

Defensive and Competitive Bidding

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

Natural
 Responses: Jump Raise = Preemptive
 Cue-Bid = Forcing raise 3+ card support
 New Suit = F1 - jump shift = fit showing
 In Balancing Position: Same

Take-out double:

General Style = Can be light / shaped
 Responses: Natural. Cue bid = F1, promises a 2nd bid

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

2nd Position = 15 – 18hcp
 Responses: sys on

4th Position = 11 – 14hcp
 Responses: sys on

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : natural preemptive
 Responses - New suit = F1
 2-suit:- 1X-2NT= 5/5 lowest unbid suits
 Reopen: Nat

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

Direct Cue Bid = Michaels, vs short 1♣ open we bid 2♦ michaels

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

DBL= Nat, 2♣=MM, 2♦=1M, 2M=M+m; PH: DBL= 1m or MM, 2♣=♠+other
 2♦=♦+M, 2M=NAT

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

Natural. (2M)-3M= minors, (2M)-4M=strong 1 suiter

Leaping Michaels in many auctions

Vs Artificial Strong Openings

Over Opponents take out double

Mostly Transfers

Leads and Signals

Opening Leads - style

Lead	In Partner's Suit	3rd/5th
Suit	3rd / low	
NT	Super ATT, lowest = H10xx or better	
Subseq		
Other	vs NT= 2 nd from weak holdings	

Leads

Lead	Vs. Suit	Vs. NT
Ace	A+,AK, ask ATT	ask ATT
King	AK+, ask count	Strong, ask unblock
Queen	KQ+	KQ+
Jack	QJ+, KJ10+	QJ+, AJ10+, KJ10+
10	J10+, no top H	J10+, no top H
9	109+,K109+,Q109+	109+, K109+,A109+,etc
Hi-x	even	3+ xxx
Lo-x	odd	ATT

Signals in order of Priority

	Partner's Lead	Declarer's Lead	Discarding
1(suit)	High=Encourage	Even	Enc
2	Hi/lo = Even	Same	Same
3			
1(NT)	High=Encourage	Even	Enc
2	Hi/lo = Even	Same	Same
3			

Signals (including trumps):

Standard signals, std echo smith, std suit preference
 Std present count

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = by responder F1 and promises a 2nd bid

Reopen: Natural, can be lighter

Special, artificial and competitive doubles/redoubles

Supp DBL until 2♥

WORLD BRIDGE FEDERATION Standard Card



System Summary

General approach and Style

Natural 2/1, 5 card M

1♣ open= balanced 12-14 or 18-19, 4441 red singleton or nat

1♦ open= 4♦ 441 black singleton or 5+♦ unbal

1M-1NT response = Semiforcing

1NT Opening: 14+ - 17-

2 over 1 response: GF

Special Bids that may require defence

2♦ Open= 5-8 HCP 6+M (0-8hcp NV vs V)

2M Open= 9-12 HCP 6+M

Transfers after our 1♣ open

3NT Opening = 7/8 m with Ace

Michaels

1M-3♦ = 3 card limit raise

1M-3♣ = Mixed Raise 7-9hcp 4+card supp

Many Transfer bids in competitive auctions

Special Forcing Pass Sequences

In clear forcing situations where opponents sacrifice:

Pass=' I want to double' / Double= 'I want to bid'

Important notes that don't fit elsewhere

Psychics:

Rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
1♣	X	2	7♦	11 - 22 HCP: - 5+♣ nat (or 4441 red singleton) - 12-14 bal - 18-19 bal	1♦=4+♥, 1♥=4+♠, 1♠=5♦/4M GF, bal GF or some inv or less hand with no 4M 2♣=GF, 2♦=ST 6+♦, 2M=6+M or 5M4m ST 2NT=Nat, 3♣=weak, 3♦=10-12hcp 6+♦ 3♥=1444 GF, 3♠=4144 GF 3NT=13-15hcp 4♣	Many distribution ask relays	
1♦		4	7♦	11 - 22 HCP, 5+♦ (or 4441 black singleton) 11-14 5♣4♦ (31M) is possible	1M=nat, 2♦=4-9HCP 3/4♦, 2M=as above 2NT=4+♦ GF 3♣=9-11hcp 4♦ 3M=preempt	Many distribution ask relays / Gazzilli	
1♥		5	7♦	11 - 22 hcp unbal 11-13(14) or 16-19 bal	3♣=7-9 4M, 3♦=10-12 3M 2NT=10-12 4M or 16+4M Bal support	Many distribution ask relays / Gazzilli	
1♠		5	7♦	11 - 22 hcp unbal 11-13(14) or 16-19 bal	Same as 1♥	Many distribution ask relays / Gazzilli	
1NT			5♦	14+ - 17 hcp	2♣=Stay, 2♦/♥=Xfer, 2♠/2NT=♣/♦ 3♦=5/5MM inv+, 3M=Short (13)(54) 4♣/♦/♥/♠=6+♥/♠/♣/♦ ST		
2♣	X		7♦	Strong	2♦=gf, ace or better 2♥=0-5hcp no ace 2NT=♥	Some transfer auctions and Kokish	
2♦	X	5		6+M 5-8 hcp (NV v V 0-8hcp)	2♥/2♠=p/c, 2NT= F1 ask	3♣=5/6hcp, 3♦=0-4 hcp, 3M=Max 6oM	
2♥		6		9-12 hcp 6+♥	2NT=GF ask	3♣=6/4, 3♦=short m, 3oM=short M	
2♠		6		9-12 hcp 6+♠	same	same	
2NT				20 - 21 hcp Bal	3♣=muppet stayman, 3♦/♥=Xfer, 3♠=minors 4♣/♦/♥/♠=6+♥/♠/♣/♦ ST		
3♣		6		Weak, NV v V can be wild	4♦ conditional BW	Slam Approach and Conventions (including all Slam-Interest Bids) RKCB 1430, 4NT for ♠ and 4♠ for ♥ Redwood KC for minors when we agree below 3NT 4♠ KC for minors when we agree after 3NT Exclusion RKCB= 0,1,2,2+q DOPI= DBL 0-3, PASS 1-4, 2, 2+q afterwards DBL KC in some auctions: 14, 035, 2/5 + 0 or 1 Q, 2/5 + 2Q DEPO	
3♦		6		Weak, NV v V can be wild	4♣ conditional BW		
3♥		6		Weak, NV v V can be wild	4♠ conditional BW		
3♠		6		Weak, NV v V can be wild	4♣ conditional BW		
3NT		7/8		Preempt in 1 minor with A	4/5♣=p/c, 4♦=ST, 4NT RKCB		
4m		8		Very weak without A	Natural		
4M		7		Preempt	Natural		
4NT				6+/6+ minors			

