

Defensive and Competitive Bidding

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

General Style = Sound

Reponses: Jump Raise = Preemptive

Cue-Bid = Forcing raise

New Suit = F1 - 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-NT = lower suits

Reopen: Cue = system on. 2NT = 19-21

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

Direct Cue Bid = Michaels over D,H,S

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

2C= Majors(could be 4-4); 2D= one M; 2H/S= H/S + minor

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

Take out doubles thru 4H

Vs Artificial Strong Openings

Over Opponents take out double

New suit forcing at 1-level ; transfer after 1M-double

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

Leads and Signals

Opening Leads - style

Lead	In Partner's Suit
Suit	2 nd /4 th 2 nd /4 th
NT	2 nd /4 th 2 nd /4 th
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(+)	HxS;

Signals in order of Priority

Partner's Lead Declarer's Lead Discarding

1 Hi/lo = O Same Same

2 Low=encouraging

3 S/P

1 Hi/lo = O Same Same

2 Low = encouraging

3 S/P

Signals (including trumps):

Echo in trump suit shows ability to ruff

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

Responsive Dbl: After T/O Dble thru 4H; after o/call

Repeat same suit dble by Neg doubler = Take out

Over minor Michaels: Major = stopper



WORLD BRIDGE FEDERATION Standard Card

Paiva- Figueiredo - Brasil

System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor – 1c if 3.3

1S over 1H = (0 to 4) spades, F1 (unpassed)

1NT response = 5 spades over 1H (unpassed)

1H-2S and 1S-3H = limit raise

1C-2D or 1D-3C = limit raise

1NT Opening: 15 - 17

2 over 1 response: Promises rebid

Special Bids that may require defence

2C = Opening = strong, GF - any suit,(s) any shape

2D/2H/2S Opening = Weak D 6+ (6-10 HCP)

1m – 2S = invitation other minor

1m- 2H = Majors (6-10)

3NT Opening = Gambling

2NT Overcall = two lower unbid suits

Michaels Cue-bids over M , 2d over minors = Majors

Negative Doubles to 4h

2-way check-back

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare



WBF Standard Card

Supplementary Sheet

MAURÍCIO FIGUEIREDO & MARCOS PAIVA

1♣/♦ OPENING BIDS

JUMP SHIFT RESPONSES

- 2♦/1♣ or 3♣/1♦ = INV SUP
- 2♥ = 5♥+5♠ 8-10 HCP (UNPASSED)
- 2♠ = INV other minor
- 2NT = BAL INV (response = shortness)

OPENER REBIDS

- 2♣/2♦ = length
- 2♦/2 other major = relay INV+
- 2ST = SUP FG (response = shortness)

Reverse and 2 NT = NAT forcing, see below
3♣/3♦ = STRONG INV
first 3 level available bid in reverse = 4 SUP, 18+
3 major, 3NT = to play
3NT = based on a long suit

RESPONDER BIDS AFTER 1x-1y-1z (including 1NT)

- 2♣ = relay to 2♦ - INV
- 3NT = 5332 (5 card major)
- 2♦ = FG, usually BAL
- 2NT = ♣ sign-off or FG 4 major + 5 card SUP
- Jump bid = FG (5-5)

SEQUENCE 1♦ - 2♣

- 2♦ = 5⁺♦ 12+ HCP (4 ♠ or 4 ♥ is ok)
- 2♥/♠ = 4 cards BAL 12-14 HCP
- 2NT = 3 suited with singleton ♣ or BAL 18-20 HCP
- 3♣ = inquires
- 3♦ = 3 suited
- 3♥ asks: 3♠ = 12-14; 3NT = 15-17; 4♠ = 18-20
- 3♥/♠/NT = NAT with 18-20 BAL

SEQUENCE 1♦ - 1♠ - 2♣

- 2♦ = Preference
- 2♥ = relay to 2♠ (weak ♠ or any FG)
- 2♠/2NT/3♣/3♦/3♥ = NAT INV

RESPONDING TO 2NT REBID

- After 1♣ - 1♦ - 2NT:
- 3♣ = relay to 3♦ (new suit = shortness);
 - 3♦/♥ = 4♥/♠ 12+ HCP;
 - 3♠ = 4⁺♠;
 - 3NT = to play;
 - 4♣ = 5♦+5♠;

- After 1♣/♦ - 1♥ - 2NT:
- 3♣ relay to 3♦
 - Pass to play
 - 3♥ = sign-off
 - 3♠ = 4♥/5♦ or more
 - 3 NT = 4 card SUP + 4♥ (11-12)

3♦ = 5 cards ♥
3♥ = 3 cards ♥
3♠/3NT = 2 cards ♥ with/without ♠
3♥ = 4♠+4♥
3♠ = 4⁺♠+4♥
3NT/4♥ = to play
4♣/♦ = 5♥+5♣/♦

After 1♣/♦ - 1♠ - 2NT:

3♣ relay to 3♦
 Pass to play
 3♥ = 4♠/5♦ or more
 3♠ = ♠ sign-off
 3 ST = 4 card SUP + 4♠ (11-12)
3♦ = 4 cards ♥
 3♥ = 4 cards ♥
3♠/3NT = 2 or 3 cards ♥ with/without 3 cards ♠
3♥ = 5 cards ♠
 3♠ = 3 cards ♠
 3NT otherwise
3♠ = 4⁺♠ + 4♠
3NT/4♠ = to play
4♣/♦ = 5♠+5♣/♦
4♥ = 5♠+5♥

AFTER REVERSE

If possible, 4th suit in the same level = weak
 2NT, rebid or SUP NF
Otherwise, 2NT = ART Forcing (3♣ MIN)

AFTER FG DIRECT SUP [1♠ - 2♣, 1♦ - 2♦]:

2NT = NAT, BAL weak or strong [responder's new suit = shortness]
Mini splinter

AFTER [1m - 1M - 2M]

2NT = INV or + (3m = 3 card SUP)
Others FG

PASSED HAND

2NT = BAL NAT [responder's new suit = shortness]
JUMP SHIFT = fit-showing

1♥/♠ OPENING BIDS

1 LEVEL RESPONSES

1♠/1♥ = like a F1 NT, (see below). (if Passed hand = NAT)
1NT/1♥ = shows 5⁺♠
1NT/1♠ = 5-11 HCP NF

OTHER RESPONSES

2/1 = NAT FG (exception 1S/2H/2S/3H)
3 Minor = NAT INV usually 7+ cards

RESPONSES SHOWING SUPPORT

2♥/2♠ = 3-card SUP, 6-9 HCP
2NT = INV asks for concentrated values;

3♥/3♠ = 4-card SUP, preemptive
3NT = slam try, asking shortness
4 new suit = cue-bid, slam try

4♥/4♠ = 5-card SUP, preemptive

3♠/3NT void

3NT/4♣/♦ = 5+-card SUP, 7-9 HCP, shortness in OM/♣/♦

1♥/2♠ or 1♠/3♥ = 4 card SUP, 10-11 HCP

2NT (after 1♥) / 3NT (after 1♠) = slam try, asks shortness (3♥/4♠ = no shortness, 3/4♣/♦ = shortness, 3♠/4♥ = short in OM)

2NT = 4-card support FG usually BAL (response = shortness)

4 level = weak 2 suited (concentration)

JUMPS BY OPENER AFTER a 1-LEVEL RESPONSE

- Jump Rebid = NAT NF
- Jump raise (1♥-1NT-3♠) = 3-card support 15-17 HCP
- Jump in a new suit = NAT 55 FG
- 2NT = F with many shapes (see below)
- 3NT after 1♥-1♠ or 1♠-1NT = to play
- 3NT after 1♥-1NT = 4-card support in ♠ SI
- After 1♥-1NT: splinters at 4-level
- After 1♥-1♠ or 1♠-1NT: auto-splinters

SEQUENCE 1♥ - 1♠

Opener:

1NT = 5332 with 12-15 HCP;

2♣ = 5♥+4♣/♠ or 5332 with 16-17 HCP

2♦ = NAT with 4 cards

2♥ = NAT 6+♥

2♠ = 5+♥ + 4♠ with 16-17 NF

Over 1NT:

2♣ relay to 2♦ (weak ♦ or INV)

2♠ = minors

2♦ = INV BAL (10-11 HCP);

2♠ = minors weak;

2NT = relay to 3♣ and pass, weak with long ♣, sign-off

Over 2♣: 2♦ = asks (♣, ♠, NT)

Over 2♦: 2♠ = INV ♦

SEQUENCE 1M – 1x - 2NT

1♥-1♠-2NT/1♠-1NT-2NT

3♣ = asks;

3♦ = 4-card minor (3♥ asks: 3♠=♣; 3NT=♦);

3NT = 2533;

3♦ = ♥

3♥ = ♣;

3♠ = ♦;

3NT = minors;

1♥-1NT-2NT/1♥-♠-2NT

3♣ = asks

3♦ = 4-card minor (3♥ asks: 3♠=♣; 3NT=♦);

3♠ = 4 card SUP FG

3NT = 2533;

3♦ = ♠ (bad suit)

3♥ = 3-card support 10–11 HCP

3♠ = ♠ (good suit)

3NT = to play

SEQUENCE 1M – 2m – 2M – 2NT

(minor = ♣): 3♣ = ♣ SUP MIN; 3♦ = ♣ SUP MAX

(minor = ♦): 3♣ = NAT weak.

3♦ = SUP follow 3♥ ask (3♠ min, 3 or 4-card; 3NT max, 3-card)
(major = ♥): 3♥ = NO minor SUP; 3♠ = NAT
(major = ♠): 3♥ = NO ♣ SUP MAX; 3♠ = NO ♣ SUP MIN

OTHER SEQUENCES

1♥/♠ - 1NT - 2m - 2NT - 3Om = 55 FG
1♥/♠ - 2m: mini splinters
Transfers after doubled 1♥/♠ (opening or overcall)
1♥/♠ - overcall: cue/2NT = 3/4 SUP INV+

PASSED HANDS

2♣ = 3/4 card-support 10-11 HCP
2♦ asks: 2Major = 3-card-support; others = 4-card support
2♦ = 10-11 HCP with 2-card support (3M = transfer to 3NT)
2NT = 5-card support
Jump-shift = fit-showing

NT OPENING BIDS

HIGH-LEVEL RESPONSES TO 1NT

- 4♣/4♦/4♥/4♠ = Xfer
- 4NT = Quantitative

STAYMAN SEQUENCES (1NT)

-1NT - 2♣ - 2♦
2♥ = INV 5♥/4♠
2♠ = INV 5♠+UNBAL (2NT asks)
2NT = BAL INV (could have no 4 card major)
3♣/♦ = 2nd Stayman
3♥/♠ = Smolen

-1NT - 2♣ - 2♥
2♠ = INV with 5♠ / 4+m (2NT asks the minor: 3♣=♣; 3♦=♦)
2NT = invitational
3♣/♦ = 2nd Stayman
3♠ = 4-card support SI, singleton/void in ♠ or BAL
Splinters

- 1NT - 2♣ - 2♠
2NT = invitational
3♣/♦ = 2nd Stayman
3♥ = BAL 4-card support SI
3♠ = 4-card support SI, singleton/void in ♠ or BAL
Splinters

- 1NT - 2♣ - 2NT = both majors MIN
- 1NT - 2♣ - 3♣ = both majors MAX

TRANSFER SEQUENCES (1NT)

- 1NT - 2♦/♥ (transfer to ♥/♠)
2♥/♠ = 2 or 3 cards SUP
3♥/♠ = MIN with 4-card support
Others = Shortness MAX with 4-card support
2NT=Max 3 card SUP

- 1NT - 2♦ - 2♥ - 2♠ (5♥ + 5 another suit, invitational)
2NT asks (up the line)

- 1NT - 2♦ - 2♥/♠ - 3minor
New suit 3-level = 4-card support in the minor suit no 3♥/♠
3♥/♠ = 3-card support, no 4-card minor support
4 minor (support) = Maximum with support in both suits
4♥/♠ = minimum with support in both suits

3 NT = NO SUP

- 1NT - 2♥ - 2♠ - 3♥ (5♠+5♥ SI)
- 1NT - 2♠/NT (transfer to ♣/♦) (New suit by responder = shortness)
3♣/♦ = good support
2NT/3♣ = bad support
Redouble = Max
- 1NT - 3♣ = FG, 5+♣/4+♦ (3♦ asks)
- 1NT - 3♦ = FG, 5♦/4♣/2/2
- 1NT - 3♥ = FG, 5/6♦, 4♣, 3♥, 0/1♠
- 1NT - 3♠ = FG, 5/6♦, 4♣, 3♠, 0/1♥

1NT OPENING BID WITH INTERFERENCE

- 1NT (DBL)
REDBL = forces 2♣ (weak ♣ or ♦)
Others = system on
- X = Take Out INV
- 2 level = NAT NF
- 2NT to 3♥ = Xfer INV+ (pass then bid = weak)

RESPONSES TO 2NT (21/22 HCP)

- 3♣ = stayman (3NT= both Majors; 2nd stayman)
- 3♦/♥ = transfers
3♥/♠ = 2-card SUP
3NT = 3-card support
others = 4-card SUP + Shortness
- 3♠ = minors
3NT = to play
- 4♣/4♦ = transfers ♥/♠ (4♦/4♥ = Super Accept)
- 4♥/♠ = transfers ♣/♦
4NT = Bad SUP
4♠/5♣ = Super Accept
5♣/5♦ = Good SUP
- 4NT = Quantitative

GAMBLING 3NT

- 4♣/5♣ = Pick the minor
- 4♦ = asks Shortness
4NT = short in Om
- 4♥/♠ = TO PLAY
- 4NT Asks number of cards

STRONG 2♣

- 2♦ = NEG OR WAITING
- 2♥/2♠/3♣ /3♦ = good suit
- 2 NT BAL

After 2♦

- 2♥ = relay
2♠ = neutral
2/3/4NT = BAL 23-24/27-28/31-32 HCP
others = NAT FG with ♥
- 2NT = ♣
3♣ = relay
3♦/3♥/3♠ = NAT 54
3NT/4♣ = ♣ FG/SI
- 3♦ = 5♠/4♥
3♥/3♠ = NAT 5 cards
3NT = 5♠/5♥

3♣ = ♦
 3♦ = relay
 3♥/3♠/4♣ = NAT
 3NT others
 3♥/3♠ = NAT 5 cards (4OM is possible)
 3NT = 5♠/5♥
 3♦/♥/♠ = Minors (5♦4♣, 4♦6♣, 6♦4♣)
 4♣4♦ = Minors 5+5+ ♥/♠ shortness
 3/4NT = BAL 25-26/29-30 HCP

In Competition X = 5-HCP; balancing X = TO

WEAK OPENINGS

WEAK 2

2♦/♥/♠ = PREEMPTIVE
 RONF (raises only non forcing)
 2NT = F1, asks
 Rebid = MIN
 New suit = MAX, values in the suit
 3NT = AKQ in opening suit

WEAK 3

3♣/♦/♥/♠ = PREEMPTIVE
 RONF (raises only non forcing)
 3♥/♠ = NAT F1, asks SUP

MISCELLANEOUS COMPETITION

MICHAELS

Over 1 minor
 2♦ = majors
 2NT = ♥ + other minor
 Over 1 major
 2 major = other major + minor
 2NT = minors

OVER OPPTS 1NT

X = Penalty
 2♣ = majors (2♦ = ask)
 2♦ = one major
 2♥/♠ = ♥/♠ + minor
 2NT = minors

OVER OPPTS PREEMPTIVE

Over weak 2 major
 3 major = ♣ + other major
 4 ♣ = minors
 4 ♦ = ♦ + other major

Over weak 3 minor
 4 minor = majors
 4 ♣ over 3♦ = ♣ + major
 4 ♦ over 3♣ = ♦ + major

3NT over weak 3
 4 ♣ = asks
 4 ♦ = no major
 4 major = 4 cards

4 NT = long suit (source of tricks)
4♦/♥/♠/5♣ = transfers

OVER OPPTS 3NT

4♣ = majors
4♦ = asks for longer major (4♥ = longer ♥ or equal length)
4♦ = ♦ + major

AFTER 1M - OPPTS UNUSUAL 2NT

X = BAL INV+
3♣ = INV+ ♥
3♦ = INV+ ♠
PASS then X = TO
others = NAT

OVER OPPTS STRONG CLUB

X = 2-suited with ♣
1NT = 2-suited without ♣
Others = NAT

OVER OPPTS INV 1♠

X = TO
1NT = NAT

AFTER 1M - OPPTS MICHAELS

X = SUP
2NT = 4 cards SUP INV
PASS then X = PENALTY
OTHERS = NAT

AFTER 2♦ MULTI

X = 14+ HCP BAL
PASS then X = TO
OTHERS = NAT

BALANCING WITH 1NT

Over minor opening = 11-14 HCP
Over major opening = 13-16 HCP

GENERAL

JUMP CUE = SUP 4 cards
CUE shows stopper when opps show two suits in COMP NT sequences
Exclusion KC
RKC 0314
5NT = void + Odd KCs
6x = void + Even KCs
5 Level COMP: 0123 KCs
6 Level COMP: Even, Odd

DOUBLES

Usually catch all X: good hand, no clear bid
Exceptions (penalty)
- partner distribution and points already are limited (preemptive, non-forcing rebid)
- high level FG sequences
- after a PASS in a Catch All situation