



**WORLD BRIDGE FEDERATION
Standard Card**

Chandler Ellen / Stender Waltraud

System Summary

General approach and Style

Natural, 5-card Majors

Better Minor (3 ♣ min.)

INT response = not forcing

INT Opening: 15-17

2NT Opening: 20-22, 5 suit major possible, puppet stayman

Special Bids that may require defence

2 ♣ Opening = gameforce 4-5L

2 ♦ Opening = multi, 6 suits major (6-10 HCP) or strong rebid 2NT = 24+

2 ♥ Opening = 5 suits major (6-10 HCP) + 2nd 5 suits, not forcing

2 ♠ Opening = 5 suits major (6-10 HCP) + 2nd 5 suits, not forcing

3 NT = gambling, 7 suits minor with 4 top figures

Bergen Raises: 3 ♣ = 6-9 / 3 ♦ = 10-11 / 2 NT = 12+

3rd and 4th color = forcing, 4th = asking for a stopper

Inverted Minor

Rubensohl after opp overcall to partner's 1 NT opening

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Weak jump on partners opening

Normal splinter on partners major opening

After opponents bidding, 2-er level = nonforcing

Psychics:

<i>Leads and Signals</i>		
Opening Leads - style		
Lead	Normal	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	4th	3rd / 5th
Subseq		
Other	2nd from 4 small	
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AKx; Axxx(+)	AK; AKx(+)
King	KQ; KQ109x	KQ;; KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+)
Jack	J10; J10x(+); KJ10x(+)	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; HxxS(+);
Signals in order of Priority		
Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E Same	Same
2	Lo=encouraging	
3	Hi/lo = E odd number	
4	Lo/hi = even numbered	
Signals (including trumps):		
Lavinthal		
Takeout Doubles (Style; responses reopening)		
May be light with classic shape		
Special, artificial and competitive doubles/redoubles		
Support double		

<i>Defensive and Competitive Bidding</i>
Overcalls (Style; responses: 1/2 level; reopening)
General Style = Sound
Reponses: Jump Raise = forcing
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
INT overcalls (2nd/4th live; responses; reopening)
2nd Position = 15 - 17
Responses: stayman, transfers
Jump Overcalls: (Style; responses; unusual NT)
1-Suit : Natural;
Responses - New suit = forcing
Direct and Jump cue Bids (Style; responses; reopen)
Ghestem overcall 5/5 suits
Vs NT (vs Strong/weak; reopening; pH)
Multi Landy
Vs preempts (doubles, cue-Bids; jumps; NT bids)
Vs Artificial Strong Openings
Over Opponents take out double

Opening	Tick if Artificial	Min. No. Cards	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass			Not an Opening Bid			
1 ♣		3	11 - 19 HCP	Single raise weaker than double raise (better minor) 1 ♦ (maybe no pints) Weak jump in ♥ / ♠	4th suit forcing; game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	?
1 ♦		3	11 - 19 HCP	Single raise weaker than double raise(better minor) Weak jump in ♥ / ♠		
1 ♥		5	11 - 19 HCP	INT not forcing, 6+ points		Cue bid over Comp = Strong Raise
1 ♠		5	11 - 19 HCP	As above	As above	As above
INT			15 - 17 balanced	Jacoby Transfers Weak stayman, smolen		
2 ♣			gameforce ,4-5L	2 ♦ relais		
2 ♦			multi,3-4L,6 suits major or 2NT =24+			
2 ♥		5	6 - 10 HCP+2 nd 5 suits not forcing	New suit forcing		Natural
2 ♠		5	6 - 10 HCP+ 2 nd 5 suits not forcing	As above	As above	Natural
2NT			20 - 22 balanced, 5 suits major possible	Jacoby Transfers; puppet-stayman		Natural Dbl = Penalties
3 ♣		7	Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 6) Splinters Cue Bids	
3 ♦		7	Pre-emptive	New Suit forcing		
3 ♥		7	Pre-emptive			
3 ♠		7	Pre-emptive			
3NT		7	gambling, 7 suits minor, 4 top figures			
4NT			Blackwood			