

**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 = 16 - 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

2suits: Unusual No Trump (Note 11)

Reopen: Cue = any good two suiter. 2NT = 19-21

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

Direct Cue Bid = Michaels (Note 10)

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

Cappelletti (See Note3)

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

Take out doubles thru 4♥

**Vs Artificial Strong Openings**

**Over Opponents take out double**

New suit forcing at 1-level

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

**Leads and Signals**

**Opening Leads - style**

Lead	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; AK; KQ109x	KQ; AKJ10(x);
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+);
10	109; 109x(+); H109x(+); 10x	
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	O/E = E	Same Same
2	Hi=encouraging	
3	S/P	
1	O/E = E	Same Same
2	Hi = encouraging	
3	S/P	

**Signals (including trumps):**

Echo in trump suit shows ability to ruff

**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**

**WORLD BRIDGE FEDERATION  
Standard Card**



Peter Nicholls & Rakem Lorde

**System Summary**

**General approach and Style**

Natural, 5-card Majors

Longer Minor – IC if 3.3

Limit jump raises over majors

INT response = not forcing

2C response = Artificial, forcing to game

INT Opening: 15 - 17

**Special Bids that may require defence**

2C Opening = strong, near Game Force - any suit,(s) any shape

2D Opening = Mini Roman 3 Suited Hand 4S (13-15 HCP)

2H Opening = Two Suiters (8-14 HCP)

2S Opening = Two Suiters (8-14 HCP)

2NT Opening = Two Suiters (8-14)

3NT Opening = Gambling

Negative Doubles to 3S

**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
1C		3	3S	11 - 21 HCP	Single raise weaker than double raise Strong jump shift (1C - 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
1D		3	3S	11 - 21 HCP	Single raise weaker than double raise Strong jump shift (1C - 2 any)	As above - NOTE 5 -	As above
1H		5	3S	11 - 21 HCP	1NT 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
1S		5	3S	11 - 21 HCP	As for 1H	As for 1H; 1S – 2D ; 2S – 3S = limit	As for 1H
1NT				15 - 17 balanced	Stayman or Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2C	<input type="checkbox"/>		3S	Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = neutral	Cheaper minor = second negative thru' 3D	Natural
2D	<input type="checkbox"/>	4	3S	13+ HCP Mini Roman 3 Suited Hand	2H- 0-5HCP 2S- 6-11HCP 2NT- 12+HCP asks for singleton	To 2H/S: 2NT/3C/3D shows Heart, diamond and Club singleton respectively; To 2NT: 3C/D/H showing singleton suit	Natural
2H	<input type="checkbox"/>	5		8(if non-vul); 12-14HCP (vul) min 5 hearts + 5 in any other suit.	2NT = asking for information on other suit	Bid other suit if asked	Natural
2S	<input type="checkbox"/>	5		8(if non-vul); 12-14HCP (vul) min 5 spades + 5 card minor suit	2NT = asking for information on other suit	As for 2H opener	Natural
2NT	<input type="checkbox"/>			8(if non-vul); 12-14HCP (vul) Promises at least 5/5 in the minors.	3C (forcing) = asking for further description of the hand	3NT- if hand is balanced 3D/4C- showing the longer minor 3H/3S- showing the 3 card major suit.	Natural Dbl = Penalties
3C		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)  Five - Ace Blackwood: RKCB (Note 6)      Cue Bids Splinters GSF No Changes Allowed:	
3D		7	Pre-emptive	New Suit forcing			
3H		7	Pre-emptive	3S Natural. Minors = cue-bid			
3S		7	Pre-emptive	4H Natural. Minors = cue-bid			
3NT		7(6)	Gambling	Natural			
4C/D		8	Pre-emptive	Natural			
4NT			Blackwood				



## WBF Standard Card

### Supplementary Sheet

#### Note 3: Cappelletti

Double = Penalty with roughly 15+HCP

2C = A one-suited hand (any suit, normally 6+ cards) with roughly 11-14HCP

2D= At least 5-4 or 4-5 in hearts and spades, asks partner to correct to either major with 11-14HCP

2H= At least 5-5 in hearts and a minor with 11-14 HCP.

2S= At least 5-5 in spades and a minor with 11-14 HCP.

2NT= At least 5-5 in clubs and diamonds with 11-14HCP.

#### 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

ID – IH IH – IS

INT – 2C = new minor, forcing

INT – 3H = forcing

3D = Nat. forcing

IC - I H 2NT – 3C Nat. Forcing (2NT denies 4 card S suit)

IC – ID INT – 3C = forcing

3rd suit: one round force

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: 5C = 1 or 4

5D = 3 or 0

5H = 2

5S = 2 + Queen of Trumps

5NT = 2 + a void

6C = 1 + a void

## Note 8: Take Out Double

IC – ID - X = denies 4-card major

IC – IH - X = denies 4S

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 - 2C:	2NT – 3C
2D = No Major	
2H = 4H	
2S = 4S	

### b) Transfers

1NT -	2D = 5+H
	2H = 5+S
	2S = 5+C
	2NT = Nat
	3C = 5+D
	4D = 5H+5S

2NT - Same

### c) Texas Transfers

1NT – 4D/H = 8-11 HCP and a 6 card major

d) 1NT – 3D/H/S = strong, Natural

### e) Subsequent Bids:

1NT – 2C  
2D - 3H = 4H + 5S F

1NT - 2C  
2 any – 3C = forcing

## Note 10: Michael's Cue Bid (At least 5-5) (8-12 HCP)

The opponent opens 1C/D, you bid 2 of the same suits (2C/D) promising to have 5-5 or better in the majors.

If the opponent opens 1 of a major, then bidding 2 of the same suit promises 5-5 in the unbid major and an unspecified minor suit. If Partner wishes to know the minor suit, they will bid 2NT.

It is preferred to have some strength in the suits being advertised, rather than mere length with no HCP.

## Note 11: Unusual No Trump (7-11 HCP)

When the opponent on your right opens 1H/S, overcall with 2NT showing 5-5 (at least) in the minor suits

If the opponent opens 1D, 2NT shows 5-5 in the 2 lowest unbid suits (Clubs and Hearts)

If the opponent opens 1C, 2NT shows 5-5 in Diamonds & Hearts.