WBF Convention Card 2.18

Category:	Green (NZCBA); Blue System (WBF).
Country:	New Zealand
Event:	New Zealand Youth Trials
Players:	Fraser Rew (23071) and Michael Whibley (26191)

DEFENSIVE AND COMPETITIVE BIDDING

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

1-level: Aggressive, may be good 4-card or weak 5-card suit

In response: cue shows a sound raise

2-level: Sound, in theory at least.

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

15-18 (11-14 in passout), full system on

(1X)-Pass-(1Y)-1NT=T/O, weaker and more distributional than X

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: lWeak

2-Suit: 2NT shows lowest two unbid

Reopen:

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

Direct cue bid:5-5, including any unbid major, 10+.

After cuebid X shows extra values, free bid shows extra shape.

Jump cue asks for a hold for 3NT, generally AKQxxxx anywhere

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

vs. 1NT weak: 2♣ = majors, 2NT = minors, X = pen, others natural

vs. 1NT strong: x = SS; 2♣/♢/♡ = that suit and higher one; 2♠ stronger than X then 2♠

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

X = T/O (aggressive style, may be offshape if 14+)

Cuebid = Michaels; 4NT = strong 2-suited takeout

3NT = to play; overcalls natural and sound

VS. ARTIFICIAL STRONG OPENINGS

Over 1♣: X = 3-suited; 1♢ = ♢+♡; 1♡ = ♡+♠; 1♠ = ♠+♣; 1NT = ♣+♢; 2♣ = ♣+♡; 2♢ =

Over strong 2♣: Bid aggressively.

OVER OPPONENTS' TAKE OUT DOUBLE

XX shows penalty interest, 1NT = 8-10, others: system on.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	As above	As above
Subseq	As above	As above

Other: 9 from H109(. . . .)

AQJ ask for attitude, K asks for count.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	For attutude	as vs. suit
King	Asks for count, AK or KQ	as vs. suit
Queen	Asks for attutude, KQ (rarely) or QJ	as vs. suit
Jack	AJ10/KJ10/J109(xx)/J108(xx)/J10x	as vs. suit
10	10x/109x/1098(xx)	as vs. suit
9	H109(. . .)/9x/9	as vs. suit
Hi-x	3rd/5th	as vs. suit
Lo-x	3rd/5th	as vs. suit

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Rev att/rev count	Rev count	Rev count
2nd	Rev count	As above	As above
3rd	Rev count	As above	As above
NT: 1st	Rev att/rev count	As above	As above
2nd	Rev count	As above	As above
3rd	Rev count	As above	As above

Signals (including Trumps): Rev count on lead of A/Q/J

Standard Lavinthal where obvious

Reverse count otherwise

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Double for takeout up to 4♡ generally

1st round X at low level rarely off-shape; cue of minor either GF any or 4♡+4♠invit

(1A)-X-(1B)-X = Penalties

Takeout X after 1NT opening (by us or them) on any excuse

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support doubles of M up to 2♠

After X or XX showing strength: next double T/O, subsequent X = penalties

When distribution not already known, X for T/O.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol with light openings and aggressive overcalls.

We frequently open very light 3rd in hand

1NT Openings: 11-14, very occasionally 5-card major or 6-card minor

2 OVER 1 Responses(9) 10+, 1RF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Defence to strong ♣

SPECIAL FORCING PASS SEQUENCES

1NT - (X) - P shows 8+ HCP

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Over 1X-1Y-1NT and 1X-2Y-2NT, min♣ = inquiry, forcing to next level of NT.

Lebensohl sequences: 1NT-(2A)-2NT; (2A)-X-2NT; 1A-(2B)-P-(P)-2NT

1X-2Y-2NT = 15-19

Psychics: Sometimes 3rd in hand; rarely otherwise;

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidc
1♣		(3)4	4♡	Natural, less than GF, most 4=3=3=	2♣ = 6-9 4+; 2◊= Inv+ raise; 2M = 3-7, 6+ M; 3♣ = 0-5 5+		
1◊		4	4♡	As above but may be x=y=4=5 shap	2◊ = 6-9 4+; 3♣ =inv+ raise, 2M = 3-7 6+M; 3◊ = 0-5 5+◊		
1♡		4	4◊		2♡ normally 3-carded, 2♠-3♡ show support: 2♠ GF splinter; 2NT bal GF	2♠-2NT inq, over 2NT show shortage, 3♣-3◊ is invit	
1♡					3♣ 6-9 (then 3◊=invit), 3◊ 10-12 bal, 3♡ 0-5		
1♠		5(4)	4♡		As above 1 step up	As above, one step up	
1NT			3♠	11-14	2♣ = Stayman, incl any invit bal, 4-suit transfers,3♣/◊ = 3-suited		
2♣	YES		4♡	GF unbalanced or 24+ balanced	2◊ negative/waiting, 2♡/2♠ may be 4-card w. longer m.	Next suit art. relay	
2◊	YES		3♠	Multi: Weak 2♡/2♠ or 22-23 bal	2♡/2♠/3♡/3♠/3NT PoC; 3♣/3◊b NNF, 2NT Strong inq	over 2NT: 3♣/3◊/3♡/3♠ = max♡/max♠/min♡/min♠, 3NT = 22-23	
2◊						bal. 2◊-2♡/♠-2NT: as for 2NT opening	
2♡	YES	5/4		Weak, 5♡, 4+♣/◊	2♠/3◊ NNF; 3♡/4♡ Preemptive; 3♣/4♣/5♣ PoC; 2NT strong inq	Over 2NT: 3♣/3◊/3♡/3♠ = min♣/min◊/max♣/max◊	
2♠	YES	5/4		Weak, 5♠, 4+♣/◊	As for 2♡, swap ♡ and ♠	As above	
2NT			3♠	20-21 bal, may have 5-card ♡/♠	3♣ = Puppet Staymen, 3◊/♡ = transfers, 3♠ = minor suit stayman	3♣: 3◊ - 4♡/4♠/4♡+4♠; 3♡/3♠ = 5 cards; 3NT denies	
3♣	and 3◊	(6)7		Natural, aggressive in 1st and 3rd	New suit Nat, F		
3♠	and 3♡	7		As above	As above		
3NT	X	7		Solid 7-card minor, no A or K outside			
4♣		7					
4◊		7					
4♡		7					
4♠		7					
4NT							
5♣		(8)9					
5◊		(8)9					

HIGH LEVEL BIDDING

1NT/2NT-4NT = slam invite; 1NT/2NT-5NT = forcing to 6NT, invit to 7NT

RKCB 0314 with subsequent trump Queen/ specific King ask

4NT in competition shows a two-suiter.

5NT is GSF, over which 6♣ shows one of the top two with undisclosed length.

First and second round cues.

Most double jumps are splinters agreeing the last suit as trumps.

Jump to 5♡/5♠ in partner's suit asks to raise with good trumps, pass with bad

4♣ = Gerber only immediately after 1NT and 2NT

In a long cueing auction, 4NT is a general slam try.