# WBF Convention Card 2.18

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| Category: | Artificial - RED |
| Country: | Singapore |
| Event: | World Youth Team Championships |
| Players: | Kelvin Ng + Tan Li Yu |

## DEFENSIVE AND COMPETITIVE BIDDING

Bids opposite a passed hand, weak bid or preempt may be psyches.

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

8-17HCP, usually sound overcalls with good suit. Cue=F1, limit raise or better.

Balancing calls may be light.

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

Direct 1NT=15-18HCP. Might not have stop. System On.

Balancing 1NT=12-16HCP. System on.

1NT by passed hand=Unusual, 5-5 in lower(unbid) 2 suits, weak

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Jump Overcalls=Weak, Preemptive, RONF. Unusual 2/4NT=Lower 2 suits

2-Suit:

Reopen: Intermediate hand of 11-16HCP, usually with 6 card.

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

Direct Cue= Michaels

Jump cue= Ask stop

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

Vs. Weak: Capp in 2nd seat, DONT in 4th seat.

Vs. Strong: DONT in both, Capp over 3rd seat opening.

Vs. Weak & Mini: (1NT-2♣,2♢,2♡)-X=penalty oriented

Vs. Mini: X=12+HCP. Advancer's X shows values, not necessarily penalty.

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

X below 4♡=T/O, sound values. Cue=Asking stop. 2NT=15-18-HCP

X of 4♡=optional. X of 4♠ and above= convertable values, largely penalty.

X of multi 2♢=takeout of ♡ or 17+HCP strong hand

2♡ overcall of multi 2♢= takeout of ♠, 4+♡

### VS. ARTIFICIAL STRONG OPENINGS

Vs. Strong 1♣-CRASH. X=♣+♠/♢+♡. 1♢=♣+♢/♡+♠. 1NT=♣+♡/♢+♠

Vs. Precision 1♣:1♢-CRASH. X=♣+♠/♢+♡. 2C=♣+♢/♡+♠. 2D=♣+♡/♢+♠ 1NT=♣ or ♢

Vs. Strong 2♣- Aggressive overcalls at favourabe vulnerability.

### OVER OPPONENTS' TAKE OUT DOUBLE

All systems off. Jump raises preemptive.

XX=seeking penalty, 9+HCP, may have support.

Truscott 2NT over 1M= 4+ card support, 9-12HCP. Flipflop over 1m, 3m=invite 3NT

2NT=preemptive raise of the minor.

### OPENING BID DESCRIPTIONS

## LEADS AND SIGNALS

### OPENING LEADS STYLE

| | Lead | In Partner's Suit |
|---|---|---|
| Suit | 3rd/5th | same |
| NT | 4th | same |
| Subseq | same, attitude | same |

Lead lowest from 3/4 small in partner demanded suit.

Lead of H may be from Hxx if it is partner's suit.

### LEADS

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | AKx(+) | AK(x) |
| King | AK; KQJ(x) | KQJ(+); AKQ(x) |
| Queen | KQ(x); QJ(x) | KQx(x); QJ(x); AQJx(x) |
| Jack | JTx(x) | JT(x) |
| 10 | T98(x); HT9(x); HJT(x) | T98(x); HT9(x); HJT(x) |
| 9 | 9x | 9x, T9(x) |
| Hi-x | Dislike suit | Dislike suit |
| Lo-x | Like suit | Like suit |

### SIGNALS IN ORDER OF PRIORITY

| | Partners Lead | Declarer's Lead | Discarding |
|---|---|---|---|
| Suit:1st | Hi=ENCRG | S/P | S/P |
| 2nd | Count | Count | Count |
| 3rd | S/P | | |
| NT: 1st | same | same | same |
| 2nd | same | same | same |
| 3rd | same | same | same |

Signals (including Trumps): Frequent suit preference signals. Limited count signals.

Trump echo=interest to ruff.

Trump sequence with uselss 3 card= S/P

Smith Echo Signals, hi lo= encourage led suit

### DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

Ideal Shape X=9+HCP. More values needed if shape is not ideal. Cue=F1

Card Showing X if responder raises. Balancing X can be very light.

X-rebid usually promises 16+HCP, F1. X-cue=Force to suit agreement

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative X (thru 4♡). Support X/XX(thru' 2♡), only for Ms & suit overcalls.

Competitive X (thru' 3♡). Game-Try X (thru' 3♡)

1♣-(1♢)-X or 1♢-(2♣)-X=need not be 4-4 majors.X need not have other 4 card M.

Slam Sacrifice X, direct deat:X=2(1)trick, P=0/1(1/2) trick.

After P, 4th suit:X=1(1/2)trick. Rosencrantz X/XX (shows 1/3 top honours)

Leading Directing X, X of splinter=Lead lower suit. XX of cuebid=1st round ctrl

(1NT-3NT)-X=Lead shortest major. X at high level=Regressive, P=Progressive

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Standard 2/1 GF with many gadgets. Convenient Minor, 5 card Majors.

1♢:2♣=F1. Variable 1NT (non-vul=11+ to 15- HCP, vul=14+ to 18- HCP)

1♡/1♠: 1NT=F1 if unpassed, Semi-F if passed

All opening 2 bids artificial except 2NT=20-22- HCP, balanced

1NT opening and overcall may have singleton and/or not have stop in opps' suit.

Constructive in uncontested auctions. Emphasis on fits in competitive auctions.

Aggressive/Destructive when hand may not belong to us.

1NT Openings: 11+-15- NV, 14+-18- VUL

2 OVER 1 Responses:1♢-2♣=F2NT, 1M-2x=F3x

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Ganz 2♠/2NT - GF raise with M supp,13+HCP. Opener shows Strength + Distribution

Inverted Minors - Stoppers showing

After 1♣, 1♢/1♡=4+♡/♠, F1. 1♠=(i) 6-10HCP balanced, (ii) weak/strong with long ♢s,

(iii) invitational+ if with 4 card M

After 1NT, 4-suit transfers, 2♢/♡/♠/NT =Xfer to ♡s/♠s/♣s/♢s. 3♡/♠=Tracer

Modified Stayman, South African & Jacoby Xfers

Multi 2♣=(i) 2♡/2♠ preempt, (ii)22-24-HCP balanced, (iii) 4441, 17-24HCP

Multi 2♢/2♡/2♠ = See Overleaf

3♣//♢/♡= Preempt in ♢/♡/♠. 4♢/♡=4 level preempts in ♡/♠

3♠=7+ almost solid ♣, 3NT=4♣/♢ Preempt or 7+almost solid ♢

4♣=Specific Ace Ask, shows hand with 11+ playing tricks or <=2 losers

1♡:2♢ or 1♠:2♡=natural GF or 3+M support, 3-6(HC+Distri P)

1M:3♣=Limit Raise with 3/4 trumps, unbalanced with 3

1M:3♢=Distributional GF Raise (8+ to 12-HCP), 4 trumps with any shortness

1H:3♠ or 1♠:3NT=Void Raise, 4 trumps with any void, 12+HCP

Two-Way Game/Slam Tries after major suit agreement

### SPECIAL FORCING PASS SEQUENCES

After a game has been freely bid.

Opps bid after a XX.

Opps interfere in a 2/1 auction/cuebid auction/ after strong 4 loser or better openings

after we show majority of HCP after a 1NT opening with bidding under 3H

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Structured Reverses. Rubensohl after interference over 1NT. Good/Bad 2NT

Unusual vs Unusual. Smoz 3♠/4♣ after 2NT opening/rebid

Negative Free Bids. NMF, 4SF=F1

Psychics: PSYCHICS: Possible in favourable situations.Tactical/light bids likely.

OPENING BID DESCRIPTIONS

| Opening | Artificial | Min. | Neg Dble thr | Description | Responses | Subsequent Auction | Passed Hand Bidding |
|---|---|---|---|---|---|---|---|
| 1♣ | | 3 | 4♡ | 11-21HCP,Convenient Minor | ♡ | 1NT after 1♠=does not deny 4 card Majors. | |
| 1♣ | | | | | 2♣=F1,3♣=vul 6-9 non 0-9 2◊=5/5 Ms 5-9, 2♡/♠=weak | | |
| 1◊ | | 3 | 4♡ | 11-21HCP, Convenient Minor | 2♣/◊=F1 inverted minors,3◊=vul 6-9,non 0-9 2♡/♠=weak | | |
| 1♡ | | 5 | 4♡ | 11-20HCP, Usually 5-card Major | 2/1 GF accept resp's minor rebid.1NT=F1. 2♡=Cstr Raise | JS=mostly 18+HCP,GF.After Ganz 2♠, show Zars/Distri | 1NT=Semi Forcing. 2NT=Minors5-10HCP |
| 1♡ | | | | | 2◊=natural GF or 3+♡, <6HCP. 3♣=LR 3◊=Distri GF sup | After 1M:3♣;3◊=Mathe Asking Bid.After 1♡:3♠;3NT=Ask | |
| 1♡ | | | | | 3♡=weak 3♠=Any void=12+HCP 3NT/4♣/4◊=splinters | After 1M:3◊,3M=Asking, 4M=To play. | |
| 1♠ | | 5 | 4♡ | 11-20, Usually 5-card Major | 2♡=natural GF or 3+♠,<6HCP. 3NT=Any void | See above. After 1♠:3NT;4C=Asking. 4M=To play. | 1NT=Semi Forcing. 2NT=Minors,5-10HCP |
| 1NT | | NA | NA | May have 5-card M or 7-card Minor | 2♣=Mod Stay. 2◊/♡/♠/NT=Xfer to ♡/♠/♣/◊. | After 2♣, 2◊=Min,deny M. 2♡=Min,4+♡. 2♠=Min,4+♠. 2NT=Max | |
| 1NT | | | | 5422 ok,non vul 12-15-, vul 15-18-. | 3♣/◊=inv,5+,short om. 3♡/♠=Tracer,(14)44/(13)(45),GF | 3♣/◊/♡/♠/NT=Max(5+♣ /3352 /5◊,3♡ /5◊,3♠ /22(54)). Rubensoh | |
| 2♣ | Yes | NA | NA | (i) weak 2♡/2♠, (ii)22-24-HCP,bal | 2◊=Askg,F1. 2♡=P/C. 2♠=Invite in ♡s. 2NT=Relay to 3♣ | After 2◊/2♡/2♠, 3lvl=4441, bid suit under singleton. | |
| 2♣ | | | | (iii)4441, 17-24HCP | 3♣/◊=F1, 3♡=P/C, 3♠=Invitational 6+♠, NF | After 2◊/NT, 4lvl=4441, bid suit under singleton. 3NT=22-24HCP | |
| 2♣ | | | | | | 2♡/3♣/3♡=min/good max/bad max ♡, 2♠/3◊/3♠= same but ♠ | |
| 2◊ | Yes | NA | NA | (i) 5/4,♡+other, weak or strong | 2♡=To play, unless strong. 2♠=P/C. | After 2♡, 2♠ onwards all show strong hands. | |
| 2◊ | | | | (ii)24-26,bal, (iii) Strong 2♡ | 2NT=Asking, F1. 3♣/◊=F1 | After 2NT, 3♡=♡+♠, weak | |
| 2♡ | Yes | NA | NA | (i)5/4, ♠+other, weak or strong | 2♠=To play,unless strong. 2NT=Ask,may pass response | | |
| 2♡ | | | | (ii)26-28,bal, (iii) Strong 2♠ | 3♣/◊=F1 | | |
| 2♠ | Yes | NA | NA | (i)Strong 2♣/◊, (ii)♣+◊, 5/4 Strong | 2NT=Ask, 4+HCP. 3♣=<4HCP,without a King. 3◊/♡=Xfer | After 2NT,3♣=Any hand with 4-card M.After 3♣,3M=4 card oM | |
| 2NT | | NA | NA | 20-22-, balanced | 3♣=Romex Stay.3◊/♡=JXfer. Smoz3♠/4♣=SI in Minors | After Smoz 3♠, 3NT=No pref or pref for ◊, 4♣=pref for ♣. | |
| 2NT | | | | | 3NT=CONFIT | | |
| 3♣ | Yes | 6 | NA | ◊ Preempt or 7◊,5♣/♡/♠ 3 loser | RONF, 3NT=To play. 4 of opening m or NT=RKCB. | | |
| 3◊ | Yes | 6 | NA | ♡ Preempt or 7♡,5♣/◊/♠ 3 loser | As above | | |
| 3♡ | Yes | 6 | NA | ♠ Preempt or 7♠,5♣/◊/♡ 3 loser | As above | | |
| 3♠ | Yes | 7 | NA | Almost solid ♣ or 7♣,5◊/♡/♠ 3loser | 3NT= To play.4♣=To play. 4◊=Feature Ask 4♡/♠=To pla | | |
| 3NT | Yes | 7 | NA | 4 lev ♣/◊ preempt or almost solid ◊ | 4♣/5♣=P/C.4◊=Feature Ask 4♡/♠/5◊=To play.4NT=RKC | | |
| 4♣ | Yes | NA | NA | Specific Ace Ask.11+ Playg tricks | 4◊=Minor A. 4♡=Major A. 4♠=2 Touchg Aces. 4NT=No A | After A shown, next step=asking clarification,5♣=Specific K Ask | |
| 4♣ | | | | | 5♣=2 Non Touchg Aces. 5NT=3 Aces. | After clarification, next step= ask Specific K | |
| 4◊ | Yes | 7 | NA | Transfer Preempt in ♡s | | | |
| 4♡ | Yes | 7 | NA | Transfer Preempt in ♠s | | | |
| 4♠ | | | | Classic Preempt in ♠s | | | |
| 4NT | Yes | 5-5 Minors | NA | Minors | | | |
| 5♣ | | 8 | NA | To play. | | | |
| 5◊ | | 8 | NA | To play | | | |

HIGH LEVEL BIDDING

4NT=RKCB 1430 after M agreed, Otherwise=BW. Over interference, DIPO & RIPO

5NT after 4NT=Guarantees all KC/Aces, Grand Slam Try, usually ask for specific K

6any suit, Asking Bid, Grand Slam Try. Italian Style Cuebidding showg 1st/2nd rd ctrl

5NT without 4NT=Modified Grand Slam Force, step responses.

Voluntary Bid of 5 M=(i) Asking Trump Quality, (ii) Asking control in unbid suit

(iii) Asking control in enemy suit.

6-Ace RKCB when i)strg bal hand faces known 2 suiter ii)after strg 2 suiters openings

(iii)after 1M opener shows 5-5 after Ganz

ZAR POINTS EVALUATION for the use of GANZ 2S/2NT after 1M Opening

Opener:

1) Add your HCP and your Controls in the hand;

2) Add the sum of the two longest suits to the difference between the longest and shortest;

3) If you can count to 26 or more - you can comfortably open the bidding;

Responder:

4) Make the opening-hand calculation mentioned above;

5) Add +1 pt for every honor in the partner suit (up to +2) and +3 pt for extra length;

6) If you can count to 16, comfortably raise to level 2; if you count to 26 - it's a game.