



<i>Leads and Signals</i>	
<b>Opening Leads - style</b>	
Lead	3 <sup>rd</sup> /5 <sup>th</sup> in Partner's Suit
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>
NT	2 <sup>nd</sup> and 4 <sup>th</sup>
Subseq	spots tend to be attitude
Other	
<b>Leads</b>	
Lead	Vs. Suit Vs. NT
King	at NT, A asks for Q attitude UDCA, no Smith at NT
<b>Signals in order of Priority</b>	
Partner's Lead	Att, Count, SP
Declarer's Lead	Count, SP

Eisenstein/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

Fit showing jumps in comp and by passed hand

1NT RESPONSE forcing by unpassed hand

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 shape

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

3NT Opening = 4 level minor preempt

2NT Overcall = two lower unbid suits

	Michael's Cue-bids
<b>Signals (including trumps): trump suit preference</b>	Lebensohl after 2-level overcall of 1NT
	Negative Doubles to 7S
<b>Takeout Doubles</b>	
May be light with classic shape	
Cue = F until a suit is bid twice;	<b>Special Forcing Pass Sequences</b>
New suit =	
Reopen: same as above	
<b>Special, artificial and competitive doubles/redoubles</b>	<b>Important notes that don't fit elsewhere</b>
Responsive Dbl: After T/O Dble thru 7S; after o/call thru 4[	Double jump in side suit = void
Repeat same suit dble by Neg doubler = Take out Note 8)	1 Heart-3 Spades, 1 Spade-3NT= unspecified splinter
Over minor Michaels: Major = Un/Un	
	<b>Psychics:</b>
	Rare

**Defensive and Competitive Bidding Overcalls (Style; responses: 1/2 level; reopening)**

General Style = light

Responses: Jump Raise = Preemptive (mixed in comp)

**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

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Responses: Bid as 1NT opening

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4th Position = 10 - 15

Responses: Front of card

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**Jump Overcalls: (Style; responses; unusual NT)**

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1-Suit : preemptive

Responses - New suit = not forcing

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

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

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

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Direct Cue Bid = Michaels

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

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

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

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

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**Vs Artificial Strong Openings X=majors, NT=minors**

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**Over Opponents take out double**

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New suit forcing at 1-level

Fit Jump Shift

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

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Opening	Tick if Artificial	Min. No. Car	Neg. Dbl. Thr	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1C		3	7S	11 - 21 HCP	Inverted=GF, criss cross=limit	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 (Same as above)	As above - NOTE 5 -	As above
1M		5	7S	11 - 21 HCP	1 NT forcing by Unpassed hand, DRURY, BERGEN	Re-raise = Pre-emptive General principles as above	Cue bid over Comp = Strong Raise
1NT				15 - 17 balanced	Jacoby Transfers, 2S=clubs or invitational, 3 clubs=puppet	Over Stayman: rebids are Major invitational, minor	Neg Dbles
2C	ü		X is Xneg	Artificial, strong - near Game	Natural; positive requires good suit;		Natural
2D,2H/		5		4-10 HCP	New suit forcing 2NT asks for feature if Vul Otherwise Ogust		
2NT				20 - 21 balanced	4 suit Transfers; Stayman		Natural Dbl = TO
3C		6		Pre-emptive	New Suit forcing		
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		

Slam Approach and Conventions (including all Slam-Interest Bids)

Five - Ace Blackwood: 1430  
Splinters

4NT				Blackwood	
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## 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[ - 3 [

1] - 1[

2} - 3] - limit raise

1[ - 2}

2{/}/[ - 2[

1M - 2 lower

2NT = extra values

1 [ - 2}

2{/}/[ - 2NT

## 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

21 = 41

21 = 41

2NT - 3}

### b) Transfers

1NT -

2{ = 5+

21 = 5+[

21 = 5+}

2NT = Nat

2} = 5+[

4{ = 5]+5[

2NT -

Same



c) 1NT - 3{}/[ = strong, Natural

#### d) Subsequent Bids:

1NT - 2}  
2{ - 3} = 41 + 51 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 ♥

#### Note 11: XYZ

Two way checkback after three bids at one level, off in competition or by passed hand