WBF Convention Card 2.18

Category:	Green
Country:	Chinese Taipei
Event:	10th WYTC
Players:	Hung Chieh Hsing Kuo Li Hsiang

DEFENSIVE AND COMPETITIVE BIDDING

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

Normal style, promise 4+suit, usually 5+suit

RESP: Rubens Advances, semi-F ; raise = PRE

R/O : 6-15 HCP, 4+suit

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

16-18 HCP. (11-14 HCP at 4th)

RESP: Gladiator

2C: puppet to 2D

2 suit: inv

3 suit: GF

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE if NVUL, often 6 cards ; 10-15 if VUL, 6 cards

2-Suit: PRE

Unusual 2NT=55+on two lowest unbidden suits, 12+ value

Reopen: 10-15, 6 cards

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

Michael cue-bid: (1m)-2m: 55+ Both M's, 11+ HCP

(1M)-2M: 55+ oM and m, 11+ HCP

(1X)-3X: ask for stopper

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

DBL: Penalty;

2C: H+one suit -> 2D=relay; 2H=S/O, 2S=5+suit

2D: S+one suit -> 2H=relay, 2S=S/O, 2NT=ASK

2H/S: 6+ H/S suit

2NT: C+D/D+H/H+S/S+C 65+, strong

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

DBL: Optional to 4H

(4S)-X: PEN; (4S)-4NT: T/O

(2M)-4m = m+oM, 5-5

VS. ARTIFICIAL STRONG OPENINGS

VS Strong 1C: X=H , 1D=S , 12+ value

1H: H+S/C+D ; 1S: C+H/D+S ; 1NT: C+S/D+H ; all 44+

2 suit: NAT 5+ card

VS Strong 2C: NAT

OVER OPPONENTS' TAKE OUT DOUBLE

After 1M (X): 1NT~2M-2=transfer

2M-1= 8-10 HCP with M fit 23M= PRE

2NT= INV+ 4M, F to 3M

XX=F to 2NT, tend to PEN, at most 1M fit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even ; low=odd	same as left
NT	4th ; MUD	same as left
Subseq	LOW = ENCRG	same as left

Other: Vs 5/6 level, K asks CT/UB;A asks ATT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK; Ax(+); AKx(+)	AK; Ax; AKx(+)
King	KQx(+); Kx	KQx(+); Kx; AKJTx(+)
Queen	QJx(+); Qx	QJx(+); KQT9(+); AQJx(+)
Jack	JTx(+); KJTx(+); Jx	KJTxx(+); JTx(+); HJx;Jx
10	Tx; HT9(+); T9x	Tx; HT9(+); T9x
9	9x	9x
Hi-x	Sx; xxS; 3rd from even	xSxx; xSx; Sx
Lo-x	Lowest from odd	HxxS(+); HxS

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Low=ENCRG	Hi/lo=E	Low=ENCRG
2nd			
3rd			
NT: 1st	Same as above	Same as above	S/P
2nd			
3rd			

Signals (including Trumps): Trumps:Hi-lo shows interest in ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+ HCP; with support to other suit

16+ HCP any shape

RESP: CUE = F1, promise rebid

R/O: 8+ HCP w/ support to other suit

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 3D

SUPP DBL/REDBL thru 2H

LIGHTNER DBL against Slam

RESP DBL thru 3S

MAX DBL: 1S-(2H)-2S-(3H); X

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Modified BWS

Like Natural 5533, 2/1, Forcing 1NT

Flexible at points range and suit length

1NT Openings: 15-17 HCP

2 OVER 1 Responses GF unless rebid

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2C = 20-21 BAL, or 22+ any hands

3NT = Gambling

4C = 8 cards Major suit with one loser

4D = 8 cards Major suit with no loser

And we use

1. Michaels cue-bid
2. Unusual 2NT
3. Two-way-puppet-Checkback
4. Transfer Lebensohl
5. ROC against strong 1C
6. ASTRO against NT
7. Rubens advances

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3D	11-21 HCP	1D/H/S=4+suit; 1NT=8-10; 2NT=13-15;	-1x: 2N=18-19, BAL; 3N=solid C suit; 4C=6+C with 4+M,	
1♣					2C=10¡ÏF1; 3C=PRE; 2D=SJS or C raise;	16-21; 1N=12-14, BAL; 2C =5+C, 12-15; 3C =6+C, 16-18	
1♣					2H/S=SJS; 3D/H/S= SPL, ST;	-2C: 2D/H/S=stopper; 2N/3C= weak 12-13	
1♣						-2N: 3C=puppet to 3D; 3D/H/S= D/H/S singleton or void	
1♢		3	3D	11-21 HCP	1H/S=4+suit; 1NT=5-10; 2NT=13-15 or 18+;	-2C: 2D=5+D 12-13; 2H=12-13BAL or 14+ stopper;	
1♢					2C/D=10¡ÏF1; 3D=PRE; 3C=SJS or D raise;	2S= 14+ stopper; 2NT=14+ BAL;	
1♢					2H/S=SJS; 3H/S/4C=SPL, ST;	Other same as above	
1♡		5	3D	11-21 HCP	1NT F1; 2m=FG (without 1H-2m; 2H-3m)	-1N: 2C/D=3+C/D; 2H=6+suit ; 2N=18-19, BAL;	1NT semi-forcing;
1♡						3C/D=19-21	
1♡				Might be only 4 s in	2S=FG (12¡Ïvalue, 4+H fit)	-2m: 2H=12-14; 2NT=14+; other = 4+suit, GF unless rebi	2C=DRURY (fit);
1♡				3rd or 4th seats	2NT/3C/D=SJS	-2S: 2NT/3C/D=singleton or void S/C/D; 4C/D=5+suit	-2C: 2M Weak, NF; other normal opening
1♡					3S=SPL ->3NT ask; 3NT/4C/D=SPL, void S/C/D	3H=16+ BAL; 3S=12-15 BAL	2NT=6+C; 2S/3C/3D=fit showing
1♠		5	3D	11-21 HCP	2NT=FG (12¡Ïvalue, 4+S fit)	-2H: 2S=12-14, may have H fit; 2NT=14+ no fit; 3H=H fit	3C/D/H=fit showing;
1♠						GF	
1♠				Might be only 4 s in	3C/D/H=SJS; 3NT=SPL -> 4C ask	Other same as above	Other same as above
1♠				3rd or 4th seats	Other same as above		
1NT				15-17 HCP	2C=STM; 2D/H 4D/H=Transfer	-2C: 2H/S=4suit; -2S: 3C=4+D; 3D=4+C; 2NT=no 4+m	
1NT					2 =m suit; 2NT=INV; 3C/D=suit INV; 3H/S=M suit inv/ST	-2D/H: oM/3C/3D=2 small suit, H/S 4 cards fit;	
1NT					4C=GERBER; 4S/NT=INV 6NT	2NT=4M333, MAX; 3M=5M332, MAX	
2♣	Y			20-21 BAL, or	2D=negative; 2H=5+RP without suit;	-2D: 2H=20-21 BAL or 5+H; 2S=5+S; 2NT=24+ BAL;	
2♣				22+HCP, any shape	2S=5+H; 2NT=5+S;	3C/3D=5+C/D; 3H=4 cards S with longer H, NF;	
2♣				without 22-23 BAL	3C/D=5+suit, 2 of AKQ;	3S=4 cards S with longer D, GF; 3NT=to play;	
2♣					3H/S=6+suit, no K or A in other suit;	-2H: 2S=4+S UNBAL; 2NT=20-21 BAL; 3m=H/m 5-4 mor	
2♣					3NT=any solid suit;	3H=6+H; 3S=5+D; 3NT=C/D 5-4 more; 4C=5+C;	
2♢		6(5)		Weak two, 5-11	2N=Asking; New suit = NAT, F1	-2NT: 3C/D=bad suit, 5-8/9-11; 3H/S= good suit, 5-8/9-11	
2♡		6(5)		Weak two, 5-11	2S=Asking; New suit = NAT, F1	-2S: 2NT/3C=bad suit, 5-8/9-11; 3D/H= good suit, 5-8/9-1	
2♠		6(5)		Weak two, 5-11	2N=Asking; New suit = NAT, F1	-2NT: 3C/D=bad suit, 5-8/9-11; 3H/S= good suit, 5-8/9-11	
2NT				22-23 BAL	3C=ROMEX; 3D/H 4D/H=Transfer; 3NT=S/O;	-3C: 3H=4+H; 3S=5 cards S; 3NT=both H/S;	
2NT					3S=5+C or C+D, slam try; 4C =5+D, slam try;	3D=none of above;	
2NT					4S/NT=INV 6NT; 5NT=INV Grand slam;		
3♣		7(6)		PRE, 5-10	New suit = NAT, F1		
3♢		7(6)		PRE, 5-10	New suit = NAT, F1		
3♡		7(6)		PRE, 5-10	New suit = NAT, F1		
3♠		7(6)		PRE, 5-10	New suit = NAT, F1		
3NT	Y			7+ solid m; no K or A in other suit	4D=ASK; 4M=S/O; 4NT=ST; 4C/5C/6C=P/C	-4D: 4NT=no singleton; 4M/5m=singleton M/om	
4♣	Y	8		8 cards Major suit with one loser	4D=ASK; 4M/5M/6M=P/C; 4NT=RKCB	-4D: 4M=less than 8 winners; 5 suit=suit without control	
4♢	Y	8		8 cards Major suit with no loser	4M/5M/6M=P/C; 4NT=RKCB		
4♡		8		PRE	4S=kickback; New suit=CAB		
4♠		8		PRE	4NT=RKCB; New suit=CAB		
4NT	Y	8		8 cards minor suit with one/no loser	5C/6C=P/C		

HIGH LEVEL BIDDING

RKCB (after direct fit) 1430; Splinter;

Grand Slam Forcing; Control Asking Bid; Exclusion KB;

Using DOPI DEPO;