
1H/1S		5	2H	11 - 17 HCP	1NT forcing if unpassed 5+ points; 2/I Game force; 5 way Artificial support	Help Suit; Short Suit Tries Cue Bids Artificial asking over support bids	Transfer on TO x 1 way Drury Fit Showing; Splinter on competition by passed hand
1NT				15 - 17 can be unbalanced	Stayman; Smollen; 4 way Transfers	Extended Stayman; Superaccept	On intervention; System on over X; and 2C System on with X being stayman. On penalty DON'T runouts
2C	<input type="checkbox"/>	5	2S	11-17 5C and 4 card major; without a 4 card major 6+ clubs	2D relay; 2M IRF; 2N invite; 3C constructive raise; 3D/3H/3S invite	On 2D; 3C shows no major; 2N shows no major better hand; bid 4 card major 2M	Natural, on X 2D still relay
2D		5		6 - 10 HCP; weak in a major	New suit non forcing, 2N relay; 3D invitational; 2/3H pass or correct; 4C transfer the suit; 4D bid the suit	On 2N shows singleton	On competition; X says bid your suit except when opps have bid 2N on which X is penalty
2H		6		8 - 11 HCP 2 honours & an outside A/K or AKQxxx	New suit forcing 2NT asks for singleton Jump bids are Epsilon	On 2NT: repeat suit if no singleton; bid 3NT if solid suit	Natural
2S		6		8 - 11 HCP 2 honours & an outside A/K or AKQxxx	New suit forcing 2NT asks for singleton Jump bids are Epsilon	On 2NT: repeat suit if no singleton; bid 3NT if solid suit	Natural
2NT				23 - 24 balanced	Jacoby Transfers; Stayman Note 7	2NT – 3c ♠stayman♥ 2N- 3D/3H/3N/4C – 4 way transfer 2N – 3S is puppet tp 3N	Natural Dbl = Penalties
3C		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 4) Cue Bids Splinters GSF	
3D		7	Pre-emptive	New Suit forcing			
3H/S		7	8 - 11 HCP 2 honours & an outside K or AKQxxxx				
3NT		7(8)	Gambling	4C/5C P/C 4D Slam int – 4H/S IS H/S singleton, 5C D sngltn & 5D C sngltn, 4N denies a sngltn			
4bids		8	Pre-emptive	Natural			
4NT				Blackwood	5C no Ace, 5D/H/S is bid Ace, 5NT		



WBF Standard Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

1C – 2C

1D – 2D

Both majors 5(+) / 5(+), sometimes 4/5

1C – 2NT = 5(+) / 5(+), sometimes 4/5 in D & H (lower 2 suits)

1D – 2NT = 5(+) / 5(+), sometimes 4/5 in C & H (lower 2 suits)

Note 2: Lebensohl:

2NT forces 3C. 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)

3C (p) 3NT = GF Stopper

1NT (2x) 3NT = GF no stopper

1NT (2x) 2NT (p)

3C (p) 3X – shows 4ca OM & stopper GF

Note 3: Woolsey: (vs No Trump)

X Penalty Double IF NT of opps is 12-15

If NT 15-17, X is 6ca D or 5m & 4M – resp are 2C (bid your minor); 2D (bid your M)

2C shows at least four cards in each major suit = Landy

2D Single suit M – resp are 2H P/C; 2S – can play in 3/4H

2H/S Major/minor(5/4) – resp of 2NT asks for minor

2NT Both minors

Note 4: R K C B (5 key cards, 4 Aces + King of Trumps)

Kickback – 4NT is RKC in S suit; 4S is RKC in H, 4C/4D is RKC in C/D.

Responses: 1st next bid = 1 or 4

2nd next bid = 3 or 0

3rd bid = 2 without trump Q

4th bid = 2 + Queen of Trumps

5th bid is even number of KCs & some void

6X = odd KCs + a void

Note 6: Non Forcing Sequences

1M - 2M

1M - 3M preemptive raise

Note 5: Take Out Double

1D - 1H - X-> shows 4 carder spade

1D-1H-1S-> shows 5 carder spade

1D-1S-X-> shows 4 carder heart

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 7: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2C

2D = No Major

2H = 4H

2S = 4S

b) Transfers

1NT -

2D = 5+ H

2H = 5+S

2S = 6+C

2NT = 6+ D

2NT -

3S-> Puppet to 3N;

3N/4C= TRF to

d) Subsequent Bids:

Smolen; Extended Stayman

1N 2C

2D 3H/3S -> smolen showing 5S+4H or 5H+4S respectively

1N 2C

2D 3D-> shows 5/5 majors sure slam or game invite

Note 8: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 8/11 HCP and 3/4 card support.
Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.

2 in the opening major is a sign off

2♥ (after a 1♠ opening bid) is weakish with ♥

- 1M 2♣
- 2♦ 2♥ -> 4♥ 8-9
- 2♠ -> 3+H 10-11
- 3♣ } xx in bid suit with 4H
- 3♦ }
- 3♥ }
- 2N -> 10-11 4♥333
- 1♥ 2♠ -> mini splinter, 2N is relay
- 1♠ 2N->mini splinter, 3♣ is relay