

Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)	
General Style	Sound. Simple suit overcall = 8–16 HCP
Responses	New suit = forcing; jump raise = pre-emptive
Cue-Bid	Michaels (Note 1)
Jump overcall	1-suited, weak (6+ cards, 5-9)
In balancing seat	Same; may be a touch lighter
Take-out double	
General Style	Standard; may be shaped
Responses	Natural; cue-bid = forcing
1NT overcalls (2nd/4th live; responses; reopening)	
2nd Position	15–18 HCP; systems on for responses
4th Position	10–14 HCP; natural; systems on
Jump Overcalls (Style; responses; unusual NT)	
1-suit	Weak (6+ cards, 5-9). New suit = forcing
2-suit	Michaels cue-bid (Note 1); 2NT = both minors
Reopen	2NT = 19–21 balanced
Direct and Jump cue Bids (Style; responses; reopen)	
Direct Cue Bid	Michaels (Note 1)
Vs NT (vs Strong / weak; reopening; pH)	
Method	Hamilton, strong & weak (Note 3). Double = 5-card minor + 4-card major
Vs preempts (doubles, cue-Bids; jumps; NT bids)	
Vs Weak 2	T/O double (Lebensohl after — Note 2); overcall; 2NT = 15–18; cue = stopper-ask for 3NT; Leaping Michaels (Note 7)
Vs Weak 3	T/O double; cue = two 5-card suits
Vs 4-bids	Optional T/O double up to 4♠; 4NT = 5-5 minors
Vs Multi 2♦	T/O double; overcall; 2NT = 15–18
Vs Artificial Strong Openings	
Vs strong 1♠	Double = majors; 1NT = minors
Vs short 1♠/1♦	Overcall; cue = majors, at least 5-5
Over Opponents' take-out double	
New suit	Forcing at the 1-level; jump shift = non-forcing
2NT / jumps	2NT = limit raise or better; double jump = splinter
Redouble	10+ HCP

Leads and Signals

Opening Leads - style			
Lead	In Partner's Suit		
Suit	3rd / 5th best		
NT	4th best		
Subseq	3rd / 5th		
Other	2nd from 4 small; coded 9's and 10's		
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AK; A asks attitude	
King	AK; KQ10(+); KQx(+)	Asks unblock	
Queen	QJ10(+); QJx	KQ10; KQx; QJ10(+); QJx — asks attitude	
Jack	J10x	J10x; KJ10x	
10	KJ10; 109(x)	AJ10x; KJ10; 109(x)	
9	K109; 98x(+)	K109; 987x	
Hi-x	xx (top)	xx (top)	
Lo-x	10xx; Hxxx; xxx; xxxx(2nd)	AKxxx; Hxxx; xxx; xxxx(2nd)	
Signals in order of Priority (primary method: UDCA)			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (ud)	Count (ud)	Attitude (ud)
2	Count (ud)	Suit pref.	Count (ud)
3	Suit pref.	-	Suit pref.
Trumps	Standard		
Takeout Doubles (Style; responses; reopening)			
Take-out; responses natural, cue-bid = forcing			
Special, artificial and competitive doubles / redoubles			
Negative doubles through 3♠			
Support doubles; 2-way trial bids			
Redouble (after opp. X of our 1-suit) = 10+ HCP			
In NT: A / Q ask attitude; K asks unblock; J = nothing higher. K asks count above the 4-level.			



WORLD BRIDGE FEDERATION

Standard Card

Pair: **Avril Kotzen** (SABF 1027) & **Peta Feinstein** (SABF 4079)

System Summary

General approach and Style	
Natural, 5-card majors; 2-over-1 game forcing	
Better minor ("club approach"); 1♣ may be 2 cards	
Strong 1NT opening: 15-17	
Weak two-bids in ♦, ♥ and ♠	
Carding: UDCA (upside-down count & attitude)	
Special Bids that may require defence	
2♠ = strong, artificial (22+ HCP or 8+ playing tricks)	
2♦ / 2♥ / 2♠ = Weak, 5-10 HCP, 6+ cards	
2NT opening = 20-21 (may contain a singleton)	
3NT opening = Gambling (solid minor)	
4NT opening = specific ace ask	
Inverted minor raises	
Michaels cue-bids (Note 1)	
Hamilton vs 1NT (Note 3)	
Lebensohl (Note 2); Leaping Michaels (Note 7)	
Special Forcing Pass Sequences	
None	
Important notes that don't fit elsewhere	
Smolen after 1NT – 2♠ – 2♦ (Note 4)	
2-way (new-minor) checkback over a 1NT rebid (Note 6)	
Mixed raises; support doubles; 2-way trial bids; BROMAD	
RKCB & Exclusion Blackwood (Note 5)	
Psychics	
Rare	

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♣	10+ HCP; natural, may be short (2+)	Inverted minors: 2♣ = 10+ HCP, 5+♠ (F). 1-level new suit F1; 1♥/1♠ = 4+; 1NT = 6-10; jump shift = strong	2-way checkback over 1NT rebid (Note 6); reverses forcing	Neg. dbls thru 3♣. Over their X: new suit F (1-lvl), jump shift NF, 2NT = limit raise+, dbl-jump = splinter, redouble = 10+. Over their suit: cue = 10+ & 3+ support; jump raise 4-7; 2NT = 11+ with stopper; jump new suit = weak.
1♦		4	3♣	10+ HCP; natural (4+♦)	Inverted minors: 2♦ = 10+ HCP, 5+♥ (F). 1-level new suit F1; 1NT = 6-10	As above (Note 6)	As 1♣
1♥		5	3♣	10+ HCP; 5-card majors	2NT = Jacoby (GF raise); 3NT = 12-15 bal; 1NT NF; mixed & splinter raises	Support doubles; 2-way trial bids	As 1♣
1♠		5	3♣	10+ HCP; 5-card majors	As 1♥; 1♠-2♥ = 5+♥ F1	Support doubles; 2-way trial bids	As 1♣
1NT				15-17; balanced / semi-bal.; no singleton	2♣ Stayman; 2♦→♥; 2♥→♠; 2♠→♣; 2NT→♦; 3♣ Puppet; 3♦ = 5-5 majors; 3♥/♠ = shortage + 3 of other major; 4♥ = 5-5 majors; 4♠ = 5-5 minors; Texas	Smolen (Note 4). Over Stayman rebids: major = invit., minor = forcing	Opp X → system on, Lebensohl. Other interference → system off, Lebensohl (Note 2)
2♣	✓			Artificial, strong: 22+ HCP or 8+ playing tricks	2♦ = relay / waiting; 2♥ = negative (no A or K, <3 Q's)	Game-forcing except after the double-negative	Natural
2♦		6		Weak: 5-10 HCP, 6+♦	2NT = feature ask (A/K); new suit = forcing (1 round)	3NT = AKQxxx	Natural
2♥		6		Weak: 5-10 HCP, 6+♥	2NT = feature ask; new suit = forcing; raise = competitive	3NT = AKQxxx	Natural
2♠		6		Weak: 5-10 HCP, 6+♠	As 2♥		Natural
2NT				20-21; balanced / semi-bal. (may hold a singleton)	3♣ Puppet Stayman; 3♦→♥; 3♥→♠; 3♠→3NT; 3NT = 5♠ + 4♥; 4♥ = 5-5 majors; 4♠ = 5-5 minors; Texas	After Texas, 4NT = RKCB (Note 5)	Dbl = penalties
3♣		6		Pre-emptive, 5-9	New suit = forcing (1 round)		Natural
3♦		6		Pre-emptive, 5-9	New suit = forcing (1 round)		Natural
3♥		6		Pre-emptive, 5-8	New suit = forcing (1 round)		Natural
3♠		6		Pre-emptive, 5-8	New suit = forcing (1 round)		Natural
3NT		7		Gambling: solid minor, 9+	Natural		Natural
4♣		8		Pre-emptive, 6-11	Natural		
4♦		8		Pre-emptive, 6-11	Natural		
4♥		8		Pre-emptive, 6-11	Natural		
4♠		8		Pre-emptive, 6-11	Natural		
4NT	✓	7+		Specific ace ask, 12+	5♣ = 0 aces; 5♦/♥/♠ = that ace; 5NT = 2 aces; 6♣ = ♣ ace		

Slam Approach and Conventions (including all Slam-Interest Bids)

RKCB - 5 key cards (Note 5): 5♣ = 1 or 4; 5♦ = 0 or 3; 5♥ = 2 without Q of trumps; 5♠ = 2 with Q of trumps. With clubs as trumps the 5♣ / 5♦ steps are reversed. Exclusion Blackwood. Cue-bids; splinters. Over interference: DOPI / DEPO.



WBF Standard Card - Supplementary Sheet

Avril Kotzen & Peta Feinstein

Note 1 - Michaels Cue-Bids

- (1♣) - 2♣ and (1♦) - 2♦ = both majors, 5-5 or better.
 - (1♥) - 2♥ = 5 spades + a 5-card minor.
 - (1♠) - 2♠ = 5 hearts + a 5-card minor.
- Jumps to game in a known suit are to play / pre-emptive (may be tactical).

Note 2 - Lebensohl

Used (a) after our 1NT is overcalled, and (b) after our take-out double of a weak two. 2NT relays to 3♣; responder then passes or makes a minimum, non-forcing suit bid. A direct 3-level new-suit bid is forcing. Slow vs. fast routes distinguish stopper / no-stopper when heading for 3NT (3♣ then cue = no stopper; direct cue = stopper).

Note 3 - Hamilton (defence to 1NT, strong or weak)

- 2♣ = both majors (at least 5-4).
 - 2♦ = one long (single-suited) major.
 - 2♥ / 2♠ = that 5-card major plus an unspecified 4-card minor.
- Double = a 5-card minor and a 4-card major.
- After 2♣, 2♦ asks partner to bid the better major; 2NT is a strong (cue-bid) inquiry.

Note 4 - Smolen

After 1NT - 2♣ - 2♦ (opener denies a 4-card major), with game-forcing values and 5-4 in the majors responder jumps in the 4-card major:

- 3♥ = 4 hearts and 5 spades.
- 3♠ = 4 spades and 5 hearts.

Opener signs off / raises the known 5-card major or bids 3NT.

Note 5 - RKCB, Exclusion & Slam Conventions

4NT = Roman Key-Card Blackwood; 5 key cards = the 4 aces + the king of trumps.

5♣ = 1 or 4; 5♦ = 0 or 3; 5♥ = 2 without the Q of trumps; 5♠ = 2 with the Q of trumps.

When **clubs** are the agreed trump suit the first two steps are reversed: 5♣ = 0 or 3; 5♦ = 1 or 4.

Exclusion Blackwood is available (a jump in the void suit asks for key cards outside it).

Over interference: DOPI (double = 0, pass = 1) at the cheap level, DEPO (double = even, pass = odd) higher.

Note 6 - Two-way (New-minor) Checkback

After a 1NT rebid by opener, 2♣ is an artificial checkback (invitational or better - asks for 3-card support or a 4-card major) and 2♦ is a game-forcing relay. Opener then shows major length and point range.

Note 7 - Leaping Michaels

Over an opponent's weak-two opening, a jump to 4♣ or 4♦ shows that minor plus a 5+-card major, game-forcing.