WBF Convention Card 2.18

Category:	Natural - GREEN
Country:	SINGAPORE
Event:	ALL EVENTS
Players:	FABIAN TAN / ALEX LOH

DEFENSIVE AND COMPETITIVE BIDDING

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

Level 1: 8+ HCP or less with gd suit

Level 2: 10+ HCP, usually 5+ cards

Responses: Cue-Bid = F1, New suit jump = FIT, Jump raise = PRE, New suit = NF

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

2nd: 15-18 HCP, system on except after a X by responder. Note #7

4th: 12-15 HCP, system on except after a X by opener. Note #7

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Preemptive 6+ Cards (5-card possible), weakness depends on VUL

2-Suit: Unusual 2NT: Preemptive or Strong; 2 Lower Unbid Suits

Reopen: 6+ card suit to play (Intermediate hand)

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

Michaels Cue: Preemptive or Strong; RESP 2NT = ASK minor

(1 Minor)-2 Minor: Both Majors

(1 Major)-2 Major: Other Major and a minor

JUMP CUE ASKS STOP

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

2C: Single Suiter (Capp) 4th Seat Str: Clubs + Higher Suit (DONT)

2D: Both Majors (Capp) 4th Seat Str: Diamonds + Higher Suit (DONT)

2H: Hearts & Minor (Capp) 4th Seat Str: Both Majors (DONT)

2S: Spades & Minor (Capp) 4th Seat Str: Spades (Weaker than X then S) (DONT)

2NT: Both Minors 4th Seat Str: 6-5 hands

X in 4th Seat Str: Single-Suiter (DONT) otherwise penalty for weak or mini

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

LEB after (WK2x)-DBL-(P)-

T/O DBL thru 3H

LEAPING MICHAELS

VS. ARTIFICIAL STRONG OPENINGS

Vs 1C: Double: C + H; 1D/1H/1S/2C: Suit + Higher Suit; 1NT: D + S

2D/2H/2S/3C: Single suiter; 2NT: 6-5 hands;

Vs 1D or 1C-1D: Double: C + H; 1H/1S/2C/2D: Suit + Higher Suit; 1NT: D + S

2H/2S/3C/3D: Single suiter; 2NT: 6-5 hands;

Vs 2C: Double: Both Majors; 2D/2H/2S: NAT; 2NT: Both Minors; 3C: NAT

OVER OPPONENTS' TAKE OUT DOUBLE

1-LEVEL=F1, RDBL = 10+ HC, 2-LEVEL = NF, 2NT = JORDAN for min

JUMPs After 1m/M = PRE, SYS On After X

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	4th	4th
Subseq	varies	varies

Other: 10 or 9 = Top, or 2 higher honours

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax(+)	AKQ(+), AKx, AK, Ax
King	AK, KQ(+), Kx	KQJ(+), AKJ10(+), KQx, KQ, Kx
Queen	KQ, QJ(+), Qx	AQJ(+), QJ10(+), KQ109(+), QJ(x), Q
Jack	J10x(+), Jx	J10, J109(+), J10x, Jx
10	HJ10x(+), 109(+)	HJ10x(+), 109(+)
9	H109x(+), 9x, 98(+)	H109x(+)
Hi-x	HxS, (H/x)xSx(xx), (H/x)xxxS(xx), Sx	HxxS(+), HHxS(+), HxS, xSx(+)
Lo-x	HxS, (H/x)xSx(xx), (H/x)xxxS(xx), Sx	HxxS(+), HHxS(+), HxS, xSx(+)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Hi=ENCRG	Hi/lo=E	O=ENCRG
2nd	Hi/lo=E	S/P	E=DISCRG+S/P
3rd	S/P		
NT: 1st	Hi=ENCRG	Hi/lo=E	O=ENCRG
2nd	Hi/Lo=E	S/P	E=DISCRG+S/P
3rd	S/P		

Signals (including Trumps): Trumps:Hi-Lo shows interest in ruff

ODD/EVEN DISCARD

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+ HCP; Short in Opener's Suits, 3+ in other suits.

Cue-Bid = FG, Jump Bid = 8+ HCP

Rebid suit = 17+ HCP, 5+ cards

SCRAMBLING 2NT

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 3H

RESP DBL thru 3H

SUPP DBL thru 2H

OPT DBL

LEAD-DIRECTING DBL

LIGHTNER DBL

COMP DBL

MAXIMAL OVERCALL DBL

DEFENSIVE AND COMPETITIVE BIDDING

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-Card Majors

Convenient or Better Minor

2C Strong, Artificial

Weak 2D/2H/2S

Forcing 1NT over 1H/1S

WALSH over 1C

1NT Openings: 15-17 HCP

2 OVER 1 Responses:FG except 1D-2C = Forcing to 2 of opener's suit

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

GAMBLING 3NT

REVERSE BERGEN for Major openings Note #1

2NT : BAD-GOOD, SCRAMBLING, UNUSUAL, LEBENSOHL

REVERSE DRURY for 3rd seat

2-WAY GAME TRIES Note#2

Defence against MULTI 2D opening Note#3

WEAK JUMP SHIFTS in Maj for Minor openings

UNUSUAL vs UNUSUAL

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4th suit GF, except 1C-1D, 1H-1S = F1

Psychics: Rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3H	11-21 HCP	Inv minor raises, weak jump shifts for Maj, Walsh	New Minor Forcing	
1♢		3	3H	11-21 HCP	Inv minor raises, weak jump shifts for Maj	New Minor Forcing	
1♡		5	3H	11-21 HCP	2NT = JAC, 3C/3D/3H = REV BERGEN Note #1	1H-2H: 2S/2NT/3C/3D = Game Try Note #2	1NT = 6-12, Semi-forcing
1♠		5	3H	11-21 HCP	2NT = JAC, 3C/3D/3S = REV BERGEN Note #1	1S-2S: 2NT/3C/3D/3H = Game Try Note #2	1NT = 6-12, Semi-forcing
1NT				15-17 HCP	STAY, JAC+TEX TRF, 2S: Note #4; 3H/S = Singleton		
2♣	Yes			22+ HCP or 9+ tricks	2D = NEG or Waiting; 2H/S,3C/D: 8+ HCP suit	2nd NEG = Cheapest Minor or 3NT if 2C-2D-3D	
2♢		6		5-11 HCP	2NT = Ogust; Raise: PRE; New suit = F1		
2♡		6		5-11 HCP	2NT = Ogust; Raise: PRE; New suit = F1		
2♠		6		5-11 HCP	2NT = Ogust; Raise: PRE; New suit = F1		
2NT				20-21 HCP, may have 5 card MAJ	PUP STAY; 3D/H = TXF; 3S,3NT: Note #6; 4C = GERBE		
3♣		6		5-11 HCP	New suit = F1; 3NT = to play		
3♢		7		4-10 HCP	New suit = F1; 3NT = to play; 4C = CTRL ASK		
3♡		7		4-10 HCP	New suit = F1; 3NT = to play; 4C/4D = CTRL ASK		
3♠		7		4-10 HCP	4NT = RKCB; 4C/4D/4H = CTRL ASK		
3NT	Yes			9-13 HCP, solid suit, 0/1 outside AK	4C/4D/5C/5D/6C = P/C; 4H/4S = to play;		
4♣		7		4-10 HCP	4NT = RKCB; 4D/4H/4S = CTRL ASK		
4♢		7		4-10 HCP	4NT = RKCB; 4H/4S/5C = CTRL ASK		
4♡		7		4-10 HCP	4NT = RKCB; 4S/5C/5D = CTRL ASK		
4♠		7		4-10 HCP	4NT = RKCB; 5C/5D/5H = CTRL ASK		
4NT	Yes			Specific Ace Ask	5C = no Ace; 5NT = Club A; 7C = 3 Aces; 6x = 2 Aces		
5♣		8		4-10 HCP			
5♢		8		4-10 HCP			
5♡				11 playing tricks in H	RESP bids 6M with A or K of M; 7M with both		
5♠				11 playing tricks in S	RESP bids 6M with A or K of M; 7M with both		
5NT				Specific King Ask	6C = no King; 6NT = Club K; 7C = 2+ Kings		

HIGH LEVEL BIDDING

Blackwood; RKCB 0314; Gerber; Exclusion Keycard

DOPI; ROPI after 4NT-X; DEPO if above 5 of suit

SPLINTER bids

5NT: Grand Slam Force Note #5

CUE BIDS: 1st or 2nd round

Note:..1: After 1H/1S opening, responses for REV BERGEN:

1M - 1NT - 2x - 2M = either 5-7 3-cd M or 6-10 2-cd M (preference)
1M - 2M = 3-cd M 8-10 pts (Constructive)
1M - 3C = 4+ M 9-11 pts (Limit)
1M - 3D = 4+ M 7-9 pts (Constructive)
1M - 3M = 4+ M 0-6 pts (Preemptive)
1M - 4M = 5+ M 0-6 pts (Preemptive)
1H - 2S = 6+ S PRE
1S - 3H = 6+ H PRE
1M - 2NT = Jacoby 2NT (12+ 4+ M)
1M - 3NT = 4-3-3-3 12-15 3-cd M
1M - 4C/D = Splinter (11+ pts slam int)
1H - 3S = Splinter (11+ pts slam int)
1S - 4H = Splinter (11+ pts slam int)
1M - 4NT = RKCB in M

Note:..2: 2-way game tries after a major opening

After 1H-2H, responses for game tries:

2S = Forcing to 2NT
  2NT - 3C = Singleton C
    3D = Singleton D
    3H = Singleton S
    3S = Void S
    4C/D = Void C/D
2NT = Help-suit in S
3C = Help-suit in C
3D = Help-suit in D
3H = General Inv
3S = 6-5 Hand GF
3NT = 5-3-3-2 18-19 pts
4C/D = 5-5 Hand gd suit
4H = to play
4S/5C/5D = Exclusion

After 1S-2S, responses for game tries:

2NT = Forcing to 3C
  3C - 3D = Singleton D
    3H = Singleton H
    3S = Singleton C
    4C/D/H = Void C/D/H
3C = Help-suit in C
3D = Help-suit in D
3H = Help-suit in H
3S = General Inv
3NT = 5-3-3-2 18-19 pts
4C/D/H = 5-5 Hand gd suit
4S = to play
5C/5D/5H = Exclusion

Note:..3: Defences against MULTI 2D opening

Over 2D,
X = 13-15 BAL or any strong hand
  (2M)-X = BAL Inv+ stopper in M
    2S = to play
    2NT = Forcing to 3C
      3C = 13-15 BAL
        3D = To play
        3H = GF in clubs
        3S = GF in diamonds
        3NT = BAL with stopper in other M
      3D/H/S = 18+ Nat GF
      3NT = 18+ BAL
    3C = Stayman GF
    3D/H = Transfer Inv
    3S = Both Minors GF
    3NT = 11-15 HCP, stopper in both M
    4C/D = Inv
    4M = To play
    4NT = Blackwood
  P/XX-2M = To play
    2NT = Forcing to 3C (shows clubs)
      3C = 13-15 BAL
        3D = GF in clubs
        3H/S = GF with clubs + H/S
    3C = Stayman GF
    3D/H = Transfer Inv
    3S = GF No D stop
    3NT = To play
    4C/D = Inv
    4M = To play
    4NT = Blackwood
2H/S = 5+ card 13+ pts
2NT = 16-18 BAL system on

3C/D = 6+ card 13+ pts
3H/S = 6+ card 18+ pts
3NT = To play
4C = C + M 5-5 strong
  4D = Ask Maj
4D = D + M 5-5 strong
  4H = P/C

Over 2D-P-2M,
X = T/O
2NT = 15-18 BAL system on
4C = C + M 5-5 strong
  4D = Ask Maj
4D = D + M 5-5 strong
  4H = P/C
All other bids NAT 13+

Over 2D-P-2M-P-P,
X = T/O of M

Over 2D-X-2M-P-P,
X = 18+

Over 2D-P-2H-P-2S,
X = T/O of S
P-P-X = T/O of S

Over 2D-P-2H-X-2S,
X = Pen
3H = long suit NAT
3S = Ask for stop for 3NT

Note:..4: After a 1NT Opening, responses for Extended Tangent 2S:

After opener opens a 1NT, 2S by responder asks opener to show better/longer minor.

2NT = 3+ Diamonds
  3C = Weak 6+ clubs to play
  3D = 5-5 Weak or weak 6+ diamonds to play
  3H = Strong 6+ or 5 gd diamonds
  3S = 5-5 Strong min
  3NT = Strong 6+ or 5 gd clubs
3C = 3+ Clubs
  Pass = 5-5 Weak or weak 6+ clubs to play
  3D = Weak 6+ diamonds to play
  3H = Strong 6+ or 5 gd clubs
  3S = 5-5 Strong min
  3NT = Strong 6+ or 5 gd diamonds

Note:..5: Grand Slam Force

A jump to 5NT by either side after a trump fit has been established or only 1 suit bidded asks for trump quality.

C as trump:
  6C = 0/1 top honour
D as trump:
  6C = 1 top honour
  6D = 0 top honour
H as trump:
  6C = A or K
    6D = Ask for extra length in trumps
  6D = Q or extra length W/O Q
  6H = 0 top honour
S as trump:
  6C = A or K
    6D = Ask for extra length in trumps
  6D = Q
  6H = 0 top honour but extra length in trumps
  6S = 0 top honour
All trump suits:
  6NT = 2 top honours
  7C/7D/7H/7S = 3 top honours (Bid the trump suit)

Note:..6: After a 2NT Opening or a 2C rebid 2NT, responses for 3S and 3NT:

3S = Transfer to 3NT
  3NT = Complete transfer
    Pass = To play
    4C = Strong 6+ or 5 gd clubs
    4D = Strong 6+ or 5 gd diamonds
    4H = 5-5 maj
    4S = 5-5 min with singleton S
    4NT = 5-5 min with singleton H

3NT = 5 card S, 4 card H
  Pass = To play
  4C = 5 card H
  4D = 4-5 card S
  4H, 4S = To play

Note:..7: After a 1NT opening and a 1NT overcall X by opps:

1NT-(X)-XX = Relay to 2C
2C = Complete relay
Pass = To play
2D = To play

(1x)-1NT-(X)-XX = Asking partner to bid 4-cd suit up the line
2C/2D/2H/2S = To play

(1x)-P-P-1NT-(X)-XX = Asking partner to bid 4-cd suit up the line
2C/2D/2H/2S = To play