# Defensive and Competitive Bidding

|  |  |
| --- | --- |
| Leads and Signals | **WORLD BRIDGE FEDERATION**  **Standard Card** |
|  |
| Opening Leads - style |
| Lead In Partner’s Suit |
| Suit 3rd / 5th 3rd / 5th |
| NT 4th 3rd / 5th |
| Subseq |
| Other 2nd from 4 small |
|  |
| System Summary |
| Leads |
| Lead Vs. Suit Vs. NT |
| General approach and Style |
| Ace AKx; Axxx(+) AK; AKx(+) | Natural, 5-card Majors |
| King KQ; AK; KQ109x KQ; AKJ10(x); KQ109(+) |
| Longer Minor - 1} if 3.3 |
| Queen QJ; QJx(x) QJ; QJx(+); AQJx(+);KQx(+); |
| Limit jump raises over majors |
| Jack J10; J10x(+); KJ10x(+) J10;J10x(+); KJ10x(+) |
| 1NT response = not forcing |
| 10 109; 109x(+); H109x(+); 10x 109; 109x(+); H109x(+) |
|  |
| 9 9x; 98x(+) 98x(+) |
|  |
| Hi-x Sx; xxS Sx; Sxx; xSxx |
| 1NT Opening: 15 - 17 |
| Lo-x HxS; HxSx(+); xSxx(+) HxS; HxxS(+); xxxS(+) |
| 2 over 1 response: Promises rebid (See Note 7) |
| Signals in order of Priority |
| Special Bids that may require defence |
| Partner’s Lead Declarer’s Lead Discarding |
| 2} Opening = strong, near Game Force - any suit,(s) any shape |
| 1 Hi/lo = E Same Same |
| 2{ Opening = Weak { 6+ (6-10 HCP) |
| 2 Hi=encouraging |
| 2] Opening = Weak Major 6+ (6-10 HCP) |
| 3 S/P |
| 2[ Opening = Weak Major 6+ ( 6-10 HCP) |
| 1 Hi/lo = E Same Same |
| 3NT Opening = Gambling |
| 2 Hi = encouraging |
| 2NT Overcall = two lower unbid suits |
| 3 S/P |
| Michaels Cue-bids (Note 1) |
| Signals (including trumps): |
| Lebensohl after 2-level overcall of 1NT (Note 2) |
| Echo in trump suit shows ability to ruff |
| Negative Doubles to 3[ |
|  |
|  |
| Takeout Doubles (Style; responses reopening) |
|  |
| May be light with classic shape |
|  |
| Cue = F until a suit is bid twice; | Special Forcing Pass Sequences |
| New suit = F1 |  |
| Reopen: same as above |
|  |
| Special, artificial and competitive doubles/redoubles |
| Important notes that don’t fit elsewhere |
| Responsive Dbl: After T/O Dble thru 4]; after o/call thru 4[ |
| Double Jump in new suit = Splinter if minor over major |
| Repeat same suit dble by Neg doubler = Take out (See Note 8) |
| Jump Cue Bid by Opener = Splinter raise |
| Over minor Michaels: Major = stopper |
|  |
| Over Major Michaels: cue bid in opponents’ major = limit raise  or better | Psychics: |
| Rare |
|  |
|  |

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 = 16 - 18

Responses: Bid as 1NT opening

Natural

4th Position = 10 - 14

Responses: Natural

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

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

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

Landy (Note 3)

## 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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | 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 |
| 1[ |  | 5 | 3[ | 11 - 21 HCP | As for 1] | As for 1]; 1[ - 2} ; 2[ - 3[ = limit | As for 1] |
| 1NT |  |  |  | 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) | |
| 3{ |  | 6 |  | Pre-emptive | New Suit forcing |
| Five - Ace Blackwood: RKCB (Note 6) Cue Bids  Splinters  GSF  No Changes Allowed: | |
| 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: 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: Landy: (vs No Trump)

Penalty Double

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

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

1{ - 1] 1] - 1[

1NT – 2} = new minor, forcing

1NT – 3] = forcing

3{ = Nat. forcing

1} - 1 ] 2NT - 3} Nat. Forcing (2NT denies 4 card [ suit)

1} - 1{ 1NT - 3} = 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} = 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} | 1[ - 2} | 1 [ - 2} |
|  | 2{/]/[ - 3} | 2{/] - 2[ | 2{/]/[ - 2NT |
|  | 1[ - 2} | 1M - 2 lower |  |
|  | 2[ - 3 [ | 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 |  | 2NT - 3} | Same |
|  |  |  | 2] = 4] |  |  |  |
|  |  |  | 2[ = 4[ |  |  |  |
| 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 - 2} |  |  |
|  | 2{ - 3] = 4] + 5[ F |  |  |
|  |  |  |  |

1NT - 2}

2 any - 3} = 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 off

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