

## 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

### 1NT overcalls (2nd/4th live; responses; reopening)

2nd Position = 15 - 18

Responses: Bid as 1NT opening

4th Position = 11 - 14

Responses: 2C Stayman - others are Natural

### Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

2-suit:- 1} - 2{ = 5]/5[ Michaels

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

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

Direct Cue Bid = Michaels (Note 1)

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

Modified Cappelletti in direct seat, Natural in pass out seat

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

Take out doubles thru 4♥

### Vs Artificial Strong Openings

#### Modified Cappelletti

#### Over Opponents take out double

New suit forcing at 1-level

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better w 3 cards

Rev. Bergen Raises on

XX shows 10+ may not have a fit

## Leads and Signals

### Opening Leads - style

Lead In Partner's Suit

Suit 4<sup>th</sup> or small from honour

NT 4<sup>th</sup>

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(+)

10 109; 109x(+); H109x(+); 10x 109;

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, Discards

1 Hi/lo = Odd Same Same

2 Hi=discouraging low=encouraging

3

1 Hi/lo = Odd Same Same

2 Hi = discouraging low=encouraging

3

### Signals (including trumps):

A asks attitude K asks count

### Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F 1 round

Reopen: same as above

### Special, artificial and competitive doubles/redoubles

Responsive Dbl: After T/O Dble thru 3♠ : after o/call

Repeat same suit dble by Neg doubler = Take out (See Note 8) Support Double

## WORLD BRIDGE FEDERATION

### Standard Card

Rachael Gosling and John Glynn



## System Summary

### General approach and Style

#### Zert Lite Precision - Strong Club

1D – could be as short as 2D 10-15 HCP

Weak jump raises over majors

1NT response = not forcing over minor

1 NT response = forcing over major

Inverted minor

1NT Opening: 14-16

2 over 1 response: Promises rebid (See Note 7)

#### Special Bids that may require defence

1 ♣ Opening = strong, 16+ HCP - any suit, (s) any shape

2 ♦ Opening = 1 or 0D 10-15 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)

Lebensohl after 2-level overcall of 1NT (Note 2)

Negative Doubles to 4 ♥

Reverse Bergen response to 1M and over X from Opp

### 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
Pass				Not an Opening Bid			
1♣	X	0		16+ HCP any shape (unbalanced) or 17+ balanced	1D – 0-7 HCP any shape 1H – 8-11 HCP any shape GF 1S – 12+ HCP 5+ S 1NT – 12+ HCP 5+ C	1C 1D 1H – 20+ HCP any shape 1C 1H 1S =0-4 HCP for responder 1C 1H 1S relay asking bid not necessarily S suit	Pass after overcall = 0-4 HCP X over overcall = 5-7 HCP Other bid = 8+ HCP
1♦		2	3♠	10 - 15 HCP	2D 5+D 12+ HCP 1H – 6+ HCP 4+ H 1S – 6+ HCP 4+ S 2M strong suit 6+ GF		
1♥		5	3♠	10 - 15 HCP	1NT forcing, 8+ points 2M 8-10 3M 4+ card & weak, Rev. Bergen 2NT = Jacoby GF with 4 trump	2NT from opener 15 HCP	Cue bid over Comp = Strong Raise
1♠		5	3♠	10 - 15 HCP	As for 1♥	As for 1♥;	As for 1♥
1NT				14-16 HCP balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Systems on over X & 2C Dble at 3-level shows values. Dbl at 2-level is T/O
2♣			3♠	6+ C 10-15 HCP	2♦ = Stayman 2H, 2S 5+ NF 3D, 3H, 3S 6+ GF	3C min no 4C M 3C min no fit	Natural
2♦		0		10 -15 HCP	2H pass or correct 2S to play 2NT artificial - stayman	3NT = 4414 w A/K D 13-15 HCP	Natural
2♥		6		5 - 10 HCP	New suit forcing 2NT asks for Ogust	3NT = AKQxxx	Natural
2♠		6		5 - 10 HCP	As for 2♥ opener	As for 2♥ opener	Natural
2NT				5+ C & 5+ D 5 - 9 HCP	Best minor 3M Forcing 1 round raise w 2 4m = Minorwood		Natural Dbl = Penalties
3♣		7		Pre-emptive	New Suit forcing	<div>Slam Approach and Conventions (including all Slam-Interest Bids)</div> <div>Five - Ace Blackwood: RKCB (Note 6)      Cue Bids</div> <div>Splinters</div> <div>Minorwood</div> <div>No Changes Allowed:</div>	
3♦		7		Pre-emptive	New Suit forcing		
3♥		7		Pre-emptive	3♠ Natural. Minors = cue-bid		
3♠		7		Pre-emptive	4♥ Natural. Minors = cue-bid		
3NT		7		Gambling	Natural		
4♣		8		Pre-emptive	Natural		
4♦		8		Pre-emptive	Natural		
4NT				Both Minors 6 6(5)			



## 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: Lebensohl:

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) 3x = GF No Stopper

#### Note 3: Modified Cappelletti: vs No Trump and strong club

Penalty oriented Double

2 ♣ long minor or Major minor, forces 2♦ response

2♦ shows at least 5 4 in the majors

2♥ Shows 6♥

2♠ Shows 6♠

1NT – 2NT = - ♣ & ♦

3 level bids are natural

All bids by pass out hand are natural

#### 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

1♦ - 1♥ or ♠

1NT – 2C = new minor, forcing

1NT – 3 any = Natural forcing

1 any - 1 any – 3 new Nat. Forcing 15 HCP (1NT denies 4 card ♥ or ♠ suit)

1 any – 1 any - 1NT – 2 new = 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: 5♣ = 1 or 4  
5♦ = 3 or 0  
5♥ = 2 no Queen of Trumps  
5♠ = 2 + Queen of Trumps  
5NT = 2 + a void  
6 any = 1 + a void

## Note 7: Non Forcing Sequences

1♥ or ♠ - 2♥ or ♠

1♦ - 3♣ or ♦

2♥ or 2♠

2NT = asks stiff or void

3C asks feature

1any – 1any higher

2♥ or ♠ - 3♦ or ♥ or ♠

Non forcing limit raise

## Note 8: Take Out Double

1any – 1any - X = could have 4-card major

1any - 1♥ or ♠ - X = denies 5 of other major

Support 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♥ may have 5

2♠ = 4♠ may have 5

### b) Transfers

1NT -

2♦ = 5+♥

2♥ = 5+♠

2♠ = 6+♣

2NT = 6+♦

3♣/♦ = 5/5 ♣&♦ Weak / Strong

3♥/♠ = splinter in suit 3 1 (5 4)

2NT -

3♣ asks 5 card major

and transfers to 3♠

2NT

3♠ = minors

## Note 10: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 10/12 HCP and 3 card support.  
Subsequent bids:

2 in the opening major is a sign off

Any other bid is a genuine opener and descriptive

## Note 11: Defense to Multi 2♦

Note that Multi defenses are geared toward defending a weak two, the most common hand type shown by a Multi opening.

### In Direct Seat

When RHO opens a Multi 2♦, the conventional overcalls are as follows.

Overcall	Meaning
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DoubleA	Takeout double of spades.
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2♥	A Takeout double of hearts.
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2♠	Natural, 5+ spades, non-forcing.
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2NT	16-18 HCP, balanced. Systems "on" (Stayman, Jacoby transfers...).
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3♣	Natural, 6+ clubs, non-forcing.
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3♦	Natural, 6+ diamond, non-forcing.
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3♥	Natural, 6+ hearts, non-forcing.
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3♠	Natural, 6+ spades, non-forcing. Stronger than a simple overcall. A 4♥ response is a cuebid.
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4♣	Leaping Michaels, showing 5+ clubs and a 5+ card major.
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4♦	Leaping Michaels, showing 5+ diamonds and a 5+ card major.
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### After 2♦ - Pass - 2♥/♠

Bid	Meaning
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Double	Takeout double.
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2♠	Over an enemy 2♥ bid, this is natural, 5+ spades, non-forcing.
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2NT	15-18 HCP, balanced. Systems "on".
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3♣	Natural, 6+ clubs, non-forcing.
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3♦	Natural, 6+ diamond, non-forcing.
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3♥	Natural, 6+ hearts, non-forcing.
----	----------------------------------

3♠	Natural, 6+ spades, non-forcing. Stronger than a simple overcall. A 4♥ response is a cuebid.
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4♣	Leaping Michaels, showing 5+ clubs and a 5+ card major.
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4♦	Leaping Michaels, showing 5+ diamonds and a 5+ card major.
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### After 2♦ - Pass – Pass

Bid	Meaning
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Double	Takeout double of diamonds.
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The bidding should be treated as if the opponents opened a weak two-bid in diamonds.

### After 2♦ - Pass – 2♥ - DbI - 2♠

This sequence occurs after partner makes a takeout double of hearts, but opener corrects to spades.

Bid	Meaning
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Double For penalties.

3♥ Natural, 6+ hearts, non-forcing.

3♠ Artificial, asking for a spade stopper. Without one, partner should bid his cheapest long suit.

**After 2♦ - Pass - 2♥ - Pass – 2♠ - Pass - Pass**

Bid	Meaning
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Double	Takeout double of spades.
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