



**WORLD BRIDGE FEDERATION  
Standard Card**

***Defensive and Competitive Bidding***

<b>Overcalls (Style; responses: 1/2 level; reopening)</b>
General Style = Sound
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same

<b>Take-out double:</b>
General Style = Can be light / shaped
Responses: Natural. Cue bid = Forcing

<b>INT overcalls (2nd/4th live; responses; reopening)</b>
2nd Position = 16 - 18
Responses: Bid as INT opening
Natural
4th Position = 10 - 14
Responses: Natural

<b>Jump Overcalls: (Style; responses; unusual NT)</b>
1-Suit : Natural;
Responses - New suit = forcing
2-suit:- 1♣ - 2♦ = 5♥/5♠
Reopen: Cue = any good two suiter. 2NT = 19-21

<b>Direct and Jump cue Bids (Style; responses; reopen)</b>
Direct Cue Bid = Michaels (Note 1)

<b>Vs NT (vs Strong/weak; reopening; pH)</b>
Landy (Note 3)

<b>Vs preempts (doubles, cue-Bids; jumps; NT bids)</b>
Take out doubles thru 4♥

<b>Vs Artificial Strong Openings</b>
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<b>Over Opponents take out double</b>
New suit forcing at 1-level
Jump Shift non-forcing
Double Jump = Splinter / 2NT = limit raise or better

<b><i>Leads and Signals</i></b>		
<b>Opening Leads - style</b>		
Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th
NT	4th	3rd / 5th
Subseq		
Other	2nd from 4 small	
<b>Leads</b>		
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(+); KQx(+);
Jack	J10; J10x(+); KJ10x(+)	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; HxxS(+);
<b>Signals in order of Priority</b>		
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	
<b>Signals (including trumps):</b>		
Echo in trump suit shows ability to ruff		
<b>Takeout Doubles (Style; responses reopening)</b>		
May be light with classic shape		
Cue = F until a suit is bid twice;		
New suit = FI		
Reopen: same as above		
<b>Special, artificial and competitive doubles/redoubles</b>		
Responsive Dbl: After T/O Dble thru 4♥; after o/call thru 4♣		
Repeat same suit dble by Neg doubler = Take out (See Note 8)		
Over minor Michaels: Major = stopper		
Over Major Michaels: cue bid in opponents' major = limit raise or better		

***System Summary***

**General approach and Style**

Natural, 5-card Majors
Longer Minor - 1♣ if 3.3
Limit jump raises over majors
INT response = not forcing

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 = Weak ♦ 6+ (6-10 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)
<a href="#">Lebensolz after 2-level overcall of 1NT (Note 2)</a>
Negative Doubles to 3♠

**Special Forcing Pass Sequences**

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

Double Jump in new suit = Splinter if minor over major xxx
Jump Cue Bid by Opener = Splinter raise

**Psychics:**

Rare
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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 weaker than double raise  Strong jump shift (1♣ - 2 any)	4th suit forcing; game forcing; 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	Single raise weaker than double raise Strong jump shift (1♣ - 2 any)	As above - NOTE 5 -	As above
1♥		5	3♠	11 - 21 HCP	INT not forcing, 5+ points Raises = limit. 2NT = FG with trump support	Raises = limit. Re-raise = Pre-emptive General principles as above	Cue bid over Comp = Strong Raise
1♠		5	3♠	11 - 21 HCP	As for 1♥	As for 1♥; 1♠ - 2♣; 2♠ - 3♠ = limit	As for 1♥
INT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	☐		3♠	Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = neutral	Cheaper minor = second negative thru' 3♦	Natural
2♦		6	3♠	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6 - 10 HCP	As for 2♥ opener	As for 2♥ opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Note 9	2NT - 3♠ > ♣ 2NT - 3♣ 2NT - 4♣ > ♦ 3♦ - 3♥ = 5♠ + 4♥	Natural Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)  Five - Ace Blackwood: RKCB (Note 6) <a href="#">Cue Bids</a> <a href="#">Splinters</a> <a href="#">OSF</a>  No Changes Allowed:	
3♦		6	Pre-emptive	New Suit forcing			
3♥		6	Pre-emptive	3♠ Natural. Minors = cue-bid			
3♠		6	Pre-emptive	4♥ Natural. Minors = cue-bid			
3NT		7(6)		Gambling	Natural		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4NT				Blackwood			



# 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: Lebensblat

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) 3♦ = GF No Stopper

### Note 3: Landy

Penalty Double  
 2♣ shows at least four cards in each major suit. Landy  
 2♣/2♦ = Natural

1NT 2♣  
 2♦ = relay to play the better major  
 2NT = strong inquiry (cue bid)

### 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

1NT 2♣ = new minor, forcing  
 1NT 3♣ = forcing  
 3♦ = Nat forcing  
  
 1♣ 2NT 3♣ = Nat Forcing (2NT denies 4 card ♣ suit)  
 1♣ 2NT 3♣ = forcing  
  
 3rd suit one round forces

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♣ = 3 or 0  
 5♦ = 4 or 1  
 5♥ = 2  
 5♠ = 2 + Queen of Trumps  
 5NT = 2 + a void  
 6♣ = 1 + a void

## Note 7: Non Forcing Sequences

1♠ - 2♣  
2♦/♥/♠ - 3♣

1♠ - 2♣  
2♦/♥ - 2♠

1♠ - 2♣  
2♦/♥/♠ - 2NT

1♠ - 2♣  
2♠ - 3♠

1M - 2 lower  
2NT = extra values

1♥ - 1♠  
2♣ - 3♥ - limit raise

## Note 8: Take Out Double

1♣ - 1♦ - X = denies 4-card major  
1♣ - 1♥ - X = denies 4♠

Take Out 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♥  
2♠ = 4♠

2NT - 3♣

### b) Transfers

1NT -

2♦ = 5+♥  
2♥ = 5+♠  
~~2♠ = 5+♣~~  
2NT = Nat  
~~3♣ = 5+♥~~  
~~4♥ = 5♥+5♠~~

2NT -

Same

c) 1NT - 3♦/♥/♠ = strong, Natural

### d) Subsequent Bids:

~~1NT x 2♣ xxxxxxxx  
2♦ x 3♥ xxx x 4♥ x 5♠ F~~

~~1NT x 2♠ xxx x 2♣ x 3♠ x forcing~~

## 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♦ from the opener shows a normal hand with proper opening values.  
2♥ in the opening major is a sign of xxxx  
2♥ (after a 1♠ opening bid) is weakish with x~~