WBF Convention Card 2.18

Category:	Youth
Country:	Australia
Event:	World Schools Championships
Players:	Justin Howard , Micheal De livera

DEFENSIVE AND COMPETITIVE BIDDING

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

2NT is limmit raise or better in comp

Cue raises

Doubles

Pre-emptive raiseing

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

Landy over 1NT

2NT = 55 or better

natural

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: 5+ suit 4+spades

2-Suit: pre-emptive

Reopen: weaker

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

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

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

agressive all levels

try to follow rule od 1234

VS. ARTIFICIAL STRONG OPENINGS

wonder bids

OVER OPPONENTS' TAKE OUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th highest, low from an honour, top o	low from an honour, top of nothing,2n
NT	4ths, low from an honour, top of nothir	low from an honour, top of nothing,2n
Subseq		

Other: top from an interior sequence, lead from surounding play

reverse count and reverse attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Attitude	attiitude
King	count	count
Queen	attitude	attitude
Jack	top of sequence	top of sequence
10	doubleton/top of nothing	doubleton/top of nothing
9	top of nothing or mud or 2nd highest f	top of nothing or mud or 2nd highest f
Hi-x	top of nothing	top of nothing
Lo-x	4ths	4ths

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	attitude/count	count	attirude
2nd	attitude/count	count/suit preference	attitude
3rd	suit preference	suit preference	-
NT: 1st	attitude/count	count	suit preference
2nd	attitude/count	count/suit preference	suit preference
3rd	suit preference	suit preference	-

Signals (including Trumps): reverse count/attitude not done in trumps

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take Out Doubles through to 7S

Responsive Doubles through to 7S

Transferable values doubles

Penilty Doubles when Obvious

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol

all change of suit forcing

agressive raiseing and pre-empting

Jump overcalls are 5+ suit bid and 4+ spades

1NT Openings: 11-14 maybe semi-balanced

2 OVER 1 Responses: Forcing, 10+ points 4+ in the suit bid

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	no	4	4♡	longest suit and/or balanced hand	Longest suit or suport	Crowhurst over 1NT, new suit forcing	-
1◊	no	4	4♡	longest suit and/or balanced hand	Longest suit or suport or 1NT	Crowhurst over 1NT, new suit forcing	longest suit - 6-10 HCP
1♡	no	4	4◊	longest suit and/or balanced hand	Longest suit or suport or 1NT	Crowhurst over 1NT, new suit forcing	longest suit - 6-10 HCP
1♠	no	4	4♡	longest suit and/or balanced hand	Longest suit or suport or 1NT	new suit forcing	longest suit - 6-10 HCP
1NT	yes	2	4◊	balanced/semi balanced, not 44 in m	Staymen, transfers, slam trys, to play	cue bids or super accepts or pass	6-8/9 HCP
2♣	no	0	4♠	Game Force	2◊ = negitive	natural	longest suit -9-10 HCP
2◊	no	5	4♡	Weak	2♡/♠ non-forcing 2NT asking bid and rest forcing	new suits, raiseing partner, cue buds	longest suit -9-10 HCP/splinter
2♡	no	5	4◊	Weak	♠ non-forcing 2NT asking bid and rest forcing	new suits, raiseing partner, cue buds	longest suit -9-10 HCP/splinter
2♠	no	5	4♡	Weak	2NT asking bid and rest forcing	new suits, raiseing partner, cue buds	splinter
2NT	no	2	4♠	Strong	Staymen, transfers, slam trys, to play	cue bids or super accepts or pass	9-10/11 HCP balanced
3♣	no	6	4◊	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/to play
3◊	no	6	4♣	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/ to play
3♡	no	6	4◊	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/ to play
3♠	no	6	4♡	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/to play
3NT	yes	0	no	1st/2nd Gambling, 3rd/4th to play	4♣/◊ = pass or correct 4♡/♠ to play	to play describing hand to partner then answer questions	to play
4♣	yes	6	4♡	Strong 4♡ pre-empt	4◊/♠/NT = slam try and 4♡ = to play	cue bids. sign offs, 4NT waiting	splinter
4◊	yes	6	4♡	Strong 4♠ pre-empt	4◊/♡/NT = slam try and 4♠ = to play	cue bids. sign offs, 4NT waiting	splinter
4♡	no	6	no	Weaker pre-empt	4NT key card rest nat and forcing	cue bids. sign offs, 4NT waiting, raise partner	splinter/to play
4♠	no	6	no	weaker pre-empt	4NT key card rest nat and forcing	cue bids. sign offs, raise partner	to play
4NT	yes	0	no	Spacific A ask	bid the A you have and if u have none bid 5NT	bid to play	-
5♣	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	to play
5◊	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	to play
5♡	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	-
5♠	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	-
5NT	yes	0	no	Forcing - grand slam try	bid slam or grand	bid to play	-

HIGH LEVEL BIDDING

Double

Pass can be forcing when logical

Biding before partner gets a chance is a slam try

Double before partner makes a decision is penilties

Pass is i am not sure what i want to do (transferable values)