

## Defensive and Competitive Bidding

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

General Style = Sound

Responses: 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

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

## 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 Hi/lo = E Same Same

2 Hi=encouraging

3 S/P

1 Hi/lo = 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

Responsive Dbl: After T/O Dble thru 4♥; after o/call

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise



## WORLD BRIDGE FEDERATION Standard Card

### 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)

Lebensohl after 2-level overcall of INT (Note 2)

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

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♣		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	Raises = limit. Re-raise = Pre-emptive	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 <small>Force any suit (♠) any</small>	Natural; positive requires good suit; <small>2♣ = natural</small>	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)    Cue Bids Splinters GSF  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: 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♣  
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 - 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 ♥