WBF Convention Card

♠ ♥ ♦ ♣

Category: Blue

NCBO: Australia EVENT: 2005 WYT

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DEFENSIVE AND COMPETITIVE BIDDING

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

1 level overcalls 8-17 HCP 5+ generally sound but aggressive with shape

2 level overcalls 8-17 HCP 5+ generally sound but aggressive with shape

Jump raise responses are preemptive

Cue raise responses are constructive

Fit showing jumps in competition

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

1NT Overcall = 15-18 HCP

INT Reopening = 11-14 HCP

STAY and TRF (M and m) responses

Open light in 3rd seat;

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls are weak (6-10 HCP with a good 6 card suit) and 4 card suit) then new suit =F1

Style is destructive but with good suit quality (1430)

Reopening jump overcalls are intermediate (12-15 HCP with a good 6 card suit)

Unusual NT jump overcalls are for the lowest unbid suits

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

Direct cue-bids over a m opening are Michaels (5+ ♠ & 5+ other WK or STR)

Direct cue-bids over a M opening are Michaels (5+ o/M & 5+ m WK or STR)

2NT response = ask for m suit

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

Over 1NT opening: Landy (2♣ = majors; 2♦/♥/♠ are natural; 2NT = good 2 suiter)

DBL = top of the HCP range of the opening bid a ruff

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

Takeout Doubles to 4♥ (2NT response = LEB)

Cue-bids show strong 2 suiters

Jump bids are natural and invitational

NT bids are natural 15-18 HCP(5 card puppet stayman

Leaping Michaels: (2♥) 4♣ = ♣+♠ 5+/5+ (8+) with classic shape in

VS. ARTIFICIAL STRONG OPENINGS

Over 1NT = 1♠ ASPRO (DBL = ♥ & another; 1♦ = ♠ & m, 1NT = 2♣ ASPRO)

Over 2NT = 2♠ ASPRO (DBL = ♥ & another; 2♦ = ♠ & m)

Over Strong 2♦: X = majors; 2NT = minors

OVER OPPONENTS' TAKEOUT DOUBLE

Raises are natural and preemptive

2NT = invitational raise of opener's suit

RDBL= 10+ HCP and generally a penalty interest

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	ACE, 4th, MUD,	ACE, 4th, MUD,
NT	as above	as above
Subseq	as above	as above

Q asks for J to be dropped

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+), AKJ10(+)	AKx(+), Ax(+),
King	AK, KQ(J/10)x(+)	AKJ10(+), KQx, KQJ(+),
Queen	QJ, QJx(+),AQJx(+),	QJ(x), QJ10(+),AQJx(+),
Jack	J10,J10x(+),KJ10x(+),	J10(x), J109(+), KJ10x(+),
10	109, 109x(+), H109x(+),	109(x),1098(+), H109x(+)
9	9x, 9xxxx,	9x, 9xxxx,
Hi-x	Sx, xSx, xSxx,	Sx, xSx, xSxx,
Lo-x	xSx, HxS, HxxSx,	xSx, HxS, HxxSx,

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Reverse count	Reverse count	ODD=ENCRG E=S/P
	2			Reverse count
	3			
NT	1	Reverse count	Reverse count	ODD=ENCRG,E=S/P
	2			Reverse count
	3			

Trumps:Hi-lo shows an odd number and an interest in

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

Takeout doubles to 4♥ opening values generally;

May be light (10+) with classic shape, may be light

passout seat,CUE-BID=F1,

When 3 suits have been bid, doubles are usually penalty

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

NEG and RESP DBL thru 4♥

NEG DBL then new suit = NF

Most low level DBLs =T/O

Lead directing DBL (L/D)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol (with 5 card spade)

Open sound generally, Open light if UNBAL (9+),

Weak NT (12-14HCP) with 4 suit transfers

PREEMPTS generally comply to the rule of 2 and 3

Negative doubles thru 4♥, Responsive doubles thru

Splinters, Cue bids, Roman Key Card Blackwood

2 Over 1 Response : 1M-2x=F2M,1♦-2♣=F2NT

Inverted m (1♣-2♣=10+HCP F2NT)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ Majors = 4+ H & 4+ S Weak

3NT = Gambling with no outside A or K

1♣-(p)-2d = 5+♣ 6-9 HCP

1♦-(p)-3♣ = 5+♦ 6-9 HCP

SPECIAL FORCING PASS SEQUENCES

1m-(DBL)-RDBL is forcing thru 2♥

1M-(DBL)-RDBL is forcing thru 2M

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

All reference to HCP in this document are indicative only and may vary with player judgment

NT over NT = QUANT

PSYCHICS: Rare

OPENING	TICK IF ARTIF	MIN NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣ &	=GF	3	CB4♥	NAT 12+ HCP; If only 3 cards,	1♦/♥/♠=4+ NAT & 5+ HCP; 1NT=6-10 HCP; 2♣	1♣-1x-1NT=15-17 HCP then 2♣=PUP 2♦ and INV CB	same but no inverted minors
1♣	=PRE			promises a 4 card S	10+ HCP; 2♦=5+♣ 6-9 HCP; 2♥/♠=SPL 6-9 or	1♣-1x-2NT=18-19 then 3♣=CB; 1♣-2NT=12-15 HCP	
1♦	=GF	4	CB4♥	NAT 12+ HCP;	1♥/♠=4+ NAT & 5+ HCP; 1NT=6-10 HCP;2♣=10+HCP	1♦-1M-1NT=15-17 HCP then 2♣=PUP 2♦ and INV CB	same but no inverted minors
1♦	= PRE				2♦=4+♦ & 10+ HCP; 2♥/♠=SPL; 3♣=5+♦ 6-9;	1♦-1M-2NT=18-19 then 3♣=CB; 1♦-2NT=12-15 HCP	
1♥		4	GF4CB	NAT 11+ HCP	1♠=4+♠ & 6+ HCP; 1NT=6-10 HCP; 2♣/♦=NAT 10+	1♥-1♠-1NT=15-17 HCP then 2♣=PUP 2♦ and INV	same
1♠		5	4♥	NAT 11+ HCP	same as for 1♥	same as for 1♥	same
1 NT			4♥	12-14 HCP; BAL may contain a 5M	STAY does not promise 4M, 2♦/♥/♠/NT=TRF;	Super accepts;	
					3♣/♦/♥/♠=NAT 6+ slam interest;	LEB after interference;	
					4NT=QUANT		
2♣	✓	0		4+♥ & 4+♠ 5-9 HCP	2♦=ART enquiry		same
					2♥/2♠/3♥/3♠=NNF		
					2NT= NAT and inv		
2♦	✓	0		Game Force			same
2♥		5		5+♥	2NT=INQ		same
				Nominally 6-10 HCP	3♥=to play not INV; 2♠=NAT NF; 3♠=NAT		
2♠		5		5+♠	2NT=INQ; 3♣/3♦/3♥=NAT NF; 3♠=to play not		same
				Nominally 6-10 HCP			same
2 NT				20-22 Bal	3♣= Stayman; 3♦/3♥=Transfers 3♠=		same
3 bids		6		NAT PRE 6+m, 7+M,	Change of suit = F1		same
3NT				7+ SOL m	4♣/4♦=P/C; 5♣=P/C		same
				No outside A or K			
4♣		8		NAT PRE	4♦=CUE; 4♥/♠=NAT; 4NT=RKCB		same
4♦		8		NAT PRE	4♥/♠=NAT; 4NT=RKCB		same
4♥		7		NAT PRE	4NT=RKCB	HIGH LEVEL BIDDING	
						RKCB (1430)	
4♠		7		NAT PRE	4NT=RKCB	After interference DBL=1/4, Pass = 0/3, next suit =	
						Cue bidding generally showing 1st round controls	
						5NT= Grand slam force	
						Exclusion Key Card?	
						In a forcing situation DBL is regressive Pass is	
						In a forcing situation PASS then a pull is a slam	

Whereas 2♦ = PRE
BAL no 4+M; 4SFG;
BBB/2♣/2♦/2♥/2♠ = shortness,4♣/♦=NAT 5+ suit
2♥/4♣/♦=SPL 10-12 HCP
3♣ 2 without etc.
before 2nd round controls
ENCRG try

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