



WORLD BRIDGE FEDERATION

Standard Card

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Mixed Teams - Wuhan Cup

System Summary

General approach and Style

2/1, 5-card Majors

Longer Minor – Better minor if 3 - 3

4 card limit jump raises over majors

1NT response = forcing

1NT Opening: 12 - 14

2 over 1 response: Game forcing

Special Bids that may require defence

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

2D = 4S/5H 11-15 HCP

2H Opening = Weak 6+ (3-10 HCP) Ogust responses (Note 7)

2S Opening = Weak 6+ (3-10 HCP) Ogust responses (Note 7)

3NT Opening = Gambling no outside A or K

2NT Overcall = two lower unbid suits

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

Negative Doubles to 3S

Reverse flannery by responder over 1m (even by passed hand)

Drury (Note 4)

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter if minor

Jump shift in new suit = Fit jump if in competition

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare

Leads and Signals

Opening Leads - style

	Lead	In Partner's Suit
Suit	3 rd & low	3rd & low OR Top of 3 small if suit
NT	3 rd & low	3rd & low OR Top of 3 small if suit
Subseq		
Other	Reverse smith	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx:Ax(+)	A asks for unblock or count
King	KQx;AK; KQ109x	K asks for attitude
Queen	QJ; QJx(x); QJx	Q asks for unblock or count
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x 109; 109x(+);	
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; xxS; xxSx
Lo-x	HxS; HxSx; xxSx	HxS; HxSx; xxxxS

Signals in order of Priority

	Partner's Lead	Declarer's Lead	Discarding
1	Lo/Hi = encouraging		UDCA
2	Lo=encouraging		
3			
1	Lo/Hi = encouraging	Reverse smith	UDCA
2	Lo = encouraging		
3			

Signals (including trumps):

Echo in trump suit shows ability to ruff

Sometimes suit preference implications in trump suit

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue response to double 1st rd force

Reopen: usually short in overcaller's suit or extras

Special, artificial and competitive doubles/redoubles

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

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = lower lower higher higher

Take Out Double by Opener shows extras with no clear bid
Balancing double by responder shows balance of power with no clear bid

Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)

General Style = Aggressive 6 – 17 HCP

Reponses: Jump Raise = Preemptive

Cue-Bid = Limit + raise

New Suit = Forcing by unpassed hand - jump shift = fit jump

In Balancing Position: when 2 suits bid by opps at 1 level, our bid is natural

Take-out double:

General Style = Can be light / shapely

Responses: Natural. Cue bid = Forcing

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

2nd Position = 15 - 17

Responses: Bid as 1NT opening (all systems are on)

4th Position = 10 – 14 (systems are NOT on)

Responses: Natural

Sandwich 1NT against 2 bidding opponents

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural--preemptive

Responses - New suit = forcing

2-suit:- 1H – 2H = 5S/5m 1S – 2S = 5H/5m

Reopen: Cue = any two suiter(5-5) 2NT = 20-21

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

Direct Cue Bid = Michaels (Note 1)

Vs NT (vs Strong/weak; reopening; pH

Hello (Note 3)

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

Take out doubles thru 4H

2NT = 15-17 HCP, systems are on

Top + Bottom Qbids over weak 2 in major

Vs Artificial Strong Openings

over artificial 1C – Dbl = majors; 1NT = minors:

2NT = 5+-5+ Majors or minors

Over Opponents take out double

New suit forcing at 1-level

Jump Shift fir showing

Double Jump = fit showing / 2NT = limit + in majors

2NT = weak raise in minors

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			
1C		3	3S	11 - 21 HCP	Inverted minors forcing to 3m only Often bypass 1D to bid a major Jump shift = fit jump	4th suit forcing: game forcing; Reverses by opener forcing; See Note 5 for responses after 1NT rebid	Jump Cue-bid over overcall = Splinter Cue bid for overcall Asks for a stopper Jump shift fit jump over overcalls
1D		3	3S	11 - 21 HCP	Inverted minors forcing to 3m only Jump shift = fit jump	As above	As above Some transfer sequences at 2 level over overcalls or a minor (applies over 1C also)
1H		5	3S	11 - 21 HCP	1NT forcing, 5+ points Raises = Constr, 3H = 4H with limit. 2NT = FG	Short suit game tries—bidding next suit asks responder what suit they would accept	2NT in comp = 4+ offensive limit Cue bid over Comp = Strong Raise
1S		5	3H	11 - 21 HCP	Same as for 1H (Note 6 applies to 1H and 1S)	As for 1H	As for 1H
1NT				12 - 14 balanced May contain a 5 card major	Jacoby Transfers Muppet Stayman Note 9	Over Stayman: rebids at 2 level are pass or correct; 3M is smolen; minor forcing; Gouba runouts over direct dbl; DON'T runouts over <u>balancing double</u>	Dble at 3-level is takeout oriented and shows convertible values. Dbl at 2-level is T/O with 2 places to play
2C				Artificial, strong - near Game Force, any suit,(s) any shape	2D = 0 -1 control; 2H = 2; 2S = 3; 2NT = 4+; 3X = 7 card suit weak		Pass shows values over competition, X = bad hand
2D				4S – 5H 11 - 15 HCP	3C/D = 8-11 good 6+ card suit 2NT asks for shape—range if 4-5-2-2 3H/S = game forcing, slam try		Natural
2H		6-7		6 - 10 HCP	New suit forcing 2NT is Ogust – see Note 7	3NT = AKQxxx	Natural
2S		6-7		6 - 10 HCP	As for 2H opener	As for 2H opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Muppet Stayman Note 9		Natural Dbl = Penalties
3C		6-8		Pre-emptive	New Suit forcing	<div>Slam Approach and Conventions (including all Slam-Interest Bids)</div> <div> 1430 Blackwood (Note 8) Cue Bids Splinters GSF </div> <div>No Changes Allowed:</div>	
3D		6-8		Pre-emptive	New Suit forcing		
3H		6-8		Pre-emptive	New suit = natural and forcing		
3S		6-8		Pre-emptive	New suit = natural and forcing		
3NT		7		Gambling	4C OR 5C pass or correct		
4H		7+		Pre-emptive	Natural		
4S		7+		Pre-emptive	Natural		
4NT				Minors			



WBF Standard Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

(1C) – 2C

(1D) – 2D

Both majors 5(+) / 5(+)

(1H) – 2H = 5S + 5 minor

(1S) – 2S = 5H + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

Note 2: Transfer 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 a transfer to the next suit showing invitational +; may pass opener's bid

3-level transfer to overcaller's suit is stayman without a stopper

Bidding game without going through 2NT relay denies a stopper in overcaller's suit

If overcaller showed 2 specific suits, then bidding one of them shows a stopper in that suit

Note 3: Hello: (vs No Trump)

Double = Penalty oriented against weak NT

Double = Clubs OR major (4+) with longer minor against strong NT

2C = Diamonds OR Major/minor 2 suiter

2D = Transfer to Hearts

2H = Majors, limited in strength to opening bid

2S = Natural

2NT = Transfer to clubs

3C = Clubs and diamonds – limited in strength to opening bid

Note 4: Drury

After an opening bid of one in a major in third or fourth position the partner's:

2♣ shows 4 trumps with 8+ HCP.

Subsequent bids: 2♦ from the opener asks whether responder has constructive or limit raise values.

2 in the opening major is a sign off

2♦ shows 3 trumps with limit raise values

Subsequent bid by opener: 2M = to play, no interest in game

New suit = game try

Note 5: Responses after NT rebid

1C – 1X 1D – 1X

1NT (15-17) – 2C = forces 2D and shows invitational values if bid after 2D by opener

1NT (15-17) – 2D = game forcing, artificial, asks opener to describe their hand

2NT = 4-3-3-3 shape

2 of unbid major = 4

3 of partner's major = 3

New suit = denies 3 card support for partner, 4 in a major

Bidding 1NT does not deny a 4 card major

Note 6: Responses after 1M – 2NT

1H/S – 2NT Good 15+ with 4 trumps (if 14, then AK, AK)
Opener bids second suit with shape
OR bids 3NT with balanced hand and extras
Bid 4H/S with balanced minimum
1H/S – 3NT = 12 – 14 with 4+ trumps
With 12-14 and 3 trumps, start with forcing NT and then bid game

Note 7: Ogust: (over 2H and 2S opening bids by partner)

2NT asks opener about the quality of their preempt
3C = bad hand, bad suit
3D = bad hand, good suit
3H = good hand, bad suit
3S = good hand, good suit
3NT = solid suit AKQxxx

A new suit by responder in competition promises but says lead this suit

Note 8: 1 4 3 0 Blackwood (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5C = 4 or 1
5D = 3 or 0
5H = 2
5S = 2 + Queen of Trumps
5NT = 2 + a useful void
6x = 1 + useful void

Note 9: Muppet Stayman: (over 1NT and 2N opening bids)

1NT – 3C asks opener about major
3D = 1+ 4 card M
3H = S
3S = H
4D = pick the major—I have both
3H = no major
3S by responder now shows 5S + 4H
3S = 5 spades
3NT = 5H
4D by responder is a transfer to H

2NT – 3C = responses same as for 1NT above