

Defensive and Competitive Bidding

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

General Style = light

Responses: Jump Raise = Preemptive

Cue-Bid = xfer advances

New Suit = xfer advances, jump shift = fit

In Balancing Position: Natural

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 = 10 - 15

Responses: Front of card

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : preemptive

Responses - New suit = not forcing

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

Reopen: Cue = Michaels. 2NT = 19-21

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

Direct Cue Bid = Michaels

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

Multi Landy vs weak and strong, vs weak, dbl=cards

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

Take out doubles thru 4S, Leaping Michaels over Wk 2s

Vs Artificial Strong Openings X=majors, NT=minors

Over Opponents take out double

New suit forcing at 1-level

Fit Jump Shift

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

Leads and Signals

Opening Leads - style

Lead 3rd/5th in Partner's Suit

Suit 3rd / 5th

NT 2nd and 4th

Subseq spots tend to be attitude

Other

Leads

Lead Vs. Suit Vs. NT

Ace RUSINOW vs suits and NT

King at NT, A asks for Q attitude

UDCA, no Smith at NT

Signals in order of Priority

Partner's Lead Att, Count, SP

Declarer's Lead, Count, SP

Signals (including trumps): trump suit preference

Takeout Doubles

May be light with classic shape

Cue = F until a suit is bid twice:

New suit =

Reopen: same as above

Special, artificial and competitive

Responsive Dbl: After T/O Dbl thru 7S; after

Repeat same suit dbl by Neg doubler = Take out

Over minor Michaels: Major = Un/Un

Over Major Michaels: cue bid in opponents'

major = limit raise

Brod/Rengstorff

WORLD BRIDGE FEDERATION Standard Card

2/1 Game Force

System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor if 3.3

Preemptive jump raises over majors & minors

1NT response = semi forcing

1NT Opening: 15 - 17

2 over 1 response GF

Special Bids that may require defence

2 Club Opening = strong, near Game Force - any suit, any sh

2D, 2H, 2S Opening = Weak { 4 -10 HCP)

3NT Opening = 4 level minor preempt

2NT Overcall = two lower unbid suits

Michaels Cue-bids

Lebensohl after 2-level overcall of 1NT

Negative Doubles to 7S

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare



Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl.	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1C		3	7S	11 - 21 HCP	Inverted	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	7S	11 - 21 HCP	Inverted	As above - NOTE 5 -	As above
1M		5	7S	11 - 21 HCP	1NT semi-forcing, 2N&3C=raise	Re-raise = Pre-emptive General principles as above	Cue bid over Comp = Strong Raise
1NT				15 - 17 balanced	Jacoby Transfers	Over Stayman: rebids are Major invitational, minor forcing	Neg Dbles
2C	•		X is Xneg	Artificial, strong - near Game	Natural; positive requires good suit;		Natural
2D,2H /2S		5		4-10 HCP	New suit forcing 2NT asks for feature if Vul Otherwise Ogust		
2NT				20 - 21 balanced	Jacoby Transfers; Stayman		Natural Dbl = TO
3C		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: 1430 Splinters	
3D		6		Pre-emptive	New Suit forcing		
3H		6		Pre-emptive	3[Natural		
3S		6		Pre-emptive	4] Natural		
3NT		7		4 level minor preempt	Natural		
4C,D,		7		Pre-emptive	Natural		
4H,S		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):	2NT - 3}
2{ = No Major	
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 ♥