

## Defensive and Competitive Bidding



## WORLD BRIDGE FEDERATION Standard Card

### Leads and Signals

#### Opening Leads - style

Lead	In Partner's Suit
Suit	3rd / 5th 3rd / 5th
NT	4th 4th /
Subsequence	
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(+);
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	Lo/Hi = E	Same
2	Lo=encouraging	
3	S/P	
1	lo/hi = E	Same
2	lo = encouraging	
3	S/P	

#### Signals (including trumps):

UDCA

#### 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

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = Stopper

### System Summary

#### General approach and Style

Natural, 5-card Majors  
Better Minor  
Limit jump raises over majors Bergen raise  
1NT response over major = forcing one round

1NT Opening: 15 - 17

2 over 1 response: Forcing game

#### Special Bids that may require defense

2♣ Opening = strong, near Game Force - any suit, any shape

2♦ Opening = Multi

2♥ Opening = ♡ and any 5+/5+ less than opening

2♠ Opening = ♠ and minor 5+/5+ less than opening

3NT Opening = Gambling

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

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

General Style = Sound

Responses: 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 minor - 2 ♦ = 5+/5+ Majors

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

Direct Cue Bid = Michaels (Note 1)

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

Cappelletti

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

Take out doubles thru level 3 and 4 Fishbein

### Vs Artificial Strong Openings

### Over Opponents take out double

New suit non forcing at 1-level

Jump Shift semi forcing

Cue bid Forcing

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	3♠	11 - 21 HCP	Single raise weaker than double raise Inverted minor	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♦		4	3♠	11 - 21 HCP	Single raise weaker than double raise Inverted minor	As above - NOTE 5 -	As above
1♥		5	3♠	11 - 21 HCP	1NT forcing, 5+ points Raises = limit. 2NT = FG with trump support	Raises = limit. Re-raise = Pre-emptive Bergen raise	Cue bid over Comp = Strong Raise
1♠		5	3♠	11 - 21 HCP	As for above	As for 1♥	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.
2♣	☒		3♠	Artificial, strong - near Game Force, any suit,(s) any shape	<b>Note 11</b>		Natural
2♦		6	3♠	Multi	2♥ Pass or correct 2NT Asking		Natural
2♥		6		♥ and any 5+/5+	2♠ pass or change to minor		Natural
2♠		6		♠ and a minor 5+/5+			Natural
2NT				20 - 21 balanced	Puppet Stayman		Natural Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)	
3♦		6		Pre-emptive	New Suit forcing		
3♥		6		Pre-emptive	3[ Natural. Minors = cue-bid	Five - Ace Blackwood: RKCB (Note 6)      Cue Bids Splinters GSF  No Changes Allowed:	
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:

Opening Bid	Direct Overcall	Shows
1♣	2♣	Long Clubs
1♦	2♦	5+ hearts and 5+ Spades
1♥	2♥	5+ spades and 5+ Diamonds
1♠	2♠	5+ hearts and 5+ diamonds
1♣	3♣	The two weakest suits (♦+♥)
1♣	2NT	The two extreme suits (♦+♠)
1♦	2NT	The two extreme suits (♣+♠)
1♥	2NT	The two extreme suits (♠+♣)
1♠	2NT	The two extreme suits (♣+♥)

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: Intervention to NT opening.

Penalty Double  
2♦ = Majors  
2♥ = Hearts and a minor 5+/5+  
2♠ = Spades and a minor 5+/5+  
1NT – 2NT \= minors 5+/5+

Balancing to NT opening: 2♣ Landy Majors 5+/5+.  
Any suit is natural to play.

#### 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.