WBF Convention Card 2.18

Category:	Natural - GREEN
Country:	CHINA
Event:	ALL EVENTS
Players:	Xiaokun Wu £¦Wei Yuan

DEFENSIVE AND COMPETITIVE BIDDING

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

Can be light at 1-level with good suit (4 cards possible but rare)

2-level overcalls tend to be sound, especially vulnerable

Cue bid response is F1 and tends to show a fit

Jump raise weak; Jump in new suit F1

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

15-18 HCP in direct; Systems on[1]

12-15 in 4th LIVE; Cue is only force

UNUSUAL 1NT by PH

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: 5-card possible;PRE

2-Suit: 2NT=2 Lowest unbidden suits[11]

Reopen: Reopen: Balancing jump overcall=Intermediate

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

Natural over artificial 1C/1D; Michaels over natural openings[12]

Jump Cue=PRE over artificial openings, stopper ask over natrural

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

Over strong: X=any single suit or 20+ balanced;2C/2D=C/D+H;2H=H+S;2S=S+m;2NT

Over weak: Nature

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

T/O X to 4H;Cue=Strong 1-suit;

Leaping Michaels At 4-level or higher Cue=Strong 2 suits

VS. ARTIFICIAL STRONG OPENINGS

VS. 1C: DBL=Ms; 1NT=ms;2D=Weak in H/S; 2M=M+C/D

OVER OPPONENTS' TAKE OUT DOUBLE

XX£°10+HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even;low=odd	same
NT	4th; 2nd from weakness	same
Subseq	S/P	S/P

Other: Lead directing DBL: no suit to 3NT/4NT asks shorter M

DBL for unusual lead vs suit cancel previous message

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+);Ax(+)	AKJ10(+);asks UB or CT
King	KQ;KQ109(+)	KQ;KQ109(+);asks UB or CT
Queen	QJ;QJx(+)	QJ;QJx(+);AQJx(+)
Jack	J10;J10X(+)	J10;J10X(+)
10	109;109X(+);10x;KJ10X(+)	109;109X(+);KJ10X(+)
9	9x;98x(+)	98x(+)
Hi-x	Sx;xxS	Sx;xSx;xSxx
Lo-x	HxS;HxSx(+);xxxxS(+)	HSx;HxxS(+);xSxx(+)

SIGNALS IN ORDER OF PRIORITY

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

Signals (including Trumps): Trumps:Hi-lo is S/P;SMITH SIGNAL vs NT;LAVINTHAL

Discouraging ATT at T1 has obvious shift implications;

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape. May have only 2 cards in unbid minor.

Jump response=Inv;CUE-BID=F to S/A;1NT=7-10, stopper

Support DBL/RDBL (beow 2 of RESP suit)

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 4H(including opener's suit) and at 3-level after 1NT opening

Repeat same suit NEG DBL=T/O;suggests length in unbid M

RESP DBL thru:4H;At 3+-level,RESP DBL: Useful values,any shape

DBL by PRE: wants ruff;LEAD-DIRECTING DBL(L/D)

COMP DBL;Tend to pass COMP DBL at 3+level when BAL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural with 5-card majors and strong notrumps

Balanced minimum opening=12 HCP

Weak 2D/2H/2S

1NT Openings: 1NT: 14+ to 18 HCP (5M or 6m possible)

2 OVER 1 Responses:2/1: force to 2NT,4-card minors

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

GAMBLING 3NT with little outside strength[2]

WEAK JUMP RESPONSES after overcall of m opening

COMP CUE=FG, JUMP RAISE=PRE, JUMP CUE=SPL

LEBENSOHL[9]

STAYMAN may not have 4M[1]

VS 2-suited O/C:cheapest cue=raise,next cue=unbid suit, unbid suit=NF

1M RESP may bypass 1D[22]

VS 2-suited PRE: DBL, delayed DBL and CUE of "other suit"=T/O

Ogust 2NT[14]

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4S	With 3-3 or 4-5 in ms 1C	Walsh style [22]; 1NT=6-11; 2C=REV[6]; 3C=PRE[6]; 2N	Kick-back[7]; Check-back[8]	
1♢		3	4S	Only 3 with 4432; 1D with 4-4 ms	1NT=6-11; 2D=REV[6]; 3D=PRE; JNS	Kick-back; Check-back	
1♡		5(4)	4S		J2NT[3]; 3H=Limited Raise[4] ; JNS	game try[5]; Check-back	DRURY[23]
1♠		5(4)	4H		J2NT; 3S=Limited Raise; JNS	game try; Check-back	DRURY
1NT				14+-18 HCP; 5M/6m/5422 possible	Stayman; Jacoba trans; Smolen trans; mStayman; 2NT tr		
2♣				Strong and artificial	2D=Waiting		
2♢		5		Weak 2-bid; About 5-11 HCP	NSF; Ogust 2NT[14]; Key-card 4C[15]		
2♡		5		Weak 2-bid; About 5-11 HCP	NSF; Ogust 2NT; Key-card 4C		
2♠		5		Weak 2-bid; About 5-11 HCP	NSF; Ogust 2NT; Key-card 4C		
2NT				21-22HCP; 5M/6m/5422 possible	3C=Stayman; 3D/3H=trans		
3♣		6		Preempt	NSF; Key-card 4D		
3♢		6		Preempt	NSF; Key-card 4C		
3♡		6		Preempt	NSF; Key-card 4C		
3♠		6		Preempt	NSF; Key-card 4C		
3NT				Gambling 3NT	?C=stop or rectify;Key-card 4D		
4♣		7		Preempt	Key-card 4D		
4♢		7		Preempt	Key-card 4NT		
4♡		7		Preempt	Key-card 4NT		
4♠		7		Preempt	Key-card 4NT		
4NT				Blackwood	0,1,2,3 Aces		
5♣		7		Preempt			
5♢		7		Preempt			
5♡		5		Only 2 losers in trump suit			
5♠		5		Only 2 losers in trump suit			
5NT							

HIGH LEVEL BIDDING

SPL RAISES: double jump shift /suit opening, single jump in 4TH suit

5NT: GSF;Key-card after preempt;DOPI

RKCB 4NT: 14,03;GERBER: 04,1,2,3;KICKBACK

CUE=1st round control

[1] After 1NT opening:
 -2C=Stayman
  -?-2NT=invitation, responder may not have 4-card majors
  -?-P=short clubs, weak
  -2D-2H/2S=5-4/4-5 majors, F1
  -2D-3H/3S=5-5 majors, inv/FG
 -2D=5+ hearts any strength
  -2H=relay; -2NT=17-18HCP, 3-card; -3H=17-18HCP, 4-card
 -2S=6+ diamonds weak or 4-4 minors strong
  -2NT=no 4-card minors; 3C/3D=4-card clubs/diamonds
 -2NT=6+ clubs weak or 4441 strong with any shortness
  -3C-3D/3H/3S/3NT=D/H/S/C singleton or void
[2] Gambling 3NT: reserve a 7-card(8-card possible) solid minor suit, only one A or K in other suit, no void
 -4C/5C/6C=stop or rectify
 -4D=Aces asking
  -4H=0 Aces; 4H=1 Aces
[3] J2NT(1H/1S-2NT)4+ trump support, 12+ HCP
 -3NT=ordinary balanced hand; 4H/4S=ordinary unbalanced hand;
 -3H/3S=slam interest balanced hand;
 -new suit=slam interest; -jump new suit=Splinter
[4] Limited raise(1H/1S-3H/3S)=4+ trump support, invitation
[5] Major game try after simple raise
 -new suit=ask for additional strength, F1; -2NT=invitation
[6] Reverse minors
 -simple raise£½9+HCP, 4-card minors, no 4-card majors, F1
 -jump raise=8-HCP, 5+-card support, no 4-card majors
[7] Kick-back: using 4D/4H as substituted RKCB after agreed minor trump
[8] Check-back Stayman(1?-1H/S-1NT-2C): F1
 -first support partner's major suit, else support the other major suit, else 2D;
 -any other positive response than 2C is invitation; the 3rd positive response FG, else is invitation
[9] lebensohl:
 X=penalty; new suit=NF; jump new suit=FG; cue=stayman, GF; 3NT=no stopper, no 4-card majors;
 2NT=transfer to 3C:
  -suit lower than opps'=NF; -suit higher than opps'=invitation;
  -cue=stopper in opps', stayman, GF; -3NT=stopper in opps'
[10] 4th GF: response the 4th suit when responder isn't a passed hand and there is no opps' competition, GF, artificial
[11] Unusual 2NT:jump 2NT or 1NT by passed hand, 5-5 unbidden two lowest suits(suppose opps' none artificial auction), 8-11HCP;
 12+HCP against opps' 2C artificial; cue afterward to show strength and control; jump 4NT or unusual 2NT after X to show strength
  -anchored suit=stop; jump=preempt; cue=GF, control asking; another suit=NF; 3NT=stop; 4NT=Gerber
[12] Machaels
 i. against major=10+HCP, another major & any minor
  -2NT=ask for minor suit
   -if surpassed 2NT in competitive auction, 4C=NF, 4NT=GF
  -3C=choose anchored major as trump, limit raise;
  -3D=choose anchored major as trump, GF, control asking;
  -3 level anchored major=preempt; -3NT=stop;
 ii. against minor=8+HCP, majors
  -major=stop; -2NT=ask for stronger major;
  -3C/3D=choose H/S as trump, GF, control asking;
  -jump major=preempt
[13] against opps' 2-suit competition:
 -X=to show length in opps' suits;
 -NT=to show strength in opps' suits;
 -cue lower suit= to show strength in partner's suits;
 -cue higher suit= to show strength in another suits;
[14] Ogust 2NT: suit & strength check after partner's 2 level preempt
 -3C=weak, bad suit; -3D=weak, sound suit; -3H=strong, bad suit;
 -3S=strong, sound suit; 3NT=solid suit
[15] Key Card 4C: substituted RKCB after partner's preemptive auction
 -4D=0 KC; -4H=1 KC, no trump Q; -4S=1 KC & trump Q;
 -4NT=2 KC, no trump Q; 5C=2 KC & trump Q
 commute to 4D after partner's 3C/4C preempt;
 commute to 4NT after partner's 4 level preempt;
[16] RKCB 4NT: after trump agreed
 -5C=1 or 4 KC; -5D=0 or 3 KC; -5H=2 KC, no trump Q;
 -5S=2 KC & trump Q; 5NT=2 KC & a void;
 -6 level lower than agreed trump=1 KC & void in bidden suit
 -6 level trump=1 KC & a void in suit higher than agreed trump
 any cheapest auction transfer to NT
[17] Gerber 4C: aces asking after NT opening
 -4D=0 or 4 A; -4H=1 A;4S=2 A; 4NT=3 A
[18] SPL double jump: 12+HCP, 4+-card trump support, singleton or void
[19] Jump shift in uncompetitive auction: 12+HCP, semi-solid suit
[20] 5NT GSF: grand slam forcing without 4NT RKCB
[21] DOPI: X=0 A; pass=1 A; ¡-
[22] Walsh Style: After 1C opener, responder bypasses diamonds to bid a major unless he has a game force with longer diamonds
[23] DRURY(1M-2C): Major suit raises by passed hands, always at least 3-card support
 -2D response shows a real opening bid and may be a prelude to a game try
 -2M response shows a sub-minimum opening bid
 -2NT is a balanced game force
 -All other bids are natural slam tries (jumps are splinters)