WBF Convention Card 2.18

Category:	Green
Country:	Australia
Event:	11th World Youth Teams Championships (Junior Series)
Players:	Matthew PORTER and Griffith WARE

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Our overcalling style varies from standard to aggressive depending on the exact situation. 1S overcalls can be quite wide ranging. 2-level overcalls are more disciplined. Changes of suit after an overcall are forcing (fit showing by passed hands).

2NT after an overcall is a good 4-card raise if our suit is a major, natural if it is a minor.

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

In 2nd: 15-18

In 4th live: 16(+)-18

In 4th reopening: 11-14

Responses always the same as to a 1NT opening.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak / preemptive jumps.

2-Suit: 4C/D = Leaping Michaels. Jumps to game = to play.

Other jumps = forcing over preempts, preemptive otherwise.

Reopen: Intermediate/Strong jump shifts

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

(1-minor) - 2 minor = 5+/5+ in the majors, weak or very strong.

(1-major) - 2-major = 5+ in the other major and 5+ in a minor, weak or very strong.

(1-suit) - (3-suit) = Asks for stopper for 3NT, normally with a long running suit.

VS. NT (vs. Strong / Weak; Reopening; PH)

vs Strong NT: X = 4 or 6+ H, 2C = majors, 2D = 4 or 6+ S, 2M = 5+M and 4+ minor.

vs Weak NT in direct seat: Asptro (2C = H + another, 2D = S + another, 2M = 6+M).

vs Weak NT in reopening seat: 2C = majors, 2D = single major, 2M = 5+m and 4+m.

(X of weak NT shows values and sets up a forcing pass to the level of 2H.

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

2-level: X = take-out; 2NT = 16-18; cuebid asks for stopper; 4C/D = Leaping Michaels.

3-level: X = take-out; 3NT = to play; cuebid = Michaels.

4-level: X = take-out; 4NT = 2-suited.

VS. ARTIFICIAL STRONG OPENINGS

Over strong 1C opening: X = 16+ HCP; 1D = D & H; 1H = H & S; 1S = S & C;

1NT = C & D; 2C = C & H; 2D = D & S; 2NT = strong 2-suiter; Other = natural, pre.

Over strong 2C/2D openings:

X = H & S; 2/4NT = C & D; 3NT = major & minor; Other = natural, preemptive.

OVER OPPONENTS' TAKE OUT DOUBLE

1-suit - (X) - XX = 10+HCP, no fit; jumps = fit showing; 2NT = limit+ raise.

Over higher level take out Xs, XX shows values and the desire to play for penalties.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd. Underlead hons.	Overlead all but AK &
NT	Attitude leads. 'Journalist' style.	J,T,9 show 0/2 higher
Subseq	Generally attitude / overlead	Count

Other: High from doubletons. Lead from 3 small depends on exact holding.

Vs NT, Js / 9s show T with no higher honour; T promises interior sequence.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Denies K (except AK doubleton)	Demands unblock of K/Q or count
King	Promises A or at most 2	Shows AK or KQ, no unblock desired
Queen	Promises K or at most 2	Normally from QJ or AQJ
Jack	Promises Q or at most 2	Promises T and no higher honour
10	Promises J or at most 2	Promises an interior sequence
9	Promises T or at most 2 (or KJ9(x))	Promises T and no higher honour
Hi-x	3rd best from even, lowest from odd	Discourages continuation
Lo-x	3rd best from even, lowest from odd	Encourages continuation

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Reverse Attitude	Reverse Original Count	Odd enc. Even SP
2nd	Reverse Original Count	Suit Preference	Reverse Original Count
3rd	Suit Preference		
NT: 1st	Reverse Attitude	Reverse Smith Peter	Odd enc. Even SP
2nd	Reverse Original Count	Reverse Original Count	Reverse Original Count
3rd	Suit Preference	Suit Preference	

Signals (including Trumps): Suit preference where affordable in trumps.

When leading partner's suit our agreements differ.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Over natural openings, we play fairly classical take out, negative and responsive doubles to the level of 4S, with normal responses and Lebensohl.

We play lots of take-out doubles in many competitive auctions.

Over a multi-2D opening, X shows an overcall in H or S, or 19+ HCP.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

X of a weak NT shows values (about 16+ HCP).

X of a strong NT shows 4 or 6+ H.

Xs of a player's own suit in non-competitive auctions request a different lead.

Xs of partner's suit in non-competitive auctions show tolerance for a lead of that suit.

Maximal doubles.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Weak NT. 5-card majors. 1-minor openings normally 11+HCP. 1-major can be light.

1C is either unbalanced with 4+ clubs, or ANY 15-19 HCP balanced hand without 5M.

1D shows 4+ diamonds and promises an unbalanced hand; can have longer clubs.

2C and 2NT are the only strong openings. 2NT = 20-22, may contain 5-card major.

Transfer-style responses to 1C openings (see note 1).

'Journalist' opening leads. Reverse Attitude and Count. Odd/Even Discards.

1NT Openings: 11-14 NV, 12-14 VUL, may contain 5-card major.

2 OVER 1 Responses Forcing for 1 round, shows about 10+ HCP.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2H opening = weak hand with 4+ H and 4+ S, about 4-10 HCP.

3NT in 1st/2nd = good 4-level major preempt.

1D response to 1C shows 4+ H. 1H response to 1C shows 4+ S.

1S response to 1C shows either 4-8 HCP no major, or 5+D GF, or 16+ balanced.

2H response to 1-minor show 5+H and 5+S, invitational.

Jump responses to 1-major openings show various raises (see note 5)

'Multi over multi' after opponents' multi 2D opening.

SPECIAL FORCING PASS SEQUENCES

(1NT) - X - (/) - / sets up a force to 2H if the opponents run.

A 4-level fit showing jump when VUL vs NV sets up a force if the opponents bid.

A game bid to make in a non-competitve situation sets up a force if the opps bid.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Cue raises and fit showing jumps in competition.

4th suit artificial and forcing to game.

When opener rebids his suit, the cheapest unbid suit is an artificial game force.

Psychics: Occasional psychic / ultra-light openings in 3rd seat.

Occasional psychic responses to preempts. Other psychics are rare.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	2C	4S	5+ C unbalanced or any 15-19 balanced.	Transfer-style responses. See note 1.	See note 2.	Double jumps change to being fit-showing.
1♢	No	4D	4S	Natural, unbalanced, may have longer C.	Natural non-jumps. See note 3 for raises/jumps.	See note 4.	Double jumps change to being fit-showing.
1♡	No	5H	4S	Natural, occasionally light.	Natural non-jumps. See note 5 for raises/jumps.	2C rebid = artificial: either 16+ HCP or normal 2H rebid.	Jumps change to being fit-showing.
1♠	No	5S	4H	Natural, occasionally light.	Natural non-jumps. See note 5 for raises/jumps.	2C rebid = artificial: either 16+ HCP or normal 2S rebid.	Jumps change to being fit-showing.
1NT	No		3D	12-14 VUL, 11-14 NV, may contain 5-major	Stayman, transfers to all (2S = to C OR a range probe).		As normal.
2♣	Yes		4S	23+ HCP balanced OR Game Force	2D = negative, 2H = art. positive, 2NT = H positive	2C - 2D - 2H = Kokish relay.	As normal.
2♢	No	5D	N/A	1st/3rd: 5+ D, weak. 2nd/4th 6+D, 9-13 HCP	Over weak 2: 2NT = enquiry, other = natural non-forcing		2NT = good raise.
2♡	Yes	4H and 4S	N/A	4+H and 4+S, weak (approx 4-10 HCP)	2NT = enquiry, other = natural non-forcing		2NT = good raise with double fit.
2♠	No	5S	N/A	5+S, weak (approx 4-10 HCP)	2NT = enquiry, other = natural non-forcing		2NT = good raise.
2NT	No		N/A	20-22 HCP, balanced, may contain 5-major	3C modified puppet stayman. 3D/H transfers. 3S minors		As normal.
3♣	No	6(5)C	N/A	Natural preempt. May be 5 card in 3rd seat	3D = artificial trump quality ask		3D by passed hand natural.
3♢	No	6D	N/A	Natural preempt	4C = artificial trump quality ask		4C by passed hand natural.
3♡	No	6H	N/A	Natural preempt	4C = artificial trump quality ask		4C by passed hand natural.
3♠	No	7(6)S	N/A	Natural preempt	4C = artificial trump quality ask		4C by passed hand natural.
3NT	Yes	7 H or S	N/A	Good major pre (1st/2nd). To play (3rd/4th)	4C/D ask opener to transfer to / bid his suit.		
4♣	No	7C	N/A	Natural preempt			
4♢	No	7D	N/A	Natural preempt			
4♡	No	7H	N/A	Natural preempt			
4♠	No	7S	N/A	Natural preempt			
4NT	Yes	6/5 in C/D	N/A	Extreme shape with both minors, preempt.			
5♣	No	8C	N/A	Natural preempt			
5♢	No	8D	N/A	Natural preempt			
5♡	No		N/A	Asks to be raised 1/2 levels with 1/2 AH/KH			
5♠	No		N/A	Asks to be raised 1/2 levels with 1/2 AS/KS			
5NT	No		N/A	Slam force with both majors or both minors			

HIGH LEVEL BIDDING

4NT over suit bids other than H = 14/30 Roman Keycard Blackwood.

4S when H is the trump suit = 14/30 Roman Keycard Blackwood.

Control (cue) bidding is Italian, showing 1st or 2nd round controls indiscriminantly.

In a cueing auction, 5NT is a trump ask.

4C is Gerber only after 1C - 1D/H - 1NT.

In certain auctions, very high level jump shifts are Exclusion Keycard Blackwood.

When we have bid a game to make in a non-competitive situation, pass is forcing.

[1] Responses to 1C:

1D = 4+ H, 3+ HCP

1H = 4+ S, 3+ HCP

1S = 4-8HCP, no major OR GF with 5+D OR 16+ HCP balanced

1NT = 8+-10-, no major

2C = 5+C, 10+HCP

2D = 6+D 8-11 HCP

2H = 5+H and 5+S, inv

2S = (5)6+ C, 7-9

2NT = Natural inv

3C = (5)6+ C, 3-6

3D/H/S = splinters

3NT = no major, no 5+ minor, 13-15

[2] After 1C - 1D/1H (showing 4+ H/S):

1H/S = 3H/S, <GF OR 4H/S inv OR 18-19 bal with 2-3H/S

1NT = 15-17 bal, 2H/S

2D = reverse into other major

2H/S = 4H/S, minimum opening

2S/H = 6+C, near GF

2NT = 4H/S, near GF

other = natural rebids denying 3-card support

[3] Responses to 1D:

1H/S/NT = natural

2C = natural GF

2D = 4+ D, 10+ HCP

2H = 5+H and 5+S, inv

2S = 5+ D, 7-9

2NT = Natural inv

3C = 6+C 10-11 HCP

3D = 5+ D, 3-6

3H/S/4C = splinters

3NT = 3-3-3-4, 13-15

[4] Rebids after 1D - 1H/S:

1NT = either a 6+D 'normal' 2D rebid, or a minimum 3-card H/S raise, or most 16+ hands.

2C = natural, minimum rebid (potentially longer C)

2D = 5+D, 4+C over a 1H response, 5+D, 4H over a 1S response

2H/S = 4-card minimum raises

2NT = 4D 5C inv

3C = 4D 6+C inv

[5] Raises over 1H/S:

2S/NT = 4+H/S, unspecified splinter, inv or better than min GF

2NT/3C = 4+H/S, no singletons or voids, 8-11 or 16+

3C/D = 3H/S, balanced, 11+ HCP

3D/H = 4+H/S, no singletons or voids, 12-15 HCP

3H/S = preemptive

3S/NT = 4+H/S, unspecified singleton, min GF

3NT/4C/4D/4H = 4+H/S, showing voids and a min GF