WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING

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

8+ HCP, normally 5+card

advancer: new suit = NF, jump shift = INV, jump raise = PRE

cue = F1 (supp = INV, new suit = F1, re-cue = ask stpr)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

direct seat = 15-18, system on

JUMP OVERCALLS (Style; Responses; Reopen)

1-Suit: PRE

2-Suit: Unusual 2NT

Reopen: opening hand

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

Michaels cuebid

jump 3-level cue-bid = ask stpr

cuebid after opp's overcall = limit raise or better

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

Cappelletti against 1NT (both seats, 2NT = 2-suiter)

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

vs weak 2: cue = ask stpr

takeout: jump 3oM = INV, Lebensohl (both)

vs high-level, 4NT / cue = 2-suiter takeout

VS. ARTIFICIAL STRONG OPENINGS

against Strong 1♣, 2♣ : suction

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 10+

Forcing 1NT on, Bergen on, Inverted minor on

1NT - (X=any): DONT run out

LEADS AND SIGNALS

OPEN LEAD STYLE

	Open Lead	In Partner's Suit
Suit	4th, MUD	same
NT	2nd, 4th, MUD	same
Subseq.		

Vs suit : T/9=0/2 Honors, Top from weakness

Vs NT : A for CT, K for ATT, Q for UB, J/T/9 = 0/2 Honors

PARTICULAR OPEN LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AK(+)	Ax, AK(+), AKJ(+)
King	Kx, KQ(+), AK–stiff	Kx, AK(+), AKJ(+), KQ(+)
Queen	Qx, QJ(+)	Qx, QJ(+), KQTx(+)
Jack	Jx, JT(+)	Jx, JT(+)
Ten	Tx(+), T9(+), HJT(+)	Tx, T9(+), HJT(+)
9	9x(+), HT9(+)	9x, HT9(+)
Hi-x	Sx, xSx (MUD), Sxxx(+)	Sx, xSx(+)
Lo-x	HxS, HxxS(+)	HxS, HxxS(+)

SIGNALS

		Open Lead	Declarer's Lead	Discard
Suit	1	ATT : Low = Encrg	CT : Low = Even	S/P
	2	CT : Low = Even	S/P	ATT : Low = Encrg
	3	S/P	ATT : Low = Encrg	CT : Low = Even
NT	1	ATT : Low = Encrg	CT : Low = Even	S/P
	2	CT : Low = Even	S/P	ATT : Low = Encrg
	3	S/P	ATT : Low = Encrg	CT : Low = Even

signal: UDCA (Exclude Trump)

on pd's lead: ATT

follow trump:

vs. slam:

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout Double: up to 4♥

SPECIAL DOUBLES / REDOUBLES

Supportive Double & Redouble: 2♥

Negative Double: 4♥

Lead-Directing Doubles

NCBO Logo & Coloured Sticker:

CATEGORY: *GREEN*

NCBO: *China Hong Kong* **EVENTS:** ALL

PLAYERS: *Ricky Koo – Aaron Poon*

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Major, Forcing 1NT, 2/1 Game Force, Convenient minors

1♦-3♣=Inv, Other = WJS

Multi 2♦, 2♥ weak Majors, weak 2♠, Gambling 3NT

1NT Opening: 15-17

2 OVER 1 Response: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = 21+, strong

2♦ = multi: 1) Weak 2♥, 2) any 4441, 21-24HCP, or 3) 22-24 HCP BAL

2♥ = weak any 54+ Majors, 8-11 HCP (6-11 non-vul)

2♠ = natural weak 2♠

3NT = minor preempt

Lebensohl

Negative free bids at 2-level

Help-Suit Game Try

Suction against Strong 1♣, 2♣

Michael Cuebid, Unusual 2NT (direct), Unusual Vs Unusual

SPECIAL FORCING PASS SEQUENCES

After 2/1 respond by an un-pass hand

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4th suit FG except 1♣-1♦-1♥-1♠ = F

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 hcp	1♦ = 4-card+ ♦, 1NT = 6-10 hcp	4sGF, opener jump 2NT = 18-19 hcp (nmf)	Inverted minor, WJS still on
					2♣/3♣ = inverted, 2NT = 10-12 hcp	After 1♣-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4♣ = picture bid	
					2♦/2♥/2♠ = WJS, 3NT = 13-15 hcp		
1♦		3	4♥	11-21 hcp	2♦/3♦ = inverted, 1NT = 6-10 hcp	(same as 1♣)	Inverted minor, WJS still on
					2♥/2♠ = WJS, 3♣ = INV		3♣= inv
1♥		5	4♥	11-21 hcp	1♠ = 4-card+ ♠, 1NT = F1	After 1♥-1NT, 2♣ = 2-card+, 2♦ = 3-card+, 2NT = 18-19 hcp	Forcing 1NT on, Bergen off
					2♣/2♦ = 4-card+, FG, 2♠ = WJS	2♥ = 6-card+, 2♠ = rev	2-way Reversed Drury
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♥/4♥ = PRE		
					3♠/4♣/4♦ = Spl, 3NT = To play		
1♠		5	4♥	11-21 hcp	1NT = F1, 2♣/2♦ = 4-card+, FG, 2♥ = 5-card+ ♥	After 1♠-2m, 2♠ = 5-card+, 2NT = stoppers, 3NT = 15-17	(same as 1♥)
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♠/4♠ = PRE	3m = 4-card+,16+	
					3♥/4♣/4♦ = Spl, 3NT/4♥ = To play		
1NT				15-17 hcp	2♣ = stayman, Smolen, 2♦/2♥ = transfer to ♥/♠		DONT Runout after 1NT-(X)
					2♠ = mss or weak ♦, 2NT = transfer to ♣ or (4441)		
					3♣/3♦ = INV, 3♥/3♠ = 55 Majors INV/FG, Texas		
2♣		0		21+ hcp, any strong	2♦ = 0-1 ctrl, 2♥ = 2 ctrl, 2♠ = 3 ctrl, 2NT = 4+ ctrl	New suit by responder shows 5+ cards	
					opener rebid 2NT = 25-26 hcp, 3NT = 27-28 hcp		
2♦	√	0		1) weak 2♥	2♥ = p/c, 2♠/3♣/3♦ = 5-card+, NF	After 2♦-2♥, 2♠/3♣/3♦/3♥ = 4441, stiff in ♥/♠/♣/♦	After 2♦-(X), Pass / XX = to play
				2) any 4441, 21-24	2NT = relay, 3♥ = PRE	2NT = 22-24	
				3) bal, 22-24		After 2♦-2♥-2NT : 3♣ = Stayman, 3♦/3♥ = Txf	After 2♦-(2♠)-Pass, X = penalty
						3♠= minor suit stayman, 4♦/4♥ = Txf	2NT = strong
2♥	√	4		weak 54+ Majors, 6-11 hcp	any M = to play, 3m = NF, 2NT = relay	After 2♥-2NT, 3♣=45+/54+ max, 3♦=45+/55+ min, 3♥=54+ min	
						3♠=55+ max	
2♠		6		weak	Ogust, 3♠ = PRE, 4NT = RKC		
2NT				20-21 hcp	3♣ = stayman, 3♦/3♥ = transfer to ♥/♠, 3♠ = mSS		DONT Runout after 2NT-(X)
					Texas		
3♣/♦		6		PRE			
3♥/♠		7		PRE			
3NT	√	7		gambling, 7-card solid minor	4♣ = p/c		
4♣/♦		7		PRE		**HIGH LEVEL BIDDING / CUE-BIDDING**	
4♥/♠		7		PRE		RKC (0314), D0P1, R0P1	Cue-Bidding
						Gerber (04-1-2-3)	1) Cuebid Ace first
							2) Pd's suit = Ace / King (Q in 2nd round)
							3) With limited pd, fast arrival principal
							4) With unlimited pd, obligation to cue