# Defensive and Competitive Bidding

|  |  |
| --- | --- |
| Leads and Signals | **WORLD BRIDGE FEDERATION**  **Standard Card** |
|  |
| Opening Leads - style |
| Lead In Partner’s Suit |
| Suit 3rd / 5th 3rd / 5th |
| NT 4th 3rd / 5th |
| Subseq |
| Other 2nd from 4 small |
|  |
| System Summary |
| Leads |
| Lead Vs. Suit Vs. NT |
| General approach and Style |
| Ace AKx; Axxx(+) AK; AKx(+) | Natural, 5-card Majors |
| King KQ; AK; KQ109x KQ; AKJ10(x); KQ109(+) |
|  |
| Queen QJ; QJx(x) QJ; QJx(+); AQJx(+);KQx(+); |
| Limit jump raises over majors – 4 card support |
| Jack J10; J10x(+); KJ10x(+) J10;J10x(+); KJ10x(+) |
| 1NT response = forcing |
| 10 109; 109x(+); H109x(+); 10x 109; 109x(+); H109x(+) |
|  |
| 9 9x; 98x(+) 98x(+) |
|  |
| Hi-x Sx; xxS Sx; Sxx; xSxx |
| 1NT Opening: 15 - 17 |
| Lo-x HxS; HxSx(+); xSxx(+) HxS; HxxS(+); xxxS(+) |
| 2 over 1 response: Promises rebid (See Note 7) |
| Signals in order of Priority |
| Special Bids that may require defence |
| Partner’s Lead Declarer’s Lead Discarding |
| 3NT Opening = Gambling |
| 1 Hi/lo = E Same Same |
|
| 2 Hi=encouraging |
|  |
| 3 S/P |
|  |
| 1 Hi/lo = E Same Same |
|  |
| 2 Hi = 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; | Special Forcing Pass Sequences |
| New suit = F1 |  |
| Reopen: same as above |
|  |
| Special, artificial and competitive doubles/redoubles |
| Important notes that don’t fit elsewhere |
| Responsive Dbl: After T/O Dble thru 4]; after o/call thru 4[ |
| Double Jump in new suit = Splinter if minor over major |
| Repeat same suit dble by Neg doubler = Take out (See Note 8) |
| Jump Cue Bid by Opener = Splinter raise |
| Over minor Michaels: Major = stopper |
|  |
| Over Major Michaels: cue bid in opponents’ major = limit raise  or better | Psychics: |
| Rare |
|  |
|  |

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

General Style = Light

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

## 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

Reopen: Cue = any good two suiter. 2NT = 19-21

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

Direct Cue Bid = Michaels

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

Multi - Landy

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

Take out doubles thru 4❤️

## Vs Artificial Strong Openings

## Over Opponents take out double

New suit forcing at 1-level

Jump Shift non-forcing

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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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} |  | 3 | 3[ | 11 - 21 HCP | Single Raise = inverted minors  Double Raise = preemptive  Strong jump shift (1} - 2 any) | 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{ |  | 3 | 3[ | 11 - 21 HCP | Single raise =inverted minors,  Double raise = preemptive | As above | As above |
| 1] |  | 5 | 3[ | 11 - 21 HCP | 1NT not forcing, 5+ points Raises =limit. 2NT = FG with trump support | Raises = limit. Re-raise = Pre-emptive  General principles as above | Cue bid over Comp = Strong Raise |
| 1[ |  | 5 | 3[ | 11 - 21 HCP | As for 1] | As for 1]; 1[ - 2} ; 2[ - 3[ = limit | 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. Dbl at 2-level is T/O |
| 2} |  |  | 3[ | Artificial, strong - near Game  Force, any suit,(s) any shape | Natural; positive requires good suit;  2{ = neutral | Cheaper minor = second negative thru’ 3{ | Natural |
| 2{ |  | 6 | 3[ | 6 - 10 HCP | New suit forcing  2NT asks for feature if maximum | 3NT = AKQxxx | Natural |
| 2] |  | 6 |  | 6 - 10 HCP | New suit forcing  2NT asks for feature if maximum | 3NT = AKQxxx | Natural |
| 2[ |  | 6 |  | 6 - 10 HCP | As for 2] opener | As for 2] opener | Natural |
| 2NT |  |  |  | 20 - 21 balanced | Jacoby Transfers; Stayman  Note 9 | 2NT - 3[ > } 2NT - 3 }  2NT - 4} > { 3{ - 3] = 5[ + 4] | 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 |
| Five - Ace Blackwood: 1430 Cue Bids  Splinters  GSF  Kickback over hearts, diamonds, clubs  No Changes Allowed: | |
| 3] |  | 6 |  | Pre-emptive | 3[ Natural. Minors = cue-bid |
| 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 |  |
|  | | | | | |  | |