WBF Convention Card 2.16

Category:	Precision - BLUE
Country:	Chinese Taipei
Event:	All
Players:	Wei-Bung Wang, Chien-Yao Tseng

DEFENSIVE AND COMPETITIVE BIDDING

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

1M overcall light with shape, else sound

After 1M/2m overcall, transfer response from opponent's suit (note 20, 21)

Jump shift is fit-showing or NAT. Jump raise is PRE

After opponent 1m-1N (NF), 2C/D = M's with different/same length

After opponent 1M-1N (F), 2m = m + oM, cue bid = any strong m

2N = any other 2 suits 55+, weak (note 5)

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

15+-19- 2nd, 12-15 4th. Gladiator response.

2C = puppet to 2D, then 2x or 3C = S/O, 3x = invite, 2N = invite with C

2x = invite, 2N = invite, 3x = FG

Forcing stayman: (1M)-1N-cue bid

Non-forcing stayman: (1m)-1N-2D, (1M)-1N-2C; 2D-cue bid

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak, vulnerability dependent, may intermediate if partner passed.

2-Suit: Intermediate or strong, 2NT = 55+ two lower unbid suits

Reopen:

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

Direct cue = Michael over NAT, intermediate or strong

Jump cue = 1 running suit, ask for stopper, P/C response

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

Astro vs weak no trump (note 23)

X=14+, 2C/D=H/S and any other suit, 2M=6+M intermediate

2N=two neighboring suits 11 cards or more,

Gladiator vs strong no trump (note 24)

X=S+x, 2m=m+H, 2M=NAT, 2N=both m

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

vs 2M: X = T/O, cue = ask for stooper, 4m = m + oM 55+, 2N = NAT 16-18

vs 4S: X = optional, 4N = 4+H T/O or 5H+5m

vs 4CDH: X = T/O or 16+ BAL

VS. ARTIFICIAL STRONG OPENINGS

vs strong 1C: X = 4C+5M, 1D = 4D+5M, 1N=44+m or 44+M, P/C through 3S

1M = 4+M, 2N = 5C+5H or 5D+5S

2C = 6+C or 5D+5H, 2D = 6+D or 5H+5S

2H = 6+H or 5S+5C, 2S = 6+S or 5C+5D, P/C through 4S

OVER OPPONENTS' TAKE OUT DOUBLE

1M-(X): 1N = C, 2C = D, 2D = H (1S open), 1 under 2M = normal single raise

2M = bad raise, 2N = limit raise or better, jump shift = fit-showing, 3M = PRE

1D-(X): XX = H, 1H = S, 1S = NT, 1N = 5+C, 2C = 3D 5+C,

2D = 11+, 4+D facing 1/2seat NV, else 5+D, 2M = PRE, 3M = short oM

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd and low	3rd and low, top from three low if raised
NT	4th and MUD	3rd and low, top from three low if raised
Subseq	ATT/count	ATT/count

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax	AKx, AKxx, AQx
King	AK, Kx, KQx	Strong: AKJTx, KQT9x, etc.
Queen	QJx, Qx	KQ weaker, AQJ, QJ(x)
Jack	KJTx, JTx, Jxx, Jx	QJxx, JT(x)
10	KT9x, QT9x, T9x, Tx	HJT(x), JTxx, AQT9, T9(x),
9	KJ9, 9x	HT9(x), T9xx, A98x, J98x, 9x, AKT9
Hi-x	Hi from xx or 3rd/even	8 from K98x, Q98x, MUD
Lo-x	Low from odd	4th best

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	low = ENC	low = even	low = ENC
2nd	low = even	low = low S/P	low = even
3rd	low = low S/P		low = low S/P
NT: 1st	same	same	low = low S/P
2nd	same	same	low = ENC
3rd	same		low = even

Signals (including Trumps): If Lead A and see Q on the table when vs suit, give the count signal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout double through 4H, T/O + optional at 4-level

Doubleton in unbid m is OK

Doubler raises freely in comp

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Opponent overcall 1M after 1D opening, X = negative

Support X/XX through 2H

opponent overcall after 1C opening, X = optional, usually (semi)BAL

After opponent 1M-1N: X = strong BAL, pass then X = T/O in M

After (1S)-2H-(2S), X = H constructive raise

After P-1M-(2x), X = M constructive raise

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Slightly aggressive. Frequent upgrading and downgrading

1C = 16+HCP

1D = 11-15, 2+D, may (1) 13-15 BAL (1/2 seat NV), 11-13 BAL (else)

(2) 11-15, 4+D unBAL (3) 11-15, 4-1-3-5 or 1-4-3-5

2C = 11-15, 6+C

2D = 3-10, 6+H or S

1NT Openings: 1/2 seat NV 9-12, else 14-16, may 5M or 6m

2 OVER 1 Responses: Forcing game unless rebid

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2H = 11-15, 4-4-1-4, 4-4-0-5, 4-3-1-5, 3-4-1-5

2S = 11-15, 3-1-4-5, 3-1-5-4

2N = 0-9, 6+D

3D/3H = H/S preempt

3S = any solid suit w/o side A/K

1D-1M = may only 3M's if not enough for 1NT, may psyche if bad hand

1D-2D = one M WJS or SJS

1D-2H = 5S 4/5H PRE

1D-2N = C PRE or 13+ BAL

1D-3C = 4-4 or more in minor, preemptive

2C-2M = 5+M or C fit, NF

Special overcall over opponent 1N response (see left)

Special overcall over Polish 1C (note 25)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1C-1D; P = MIN 5D+4C, rarely happen

Psychics: 1D-1M might psyche with bad hand

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	v			ART F1, 16+any	1D=0-7, 2M=5-7 6+M, else=ART FG (note 9)	(note 9)	
1D	v	2	1S	11-15, 2+D	1M=NAT, may only 3 or psyche if 0-7 HCP, 1N=8-10,	(note 11)	
					2N=C PRE or 13+BAL, 3C=44+m PRE (note 10)		
1H		5 (4 3rd)		11-15, 5+H	1N=F, 2H=8-10, 2S-3D=ART, 3H=PRE (note 12)		1N=semiF, 2C/D=Drury, 3/4+support
1S		5 (4 3rd)		11-15, 5+S	1N=F, 2S=8-10, 2N-3H=ART, 3S=PRE (note 12)		2N=one m to play, JS=fit-showing
1NT				9-12 1/2 seat NV, 14-16 else	2C=ask for 5M or 6m, GT-, NF, 2D=FG relay	(note 13)	2D=Flint, one M to play, 2M=INV,
				5M or 6m is OK	2M=to play, 2N=semiBAL CoG (note 13)		2N=55+m weak or FG with 5M (note 14)
2C		6		11-15, 6+C	2D=relay, 2M=5+M or C fit, NF, 3C=invite	(note 15)	
					2N=C comp or D GT or M CoG (note 15)		
2D	v			mini-multi: 5-9, 6+H/S	2M/3M/4H=P/C, 3/4C=ask for transfer (note 16)	(note 16)	
2H	v	3		11-15, 4414 4405 4315 3415	2N=relay, 3D=44M INV+, 3M=INV, 4C=PRE (note 1)	(note 1)	
2S	v	3		11-15, 3145 3154	2N=relay, else=to play (note 2)	(note 2)	
2NT	v			0-9, 6+D	3C=relay, 3D=to play, 3M=NAT, F	(note 3)	
3C		6		NAT PRE			
3D	v			H PRE	4m=CAB		
3H	v			S PRE	4m=CAB		
3S	v			any solid suit w/o side A/K	4C=P/C, 4D=ask for suit		
3NT	v			one solid minor with side A/K	4C=P/C, 4D=ask for splinter		
4C		7		NAT PRE			
4D		7		NAT PRE			
4H		7		NAT PRE			
4S		7		NAT PRE			
4NT	v			blackwood			

HIGH LEVEL BIDDING

Cue bid style: A, K, singleton, or void. XX shows first control if opponent X.

Two honors in self suit, one honor in partner's suit. (not trump suit)

If partner denied a necessary control, the next cue bid only shows that control.

RKCB 1430, EKB

D0P1 if opponent bid under our 5-trump.

DEPO if opponent bid out 5-trump or higher.

After double, pass = 1st step, XX = 2nd step

Supplementary notes for Wei-bung Wang and Chien-Yao Tseng (CTP)

Note:..1: 2] opening: 11-15, short in {, 4-4-1-4, 4-4-0-5, 4-3-1-5, or 3-4-1-5.
Response: 2N=relay, 3{=44M, INV or better, 3M=INV, 4}=PRE, 4{=blackwood.

After 2N response: 3}=MIN, 3{=3-4-1-5, 3]=4-3-1-5, 3[=4-4-1-4, 9-10 RP, 3N=4-4-1-4, 7-8 RP, 4}=4-4-0-5, 8-9 RP.

Over X: XX=Pen, Pass to play if opener has 4]'s, 2N=system on, else NF.
Over overcall: X=Pen, 2N=system on, else NF.

Note:..2: 2[opening: 11-15, short in], 3-1-4-5 or 3-1-5-4.
Response: 2N=relay, else=to play.
After 2N response: bid 5 cards minor

Note:..3: 2N opening: 0-9, 6+{. Response: 3}=relay, 3M=NAT, F.
After 3} response: 3{=bad PRE, else opener bid misfit major.

Note:..4: Over opponent 1m-1N: X=T/O, 2}=both M with different length, 2{=both M with the same length.

Note:..5: Over opponent 1M-1N(F): X=STR BAL, 2m=m+oM 54+ or 45+, 2M=one STR suit, ask for stopper, 2N=any two suit 55, 3m=intermediate, Pass then X=T/O in M.

Note:..6: Transfer response. Example 1[-(X)-2{=]. Used mostly after we overcall 1M/2m, 1M-(X), or opponent overcall our 1}.

Note:..7: 2N for takeout. Example 1N P P 2]; P P 2N, showing two minor.

Note:..8: Optional double over artificial opening.

Note:..9: Response to 1}: 1{=0-7, 2M=4-7, 6+M, else=FG: 1]=5+[or 12+BAL, 1[=5+], 1N=5+}, 2}=5+{, 2{=8-11BAL, 2N=4441 short in m, 3}=4-1-4-4 or 15+HCP 1-4-4-4, 3{=8-14HCP 1-4-4-4, 3]=any solid suit with one side A/K, 3[/3N=solid minor/major w/o side A/K.

1}-1{; 1] = (1) 20-24 BAL (2) 4+]'s unbal, F1.

After 1}-1{; 1M:
2}=5-7 no 3 fit, 2{=5-7 3 fit in M, but 1}-1{; 1[-2{ may 0-4, 6+]'s.
After positive response:
NT=usually BAL, next 3 suit steps=unbid suits (ART, with precedence to unbid M). Replies show fit/values.

Note:..10: Responese to 1{: 1M=NAT, but may only 3 cards if 0-7HCP, or psyche with very bad hand, 1N=8-11, 2}=no 4M's, one m or BAL INV/FG, 2{=one M 6+suit, WJS or SJS (KQxxxx & FG), 2]=5[4/5], 3-9, 2[=5/6[4], INV, 2N=puppet to 3}, to play or 13+BAL, 3}=44+ in m, PRE, 3/4{=NAT PRE, 3]/3[=}/{, short in {/}, ST, 3N/4M=to play, 4}=puppet to 4] to play or 11 cards in M ST.

Note:..11: After 1{-1]:

2} =3 cards support, unBAL (may 4]5m22 if NV), 2[=55+ in m, 2N=6+{'s, MAX, 3} =6{4} +, MAX, 3{/3] =4 cards support, short in } / [, MAX.

After 1{-1[:
2} =short in [, 2] =short in] or }, 2N=6+{'s, MAX, 3} =6{4} +, MAX, 3{=4]6{+, MAX(V), or 4[5m22 MAX(NV), 3]/3[=4 cards support, short in } /], MAX.

After 1{-2}: (1)1/2 seat NV (2) else
2] =(1) MIN 4-1-3-5, 1-4-3-5, 4-4-4-1, (2) 11-13 BAL or 4-4-4-1,
2N=(1) 13-15 BAL, (2) MIN 4-1-3-5, 1-4-3-5,
2[=5+{'s MAX, 3} /3{=44+ m unBAL, MIN/MAX,
3]/3[/3N=1-4-3-5/4-1-3-5/4-4-4-1, MAX.

Note:..12: Response to 1M: 1N=F1, 2M=8-10, 2M+1=puppet to next bid, one suit SJS, 2M+2=4+cards support FG, 3M-2=BAL, INV with support or 16+ exactly 3 cards support, 3M-1=13-15 BAL exactly 3 card support, 3M=PRE, 3M+1=one stiff splinter, 3M+2+=void splinter.

Note:..13: Response to 1N: 2} =ask for 5M or 6m, OPENER CAN PASS, 2{=FG, relay, 2M=to play, 2N=FG, semiBAL CoG, may 5431 4441 sometimes, 3x=INV, may bad hand, 3N=S/O, 4♣/4♦=transfer to 4♥/4♠, 4M=to play.

After 2{ response: relay for distribution & strength.
After 2N response: 3} =no 5M or 6m, 3{=5['s, 3]=5]'s, 3[=6}'s, 3N=6{'s.
After 1N-2N-3}: 3{=4/5]'s, 3]=4['s, 3[=5['s.
After opponent's X: 2} =to play or 4{'s+4M's or worse, 2{=to play or 4]'s+4['s

Note:..14: Response to 1N: (passed hand) 2{=Flint, one M to S/O, 2M=5+ suit INV, 2N=5-5 in m weak or one 5-card M CoG, else the same.

Note:..15: Response to 2}: 2{=relay, 2M=7-12 NAT or bad hand with club fit, NF, 2N=puppet to 3}, comp, { INV, or one 5-card M CoG, 3} =INV, 3{/]=6+]/[INV+, 3[={ FG, 3N/4M=to play, 4{=RKB.

After 2}-2{: 2] =one 4+M's, 2[=MIN, 2N=two side stoppers, 3} =semiBAL, else, 3{/3] =stopper, short in others, 3[/3N=['s stopper, short in]/{.

After 2}-2]: Pass=MIN, 2]'s, 2[=NAT (then 2N=lebensohl), 3} =NAT INV, 3{=3]'s, short [, MAX, 3]=4]'s, MIN, 4} =raise to 4], 2N=lebensohl, puppet 3}, then Pass=play, 3{/3[=5-6 two suiter, 3]=3]'s MAX, not short [.

After 2}-2[: Pass=MIN, 2['s, 3} =NAT INV, 3{/3] =3['s, short]/{, MAX, 3[=4['s, MIN, 4} =raise to 4[, 2N=lebensohl, puppet 3}, then Pass=play, 3{/3] =5-6 two suiter, 3[=3['s MAX, no short.

Note:..16: Response to 2{: 2M/3M/4] =P/C, 4[=to play, 2N=relay, 3} =fit both M INV, 3{/4{=fit both M, partner comp freely, 4} =ask for transfer.

After 2{-2N: 3} =MIN, 3{/3] =bad suit]/[, 3[/3N=good suit]/[, 4}/4{=solid suit]/[.

After 2{-2N; 3}-3{ (relay): 3M=NAT, 3N/4}+=one-loser [/].

After 2{-3}: 3{/3]=MIN]/[, then 3[/4} ask SPL; 3[/3N=MAX unBAL]/[, then 3N/4} ask SPL; 4}/4{=BAL]/[, then 4{/4] = mild slam try.

Note:..17: Opponent overcall 1N:
1{-(1N): 2}/2{=Astro, 4+]/[and a side suit, 2]/2[=6+suits.
1]-(1N): 2}/2]=] support, 9+/4-8, 2{/2[=[, INV+/NF.
1[-(1N): 2}/2]=], INV+/NF, 2{/2[=[support, 9+/4-8.

Note:..18: Transfer lebensohl when (1) 1x X 2x (2) 1x X 2x P; P X P (3) 1N 2x (4) 1x 1N 2x (5) 2x X P (6) 2x P P X; P (7) 1{ 2x
2{=T/O, 2M=to play, 2N=puppet 3}, but if opponent bid club, 2N={'s INV+ or better, 3}=stayman if opponent bid minor, 3}~3]=next suit INV or better, but ask for 4-card major if next suit is opponent's suit, 3[=ask for stopper, 4m=leaping Michael, if opponent bid M, 4m=m+oM; if opponent bid m, 4}=om+M, 4{=both M.
After 3} stayman: 3{/]=]/[, 3[/N=no M, no/with stopper, 4}/{=both M, ask partner to transfer/directly bid.

Note:..19: Unusual vs unusual: (after opponent's two-suit bid)
If partner have bid, then lower/higher cue bid=higher/lower suit.
Else, lower/higher cue bid=lower/higher suit.

Note:..20: Transfer response example
After (1{)-1[, opponent pass/double or bid under 2[:
2{=], 2]=9+support points, 2[=4-8 support points, 2N=12+support points with 4+trump, 3}=fit-showing or NAT, 3{=9-11 support points with 4+trump, 3]=fit-showing, 3[=4-8 support points 4+trump. If opponent raise to 2{, then X=] (cue bid double). If opponent free bid 2], then X=9+support points still, if opponent free bid 2}, then X=5+]'s, 2['s.

Note:..21: Transfer response example
After (1])-2{, opponent pass/double or bid 2] or under:
2]=[, 2[=ask for stopper, 2N=}, 3}={ INV, 3{=raise, 3]=4['s and { support, 3[=5+['s and { support. Cue bid double applies.

Note:..22: Response to Michael
After (1m)-2m: 2M=to play, 3M=constructive, 3}/3{=[/] INV+.
After (1[)-2[: 3}/4}/4{/5}=P/C, 3{=] constructive raise, 3]=to play, 3[=] ST, 2N=relay.
After (1])-2]: 3}/3{/4}/4{/5}=P/C, 3]=[INV+, 3[=contructive raise.
After 2N relay: 3}/3{=weak with }/{, 3]/3[=strong with }/{.

Note:..23: Astro after opponent's weak no trump (14+-17, 14-16, 13-17, or worse):
X=strength, 2}=4+] and another suit, or 1-4-4-4, 2{=4+[and another suit, or 4[441, 2M=6+M's, 2N=65 two suits but not [+{ or]+}.
Selection: 65+[{=2{, 65+]}=2}, 4[5]=2{, 5[4/5]=2}.

Note:..24: Gladiator after opponent's strong no trump (15-17 or better):
X=4+[and another suit, 2m=m+], 2M=NAT, 2N=both m.

Note:..25:Vs Polish 1 } :

X/1{=1 } /1{ opening in BWS, 3+cards, 1M=8+-15, 5+M, system on, 1N=44+M or 44+m,VERY AGGRESSIVE, 2m=0-12, 5+m, 2M=NAT PRE, 2N=weak, 55+m, pass then X=16+BAL, pass then bid M=16+, NAT, pass then bid m=19+, NAT.