



## WORLD BRIDGE FEDERATION Standard Card

### System Summary

#### General approach and Style

Natural, 5-card Majors

3/3 = 1 ♣, 4/4 = 1 ♦

1 ♦ = 4 cards

1NT response = not forcing

Bergen Raises/ Jacoby (Note 2)

1NT Opening: 11 – 14 (Note 1)

2NT Opening: weak, both minors min. 5/4

3 NT long minor suit AKDxxxx no side AS

#### Special Bids that may require defence

2 ♣ Opening = gameforcing or weak 2 in ♦

2 ♦ Opening = semifor or NT 21/21 or weak 2 in major (Note 3)

2 ♥ Opening = ♥ 5 + and any other colour 4 + (6-10 HCP)

2 ♠ Opening = ♠ 5 + and any other colour 4 + (6-10 HCP)

Rubensohl after 2-level overcall of 1NT (Note 4)

3<sup>rd</sup> and 4<sup>th</sup> color = forcing, 4<sup>th</sup> = asking for a stopper

Inverted Minor

#### Special Forcing Pass Sequences

-

#### Important notes that don't fit elsewhere

Weak jump on partners opening (no 6 HCP)

Normal splinter on partners major opening

After opponents bidding, 2-er level= nonforcing

#### Psychics: -

### Leads and Signals

#### Opening Leads - style

Lead	Normal	In Partner's Suit
Suit	2nd / 4th	2nd / 4th
NT	4th	2nd /4th

Subseq

Other top of nothing  
double with 10 or higher: highest card first

#### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx; Axxx(+)	AK; AKx(+)
King	KQ; KQ109x	KQ; KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+)
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109; 109x(+);
9	9x; 98x(+)	98x(+)

#### Signals in order of Priority

		Partner's Lead	Declarer's Lead	Discarding
color	1	low positiv	low positiv	mod. ital.Lavinth
color	2	low positiv	low positiv	mod. ital.Lavinth
color	3	low positiv	low positiv	mod. ital.Lavinth
NT	1	low positiv	low positiv	mod. ital.Lavinth
NT	2	low positiv	low positiv	mod. ital.Lavinth
NT	3	low positiv	low positiv	mod. ital.Lavinth

#### Signals (including trumps):

Midified Italian Lavinthal

Lo/Hi encouraging

#### Takeout Doubles (Style; responses reopening)

Take out double: shows 3 cards support in partners color

X after major opening: solid, the other major 4 +, 11 + HCP

Or X 15 + HCP

Reopen: 11 +

#### Special, artificial and competitive doubles/redoubles

Negativ X 1<sup>st</sup> step 6+, 2<sup>nd</sup> step and 3<sup>rd</sup> 11+

Competitive x: Rubensohl (Note 4)

XX =points,  
if partner opening 1 NT and opponent bid X , than XX from  
opener is take out: 1 NT – x - p – p - xx

Support double until 2 ♠

### Defensive and Competitive Bidding

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

top and another; weak (max. 11 HCP)

Michaels Cuebid, unusual no trump

Drury (Note 11)

New Suit = Forcing - jump shift = fit

#### Take-out double:

General Style = Can be light / shaped

in 4. Position both unbidding colors 4+/4+

Responses: Natural. Cue bid = Forcing

#### 1NT overcalls (2nd/4th live; responses; reopening)

2<sup>nd</sup> position: polish (Note 5)

4<sup>th</sup> position 11 – 14

responses natural

4<sup>th</sup> position after both opponents have bidden a color, 8 – 11 P

And the other not named colors

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

weak 2, responses natural

2 NT= unusual no trump: both lowest colors until 11 P

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

Michaels cuebid until 11 P

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

Gromöller vs strong or weak NT (Note 6)

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

X points, X until 2 ♠ info X

natural

#### Vs Artificial Strong Openings

natural

#### Over Opponents take out double

opponents X makes no different

XX 10 + P

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♣		2	2♠	11 - 19 HCP	Inverted, 2♦ both majors 4+ 0-5 P, Weak jump in ♥ / ♠	Natural, 4♣ RKCB, 3 <sup>rd</sup> level: splinter 4. level: exclusion 1♣ -2♣ - 2? asking for stopper in this color and 14 – 16 P	
1♦		4	2♠	11 – 19 HCP	Inverted, Weak jump in ♥ / ♠	Natural, 4♦ RKCB, 3 <sup>rd</sup> level: splinter 4. level: exclusion; 1♦ -2♦ as above	
1♥		5	2♠	11 - 19 HCP	Bergen Raises, Jacoby, weak jumps	with fit help suit trial bids, Splinter	
1♠		5	2♠	11 - 19 HCP	As above	As above	
1NT				11 - 14 balanced	Weak stayman, smolen, transfer, Rubensohl		
2♣	x	0		Gameforcing, NT 22+, or weak 2 in ♦	2♦ relais, 2 NT forcing 14 + P; 2♥, 2♠ 5+, 12-14 P, short in ♦	After strong NT: transfer, puppet stayman; 2♣ - 2 NT (Note 9)	
2♦	x	0		Multi weak2 in ♥ or ♠ or semiforcing or NT 20/21; Note 3	2♥ relais, 2♠ single or chicane ♥; 2 NT forcing	After strong NT: transfer, puppet stayman; after 2 NT: 3♣ w2♥ min, 3♦ w2♠ min., 3♥ w2♠ max, 3♠ w2♥ max	
2♥	x	5		5♥ and other color 4+ 6 - 10 HCP	2♠ pass or correct 2NT forcing, asking for other color	After 2 NT: 3♠, 3♦ min; 3♥ min and ♠; 3♠ max and ♠; 3NT max. and ♣ or ♦	
2♠	x	5		5♠ and other color 4+ 6 - 10 HCP	3♣ pass or correct 2NT forcing, asking for other color	After 2 NT: 3♣, 3♦ min; 3♥ min and ♥; 3♠ max and ♥; 3NT max. and ♣ or ♦	
2NT	x			5 + ♣ and 4 + ♦, 6 – 10 P	3♣, 3♦ to play; 3♥ forcing	Rebid after 3♥ (Note 13)	
3♣		7		Pre-emptive	New Suit forcing, 4 NT RKC	Slam Approach and Conventions (including all Slam-Interest Bids)  Five - Ace Blackwood: RKCB (Note 7) Cue Bids Splinters	
3♦		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3♥		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3♠		7		Pre-emptive	New Suit forcing, 4 NT RKC		
3 NT				Gambling in minor	4♦ RKC, 4♣ pass or correct		



## WBF Standard Card

### Supplementary Sheet

#### Note 1: 1 NT Opening:

Stayman, can be also weak

Smolen (4/5 in ♥ / ♠) = strong, partner bids after 2 ♦ the 4<sup>th</sup> major

4 ♣ = RKCB

4 ♦ = 5/5 ♥ / ♠

4NT = Mini-Maxi

#### Note 2 : Bergen Raises / Jacoby:

3 ♣ = 4 cards fit, 8-10 HCP

3 ♦ = 4 cards fit, 6-7 HCP

2NT = 3 cards fit, 14+ HCP

Opener decides for full game or not

after 2 NT = next color = single or chicane

#### Note 3: 2 ♦ semi-forcing or weak

6-er suits strong any colour

20,21 NT

Weak in ♥ or ♠ 6+; 6 – 10 HCP

Partner's answers:

2 ♥ = relay, below 15

2 ♠ = 0/1 cards in spade

2NT = 15+

#### Note 4: Rubensohl

1NT - 2xy - 2 ♥ / ♦ / ♠ weak, to pass

1NT - 2xy - 2SA = transfer to ♣, 11+points

1NT - 2xy - 2 ♣ -transfer to d ♦, 11+points

1NT - 2xy - 2 ♦ = transfer to ♥, 11+points

1NT - 2xy - 2 ♥ = transfer to ♠, 11+points

1NT - 2xy - transfer to opponents colour= stopper question

1NT - 2xy \_ X = 11+points

#### Note 5: polish NT

1 major - 1 SA = other major 4 plus minor suit 5+

1 minor - 1 SA = other minor 5 + and unknown major 4

Partners responses : overcall: question of unknown color

## Note 6: Gromöller

1 NT - X = 16+  
1 NT - 2 Clubs : 6 minors or 4+/4+ majors, or 4 majors + 5 minors  
1 NT - 2 = majors: 6+  
1 NT - 2 : 5+, 4 minors  
1 NT - 2 : 5+, 4 minors  
1 NT - 2 SA : both minors, 5/4  
1 NT - 3 Colors: weak  
1 NT - 4 : 5 , 5 Majors  
1 NT - 4 : 5 , 5 majors  
1 NT - 4 : 5/5 both majors  
1 NT - 4 S : 6 , 5

## Note 7: 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

## Note 8: Non Forcing Sequences

1 / 1 - pass - 2 / 2 (6-suit, no 6 HCP)

## Note 9: Answers 2 - 2 NT

3 weak 2 in minimum  
3 weak 2 in maximum

## Note 10: Take Out Double:

Until the 2nd step: shows 3 cards support in partner's color

## Note 11: Drury

example:

1 - 1 - p - 2 : asking for points , if opening under 12 points 2 hearts

## Note 12 modified Italian Lavinthal

3,5,7: direct marking  
2,4,6: marking for the lowest color  
8 and more: marking for the highest color

## Note 13 opening 2 NT – 3

2 NT – 3   
3 double   
3 single   
4 6+   
4 6+   
4 chicane   
4 chicane