WBF Convention Card 2.18

Category:	Youth
Country:	Australia
Event:	Pacific Asia Bridge Championships
Players:	Mathhew Porter - Gabby Feiler

DEFENSIVE AND COMPETITIVE BIDDING

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

Sound overcalls at 2-level (Good suit or good hand)

Overcalls at one level could be a good 4 card suit

Responses-- Cue raises and Fit showing jumps

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

2nd/4th Live= 15-18HCP.

Responses= Simple stayman, 4-way transfers

4th Reopening= 11-14HCP

Responses= Simple Stayman, 4=way transfers

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak

2-Suit: Preemptive

Unusual 2NT= lowest unbid suits (5/5)

Reopen: Intermediate

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

European Micahels (Top suit + other 5/5)

Jump cues= asks for stopper

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

2C= majors (5/4 min length)

2D= single suited major

2H= 5H + 4 minor

2S= 5S + 4 minor

2NT= Strong 2-suiter

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

X= takout

Direct cue= big 2-suiter

VS. ARTIFICIAL STRONG OPENINGS

X= majors

NT= minors

OVER OPPONENTS' TAKE OUT DOUBLE

XX= good hand no support

Fit showing jumps

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th; 2nd from weakness	depends if supported/uhnsupported
NT	4th; 2nd from weakness	depends if supported/unsupported
Subseq	same	

Other: When supported: With honour (lead bottom) With no honour (lead top)

When unsupported: odd number (lead bottom)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax	AKx, AKJ10
King	AK, KQxx	KQJx, KQ109
Queen	QJ, QJxx	QJ109, QJ10x
Jack	J10xx, KJ10xx	J109x, KJ10x
10	(H)109xx, 10x	109xx, (H)109xx
9	9x	109x
Hi-x	even number	even number
Lo-x	odd number	odd number

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	REV ATT: Low enc	REV count: Hi/lo=O	ODD= enc, even=S/P
2nd	REV count: Hi/lo=O	REV count: Hi/lo=O	REV count: Hi/lo=O
3rd	REV count: Hi/lo=O	REV count: Hi/lo=O	REV count: Hi/lo=O
NT: 1st	REV ATT: Low enc	REV count: Hi/lo=O	ODD= enc, even=S/P
2nd	REV count: Hi/lo=O	REV count: Hi/lo=O	REV count: Hi/lo=O
3rd	REV count: Hi/lo=O	REV count: Hi/lo=O	REV count: Hi/lo=O

Signals (including Trumps): Trumps:Hi-lo shows O number

Some suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takout through 4S

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative doubles through 4S

Interference over 4NT-- PODI and ROPI

Interference over 5H-- DOPE and ROPE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Weak NT

5 Card Majors

Weak 2D/2H/2S

1NT Openings: (11)12-14

2 OVER 1 Responses: Game forcing (except rebids of own suit; but 1S-2H-2S is GF)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Gambing 3NT with little outside strength

Cue raises

Lebensohl

Splinters

Fit showing Jumps (competitive only)

Leaping michales

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2C-2D-2H (shows GF with H or 23-24HCP balanced)

Preempts are wide ranging when partner is a passed hand

Psychics: Occasionally

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	no	3	4S	11+HCP	inverted,Jacoby2NT,weak jumps, splinter double jumps	Responses to Javoby= 3 suit=shortage, 4m=5/5	weak jumps shofts
1♢	no	3	4S	11+HCP	inverted,Jacoby2NT,weak jumps, splinter double jumps	Responses to Javoby= 3 suit=shortage, 4m=5/5	wael jump shifts
1♡	no	5	4S	11+HCP	Jacoby 2NT, All jumps are splinters	1M-2M-3m (long-suit trial)	Splinters
1♠	no	5	4H	11+HCP	Jacoby 2NT, All jumps are splinters	1M-2M-3m (long-suit trial)	Splinters
1NT	no		3S	(11)12-14HCP Balanced	Simple Stayman, 4-way transfers, 3M (5/4 minors +		Simple Stayman, 4-way transfers, 3M (5/4 minors +
1NT					fragment)		fragment)
2♣	yes		4S	Gameforce or 9 Playing Tricks	2D=neg, 2H=positive without good 5 card suit, 2NT=H	2C-2D-2H (GF in hearts or 23-24HCP)	2D=neg, 2H=positive without good 5 card suit, 2NT=H
2♣					pos		pos
2♢	no	(5)6		Weak Two 5-10HCP	2NT= Feature ask	3C/3H/3S= feature (A/K) 3D= bad hand, 3NT= good suit	
2♡	no	(5)6		Weak Two 5-10HCP	2NT= Feature ask	3C/3D/3S= feature (A/K) 3H= bad hand, 3NT= good suit	
2♠	no	(5)6		Weak Two 5-10HCP	2NT= Feature ask	3C/3D/3H= feature (A/K) 3S= bad hand, 3NT= good suit	
2NT	no			20-22 HCP Balanced	3C=5 card variant puppet stayman, trans, 3♠=MINOR	2NT-3C-3H (no 4 or 5 card major)	
2NT					SUIT STAY		
3♣	no	(6)7		Prempt	4D= Roman Key card (0314)		
3♢	no	(6)7		Prempt	4C= Roman Key card (0314)		
3♡	no	(6)7		Prempt	4C= Roman Key card (0314)		
3♠	no	(6)7		Prempt	4C= Roman Key card (0314)		
3NT	yes			Gambling in any suit with little outsid			
4♣	no	7(8)		Prempt			
4♢	no	7(8)		Prempt			
4♡	no	7(8)		Prempt			
4♠	no	7(8)		Prempt			
4NT	yes			Normal Blackwood			
5♣	no			Prempt			
5♢	no			Prempt			
5♡	no			Prempt			
5♠	no			Prempt			
5NT							

HIGH LEVEL BIDDING

4NT= 0314 Roman Key Card Blackwood

Cue Bidding= 1st or 2nd round control