

Defensive and Competitive Bidding

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

General Style = light

Reponses: Jump Raise = Preemptive

Cue-Bid = limit+ in support

New Suit = constructive, generally NF

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 - 16

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 = 19-20

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 are attitude mid hand

Other

Leads

Lead Vs. Suit

Ace A from AK vs suits

King Q or shortness, etc

Vs NT

A asks unblock or count

Other honor leads are top of sequence

Smith vs 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 = constructive, generally NF

Reopen: same as above

Special, artificial and competitive doubles/redoubles

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

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Major = Un/Un

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

Brod/Stiefel

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, 3 under invites

Special Bids that may require defence

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

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

3NT Opening = gambling, No outside A or K 1st + 2nd position

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. Thru'	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	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 not forcing 2NT responses are 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: 3014 Splinters	
3D		6		Pre-emptive	New Suit forcing		
3H		6		Pre-emptive	Natural		
3S		6		Pre-emptive	Natural		
3NT		7		Gambling, not outside A or K in 1 st of 2 nd position	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 ♥

