



**WORLD BRIDGE FEDERATION
Standard Card**

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System Summary

General approach and Style

Natural, 5-card Majors

Better Minor (3 ♣ min.)

Bergen Raises (Note 2)

INT response = not forcing

INT Opening: 15-17 (Note 1)

2NT Opening: 20-21

Special Bids that may require defence

2 ♣ Opening = semifor 4-5L, 6 suits 22-23 NT, weak 6-♦ (Note 2)

2 ♦ Opening = game force, Ace-question, 3-4L, 24+NT (Note 4)

2 ♥ Opening = Weak Major 6+ (6-10 HCP)

2 ♠ Opening = Weak Major 6+ (6-10 HCP)

Ghestem (Note 5)

DON'T (Note 6)

Lebensohl after 2-level overcall of INT (Note 7)

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

Inverted Minor

Drury in 3rd and 4th position (2 ♣ = 3 cards, 2 ♦ = 4 cards, (Note 11))

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Weak jump on partners opening (no 6 HCP) (Note 9)

Normal splinter on partners major opening

After opponents bidding, 2-er level = nonforcing (Note 9)

Psychics:

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Leads and Signals

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(+) QJ10x()3-er
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109;
9	9x; 98x(+)	98x(+)

Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E Same	Same
2	Lo=encouraging	
3	Hi/lo = even numbered	
4	Lo/hi = odd numbered	

Signals:

Lavinthal

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = FI

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Responsive Dbl: After T/O Dble thru 4 ♥ after o/call thru 4 ♠

Defensive and Competitive Bidding

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

General Style = Sound

Reponses: 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

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

2nd Position = 15 - 18

Responses: Bid as INT opening

Natural

4th Position = 10 - 14

Responses: Natural

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural

Responses - New suit = forcing

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

Ghestem (Note 5)

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

DON'T (Note 6)

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

Take out doubles thru 4 ♥

Vs Artificial Strong Openings

Over Opponents take out double



WBF Standard Card

Supplementary Sheet

Note 1: 1 NT Opening:

Stayman, can be also weak

Smolen (4/5 in ♥ and ♠) = weak or strong, partner bids after 2 ♦ the 4th major

4 ♣ = RKCB

4 ♦ = 5/5 ♥ / ♠

4NT = Mini-Maxi

Note 2 : Bergen Raises :

3 ♣ = 4 cards fit, 6-10 HCP

3 ♦ = 4 cards fit, 11-12 HCP

2NT = 4 cards fit, 13+ HCP

Opener decides for full game or not
after 2 NT = next color = single or chicane

Note 3: 2 ♣ semi-forcing, 19-23 HCP, 4-5L:

6-er suits and strong or

22-23 NT or

Weak 2 in ♦

Partner's answer: 2 ♦ (relais), when strong a new color or NT

Note 4: 2 ♦ game-forcing, 23+HCP, 3-4L:

5-er suits strong

24+ NT

Partner's answers:

2 ♥ = no Ace and less points

2 ♠ = 1 Ace

2NT = no Ace, 8 points or 2 kings

3 ♣ = 1 black Ace and 1 king or 2 queens

3 ♦ = 1 red Ace and 1 king or 2 queens

3NT = 2 Aces

Openers: 4 NT = asking for kings

Note 5: Ghestem

3 ♣ = 5/5 in the 2 highest colors

2NT = 5/5 in the 2 lower colors

Cuebid = 5/5 in the lowest and in the highest color

Note 6: DONT:

X (double) = 6-er suits in any color, partner has to say 2♣, except she has an own long suit
 2 xy = it means 4+/4+ in x and in a higher one (y)

Note 7: Lebensohl:

1 NT – 2xy – 2 NT	yes, I have a stopper
3♣ – pass – 3 NT	
1 NT – 2XY – 3 NT	no, I don't have a stopper
1 NT – 2♥ – 3♥	4 cards in ♠, gameforce, no ♥-stopper
1 NT – 2♥ – 2 NT	4 cards in ♠, gameforce and ♥-stopper
3♣ – pass – 3♥	
1 NT – 2♦ – 3♦	asking for a major 4, no ♦-stopper
1 NT – 2♦ – 2 NT	asking for major 4, with a ♦-stopper
3♣ – pass – 3♦	
1 NT – 2♦ – 2♥	5 cards in ♥, weak, non forcing
1 NT – 2♦ – 2 NT	
3♣ – pass – 3♠	5 cards in ♠, 9 HCP and forcing
1 NT – 2♣ – 3♥	5 cards in ♥ and 10+HCP
1 NT – 2♥ – 2 Sans	
3♣ – pass – 3♦	no game forcing, partner please: pass

Note 8: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5♣ = 3 or 0
 5♦ = 4 or 1
 5♥ = 2
 5♠ = 2 + Queen of Trumps
 5NT = 2 + a void

Note 9: Non Forcing Sequences

1♣/1♦ – pass – 2♥/2♠ (6-er suits, no 6 HCP)
 1♦ – 2♣ – 2♥/2♠ (5-er suits, nonforcing, no 10 points)

Note 10: Take Out Double: shows 3 cards support in partner's color

Note 11: Drury

Opener is in 3rd or 4th position (major 5)
 Responder: 2♣ = 3 cards support and 11 HCP
 2♦ = 3 cards support and 11 HCP