



WORLD BRIDGE FEDERATION
Standard Card

<i>Defensive and Competitive Bidding</i>
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

<i>Leads and Signals</i>		
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); KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109; 109x(+);
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; Sxx; xSxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+);
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 = F1		
Reopen: same as above		
Special, artificial and competitive doubles/redoubles		
Responsive Dbl: After T/O Dble thru 4]; after o/call thru 4[
Repeat same suit dble by Neg doubler = Take out (See		
Over minor Michaels: Major = stopper		
Over Major Michaels: cue bid in opponents' major = limit raise		

<i>System Summary</i>
General approach and Style
Natural, 5-card Majors
Longer Minor - 1} if 3.3
Limit jump raises over majors
1NT response = not forcing
1NT 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
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 1NT (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
Pas				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 =	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;	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}	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 ♥

