WBF Convention Card 2.18

Category:	Youth
Country:	New Zealand
Event:	Second Youth Training Weekend
Players:	Blair Fisher & John Whyte

DEFENSIVE AND COMPETITIVE BIDDING

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

Overcalls are primarily based around long suits.

Jump overcalls are weak.

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

A 1NT overcall always shows the highest and lowest unbid suit.

Example, 1♡, 1NT, the NT shows ♠ and ♣. At lease 4/4.

Exception - if the opening is not showing a suit eg 1 D prec

Then the 1NT overcall shows both majors

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Week. Should be promising at least a 6 card suit for a 1 level jump.

2-Suit: Responces: Raises are compedative. Im cue bid=good raise

Unusual 2NT shows the lowest unbid suits. Should be at least 5/4.

Reopen:

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

Direct cuebid - shows the highst two unbid suits. Shld be at least 5/4. Points vary.

Responces - raises are compedative. Change of suit is game invatation.

Cue bids once partner has overcalled showing a suit are game tries.

Jump cue bids are not used. (Unless p has overcalled a suit) Then strng game tries

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

DONT suit defence to strong and weak NTs.

So 2♣ shows clubs and another, 2◊ shows diamonds and a major,

2♡ shows both majors and 2♠ shows spades. 3 level bids wk 6 cards

A one step responce is pass or correct. Any other suit reply is non forcing.

X of strong NT is a single suiter hand. X of weak NT is for penalites.

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

X= takeout. Lebensoul is played against week 2s. Lebensoul also played against mul

Jumps = strong, six card suit. Highly forcing

Cuebids = asking for a stopper. NT bids show a stopper.

VS. ARTIFICIAL STRONG OPENINGS

Natural. Overcalls at the 1 level show 4 cards in the suit.

X= 4 cards of the opening suit. 1NT shows 2 highest suits.

2NT shows 2 lowest suits.

OVER OPPONENTS' TAKE OUT DOUBLE

XX= penalty interest.

System is on, begen raises and jacoby still apply.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4ths. Top of seq. Rev count	4ths. Top of seq. Rev count
NT	4ths. Top of seq. Rev count	4ths. Top of seq. Rev count
Subseq	4ths. Top of seq. Rev count	4ths. Top of seq. Rev count

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks p 4 reverse att in suit	Asks p 4 reverse att in suit
King	Asks P to give rev count.	Asks P to give rev count.
Queen	Promises J	Promises J
Jack	Promises 10	Promises 10
10	Promises 9 or is 10, J doubleton	Promises 9 or is 10, J doubleton
9	Most likely to be a rag giving count.	Most likely to be a rag giving count.
Hi-x	rag giving count.	rag giving count.
Lo-x	prob 4ths, or giving rev count.	prob 4ths, or giving rev count.

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Reverse count.	Reverse count.	Reverse count.
2nd	Reverse count.	Reverse count.	Reverse count.
3rd	Reverse count.	Reverse count.	Reverse count.
NT: 1st	Reverse count.	Reverse count.	Reverse count.
2nd	Reverse count.	Reverse count.	Reverse count.
3rd	Reverse count.	Reverse count.	Reverse count.

Signals (including Trumps): Reverse count.

Reverse att only on lead of partners ace.

Attitude given when leading cards for p2ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout Xs up to 4H. X should show both shape and values, but pref given to shape

No take out doubles are given if partner has defined his hand. Ie, over 1NT

If three suits have been naturally bid double is penatly suggestive.

Penalty doubles can (and are) pulled.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

If our 1NT is doubled, a redouble is asking for partner to bid 4 card suits up the line.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol

Week jump bids

Week opening 2s

TNT raises

1NT Openings: 1NT = 12-14 points in all opening situations.

2 OVER 1 Responses: 10+ (apx) points.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Not very often.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		4	4♡	11-20 points. 4 card suit at least.	Natural.	Natural.	The same.
1◊		4	4♡	11-20 points. 4 card suit at least.	Natural.	Natural.	The same.
1♡		4	4♡	11-20 points. 4 card suit at least.	Bergen raises.	Ask. Responces to bergen are played.	The same. With Dury included.
1♠		4	4♡	11-20 points. 4 card suit at least.	Bergen raises.	Ask. Responces to bergen are played.	The same. With Dury included.
1NT				12-14 points. Balanced.	Transfers. Natural stayman. 2♠ is a range finder. 4NT i		
2♣		0		Strong, big hand.	2D negative.	Natural.	
2◊		6		pre-empt.	2NT is an inquiry.	3♣ = maximun. 3◊ is minimun.	
2♡		6		pre-empt.	2NT is an inquiry.	3♣ = maximun, good Hs. 3◊ is maximun bad hearts. 3♡	
2♠		6		pre-empt.	2NT is an inquiry.	3♣ = maximun, good Ss. 3◊ is maximun bad Spades. 3	
2NT				20-22 points, balanced.	3♣= 5 card stayman. Transfers.		
3♣		6		pre-empt.			
3◊		7		pre-empt.			
3♡		7		pre-empt.			
3♠		7		pre-empt.			
3NT				Gambling. No outside entry.	3♣ = INQ as to suit.		
4♣		8					
4◊		8					
4♡		8					
4♠		8					
4NT				Standerd Blackwood.			
5♣		9					
5◊		9					
5♡				Invitation to 6♡			
5♠				Invitation to 6♠			
5NT				Not used.			

HIGH LEVEL BIDDING

TNT raises

Doubles are penalty orriented, but they are not the final word.

If blackwood is interfered with P=1 step, X= 2 steps.