

Defensive and Competitive Bidding

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

General Style = level 1 may be weak

Responses: Cue-Bid = GI or more

New Suit = F1

In Balancing Position: Same

Take-out double:

General Style = natural -

Responses: Natural. Cue bid = Forcing

1NT overcalls 15-17 – in 4th position 12.15

Responses: system on

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : weak

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

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

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

2♣ = 5/5 M/M

2NT = 5/5 m/m

others = natural

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

Take out doubles thru 4♥

Vs Artificial Strong Openings

Natural

Over Opponents take out double

Over majors – transfer from 1NT

Redouble-natural

Over 1NT -

Leads and Signals

Opening Leads - style

Lead In Partner's Suit

Suit 4th

NT 4th

Lead Vs. Suit Vs. NT

Ace AK

King KQ

Others - natural

HxxS(+); xxxS(+)

Signals in order of Priority

Attitude

Cards - UDCA

Takeout Doubles (Style; responses reopening)

Natural shape or 18 more



WORLD BRIDGE FEDERATION

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System Summary

General approach and Style 2/1

1M - 2♣ relay CG or more

1♣ if Bal may be 2 cards

1♦ 4 cards

1NT response over 1M - SF

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 other major and minor

Over opening 1 club- 2clubs are natural

Over opening 1 club – 2 diamonds are majors

RKC1430

Important notes that don't fit elsewhere

Slam approach =cue bid, splinters, Josephine, exclusion KC,

Bergen raise or splinter

Psychics: rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and With Passed Partner
1 ♣		2	4 ♥	11 - 21 HCP	1x nat. - 2 ♣ 06.10 - 2x GI - 3 ♣ GI	4th suit forcing: GF rever F1	
1 ♦		4	4 ♥	11 - 21 HCP	1x - nat. - 2 ♦ 06.10 2 ♥/2 ♠/3 ♣ GI	As above	As above
1 ♥		5	4 ♦	11 - 21 HCP	1NT SF - 2 ♣ relay CG or more 2NT/3 ♣/3 ♦/3 ♥ = CG 3 ♠ = Splinter any void 3 NT = Splinter in ♠	Nat.	
1 ♠		5	4 ♥	11 - 21 HCP	1NT SF - 2 ♣ relay CG or more 2NT/3 ♣/3 ♦/3 ♥/3 ♠ = CG 3NT = Splinter any void	Nat.	
1NT			4 ♥	15 - 17 balanced	2 ♣ Stayman 2 ♦/2 ♥/2 ♠/2NT transfers 3 ♣ = 5 ♣ 5 ♦ CG - 3 ♦ = 5 ♣ 5 ♦ FG 3 ♥ = 5/4 m/m seca ♥ 3 ♠ = 5/4 m/m seca ♠	Nat.	
2 ♣	X		4 ♥	Artificial, strong - Any	2 ♦ = waiting	Nat.	
2 ♦/♥/♠		6	Penal	06 - 10 HCP	New suit forcing 2NT asks for feature if maximum	2NT-3NT AKQxxx	Natural
2NT			4 ♥	20 - 21 balanced	Transfers; Muppet, 3 ♦/3 ♥ transfer 3 ♠ = 2 minors suits		Natural
3x		7(6)		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) GSF Lebensohl after: revers - 2NT = lebensohl 1NT- 2x -2NT = lebensohl 2x - X - P - 2NT = lebensohl	
3NT		7		Gambling	Natural		
4x		8(7)		Pre-emptive	Natural		



WBF Standard Card

Supplementary Sheet