

## Defensive and Competitive Bidding

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

General Style = Sound can be leading direct

Reponses: Cue-Bid = Forcing raise

New Suit = Forcing

In Balancing Position: Same

### Take-out double:

General Style = sound/ shaped

Responses: Natural. Cue bid = Forcing

### 1NT overcalls 15-17 in all positions

Responses: Bid as 1NT opening

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

1-Suit : Natural;

Responses - New suit = forcing

2-can be weak or shape with two other suits

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

Direct Cue Bid = 2 other suits bigger except 1Clubs-2clubs is natural

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

Allways multiland

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

Take out doubles thru 4 diamonds

### Vs Artificial Strong Openings

Natural

### Over Opponents take out double

Over majors – cappelletti

Over minors natural

Redouble-no fit with HCP

Over 1NT opening system is on

## Leads and Signals

### Opening Leads - style

Lead	In Partner's Suit
Suit	3rd / 5th 3rd / 5th
NT	4th 4th
Subseq	
Other	2nd from 4 small

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx: Axxx(+)	AK: AKx(+)
King	KQ; AK; KQ109x	KQ; AKJ10(x);
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+);
Jack	J10; J10x(+); KJ10x(+)	
10	109; 109x(+); H109x(+); 10x 109;	
9	9x; 98x(+)	98x(+)

Hi-x Sx; xxS Sx; Sxx; xSxx

Lo-x HxS; HxSx(+); xSxx(+)

### Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
Hi/lo = Enc	counting	lo-enc

### Signals (including trumps):

### Takeout Doubles (Style; responses reopening)

Sound with classic shape

Cue = F

New suit = F1

Reopen: same as above

### Special, artificial and competitive doubles/redoubles

Responsive Dbl: After T/O Dble thru 4 diamonds; after



## WORLD BRIDGE FEDERATION

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## System Summary

### General approach and Style 2/1

2/1, 5-card Majors

Longer Minor – 1clubs if 3.3

Weak raises over majors

1NT response over Hearts are spades 5+

1NT response over spades F1

1 Spade over hearts opening are 4 or less spades and F1

1NT over minors not forcing

1NT Opening: 15 – 17

2 over 1 response: FG

### Special Bids that may require defence

2 clubs Opening = strong Game Force - any suit,(s) any shape

2any other suit Opening = Weak { 6+ (6-10 HCP)

3NT Opening = Gambling

2NT Overcall = two lower unbid suits

Michaels Cue-bids direct is 2 high suits unbid

3 Clubs over opening is 2 suits extremes unbid

Over opening 1 club- 2clubs are natural

Over opening 1 club – 2 diamonds are majors

Negative Doubles to 4 diamonds

Slam approach= RKC0314, Josephine, exclusion KC, cue bids

### Important notes that don't fit elsewhere

Double Jump in new suit = can be jacyby with singleton ,or

Bergen raise or splinter

Psychics: rares

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			
1club		3	4Diamonds	11 - 21 HCP	Single raise stronger than double raise	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing;	Cue bid for overcall = forcing with support
1Diamond		3	4Diamonds	11 - 21 HCP	Single raise stronger than double raise	As above	As above
1Hearts		5	4Diamonds	11 - 21 HCP	1NT 5+ spades F1. 2NT = FG with trump support 1 spades = 4 or less spades F1 3clubs= jacyby with any singleton 3 diamonds invite with 4 cards support		
1 spade		5	4Diamonds	11 - 21 HCP	1 NT F1 2NT = FG with trump support  3clubs= jacyby with any singleton 3 diamonds invite with 4 cards support		
1NT			4Diamonds	15 - 17 balanced	Transfers: can have 5 cards major. Stayman 2clubs and puppet		Over overcall rubhensol until 2nt all bids are signoff 2nt and over are transfers and FG. Transfer for the suit Overcalled is stayman
2Clubs	x		4Diamonds	Artificial, strong - Game Force, any suit,(s) any shape	Controls k=1 Ace=2 2diamonds=0-1 2 Hearts =2 controls 2 spades= 3 controls and etc...	DOPI	
2 diamonds		6	4Diamonds	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum		Natural
2 hearts		6	4Diamonds	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum		Natural
2 spades		6	4Diamonds	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum		Natural

2NT			4Diamonds	20 - 21 balanced	Transfers; puppet 3 spades= 2 majors suits		Natural
3Clubs		6		Pre-emptive	New Suit forcing		
3Diamond		7		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3Hearts		7		Pre-emptive	New Suit forcing	RKCB 0314 Josephine Exclusion Cue bid	
3Spades		7		Pre-emptive	New Suit forcing		
3NT		7(6)		Gambling	Natural		
4Clubs		7		Pre-emptive	Natural		
4Diamond		7		Pre-emptive	Natural		



**WBF Standard Card**

**Supplementary Sheet**