WBF Convention Card 2.19

Category:	Natural - GREEN
Country:	Bridge World Standard 2001
Event:	
Players:	

DEFENSIVE AND COMPETITIVE BIDDING

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

Sound at 2-level; up about 18 HCP; New suit=NF; Jump new suit=INV

Jump RAISE=PRE; 1NT=8-11, stopper; RESP DBL: values orT/O, not

PEN:

CUE: F with new suit or STR raise; Jump CUE:Miixed raise

/3rd hand bids new suit: New suit Jump below game=FIT; Dble=4th suit +

tolerance; CUE in RESP suit=STR raise; 4th suit bid=NF

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

15-18 HCP; System as over 1NT openeing

LEBENSOHL-SLOW: DBL=PEN

REOPEN: 1NT= 10-14 HCP; 2NT= 18-19 HCP

4th LIVE: NAT, 15+-18 BAL

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE

2-Suit: 2NT=2 lowest suits, WK or very STR [also 1NT by PH]

        Reopening: 2NT=BAL(18-19); Jump O/C=6+ good hand: then,

Reopen: 2NT, new suit=F1

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

MICHAELS CUE:(PRE or STR) in DIRECT and over 1NT resp:

(1m)-2m:H+S,(1M)-2M:OM+m,2NT asks m;

JUMP CUE: NAT /m in direct; else STOP ASK

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

CAPPELLETTI: in direct and reopening position,

2C:any 1-suiter,then advancer's 2D=P/C,new suit bids=NF

2D:S+H,then 2NT=F1, 3m=NF

2H:H+m,then 2S/3m=NF, 2NT asks m

2S:S+m,then 3H/3m=NF, 2NT asks m

Double = Penalty (may be as light as Opener's minimum)

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

LEB-SLOW after (WK2x)-DBL [13]; 2M-4m=OM + m; vsMulti:DBL=HCP Note#14

DBL=T/O thru 4S; 4NT: /4H=C +D, /4S=ANY 2-suiter, /4m=NAT

3-level CUE=stopper ask; 4-level CUE=H+S /m; OM =m /M; 2x-2NT:[14]

VS. ARTIFICIAL STRONG OPENINGS

Double=M'ajors; NT=minors

Applies vs STR 1C/2C openings and WK, ART 1D/2D responses

OVER OPPONENTS' TAKE OUT DOUBLE

New suit=F at 1-level only; JUMP raise=PRE;

/1x-(DBL)-2NT=limit raise or better; JUMP SHIFT=NF; Double jump

in new suit=SPL

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even;low=odd	same
NT	4th; 2nd from weakness	same
Subseq	same vs suits; ATT vs NT	
Other:	Lead directing DBL: no suit to 3NT/4NT asks shorter M	
	DBL for unusual lead vs suit cancel previous message	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+)	AKJ10(+);asks UB or CT
King	AK; KQx(+);	KQ(x+), KQJ(x); asks ATT
Queen	QJ; QJx(+)	QJx(+); KQ109(+): asks J
Jack	J10(x+); KJ10x(+)	J10x(+);KJ10x(+)
10	109(x+); H109x(+)	109;109x(+);H109x(+)
9	9x	
Hi-x	Sx;HxSx;HxSxxx	xSx;
Lo-x	HxS;HxxxS;xxxxS;xxS	xSxx;HxxS(x)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	ATT: Hi=ENCRG	Count: Hi/lo=E	ATT
2nd	Count: Hi/lo=E	S/P	Count
3rd	S/P (dummy short)		S/P
NT: 1st	as above	as above	as above
2nd	S/P	Hi/lo=E	
3rd		S/P	

Signals (including Trumps):   Trumps:Hi-lo=O orS/P; Discouraging ATT at T1 has

obvious shift implications;

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape; CUE-BID=F until a suit

is bid twice. RESP DBL and EXT-RESP DBL; Continuations [16]

1NT=7-10, stopper

Support DBL/RDBL (beow 2 of RESP suit); 1C-(P)-1D-(1S): DBL=4H

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 3S(including opener's suit) and at 3-level

after 1NT opening:1m-(1H)-DBL: exactly 4S: 1m-(1S)-DBL

suggests 4+H, 8+ HCP; Repeat same suit NEG DBL=T/O;

unlimited w/o 5-card suit; suggests length in unbid M.

RESP and EXT-RESP at 2-level /overcall,/preempt.

MAXIMAL OVERCALL DBL of raised suit;SUPP DBL and RDBL

when raise to two is available, ex. 1C-(P)-1D-(1S);DBL

=H's. 4th seat DBL of third suit=4th suit + tolerance.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card M ajors in 1st,2nd;

Semi-forcing 1NT over 1H/1S

Weak 2D/2H/2S

Balanced minimum opening=12 HCP

1NT Openings:	15-17 HCP
2 OVER 1 Responses	2/1=FG unless [1]

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

GAMBLING 3NT with little outside strength

WEAK JUMP RESPONSES after overcall of m opening

COMP CUE=LIMIT+ RAISE, JUMP RAISE=PRE, JUMP CUE=SPL

LEBENSOHL-SLOW: [13] [17]

COMPETITIVE BIDDING METHODS [17]

VS 2-suited O/C:cheapest cue=raise,next cue=unbid suit, unbid suit=NF

1M RESP may bypass 1D

FIT-SHOWING JUMPS (FIT) by passed hand

VS M MICHAELS: CUE of M=limit+ raise, new suit=F

VS m MICHAELS: unbid suit=NF, M suit=STOP

VS FLANNERY2D: DBL=HCP, 2H=T/O; vs FLANNERY2H:as forWK 2H

VS NAMYATS: DBL of opening (relay)=T/O of suit; delayed DBL=PEN

VS TRF and unspecified openings: DBL=HCP but no force created

VS 2-suited PRE: DBL, delayed DBL and CUE of "other suit"=T/O

Defensive Sanwich position: [15]

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

OPENING BID DESCRIPTIONS

Opening	Artific	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3S	11-21HCP;12+ if BAL	2m=F1(10+,no M);3m=PRE, game opposite 18-19;1NT=6-10;	1m-2m:[3]; Opener's SPL raise[4]; 1m-2NT: [5]	3rd/4TH=NF unless reverse Note#5
1C				4D/5C or 4C/4D MIN OK	/1m: STR Jump Shift [2], double JS=SPL; triple JS=NAT	3RD suit, 4TH suit [9]	JUMPS: 2-level in new suit=FIT;
1D		3		as 1C	2NT=INV;3NT=16-17	Reverses [6]; 1x-1M; 1NT:NMF[7]	3-level=SPL Note#8
1D					1C-1D=longest suit or 4M/4D, INV+; 1D-2C=FG except [1]	1m-1M; 2NT-?[8]	
1H		5	3S	11-21 HCP	semi-F1NT (6-12); 2x =FG except [1]; 2M=constr	1M-3M: 3M+1=shortness ASK, /3H, 3NT=SCTRL	1NT=6-12, Semi-forcing
1H				4-cards in 3rd/4th possible	2NT=FG, BAL, 4M [12]; 3M=L/R, 4M	1M-2M: 3M=PRE, 2NT=F1, new suit =natural try	2C= raise, M rebid=no interest Note#1
1H					Double JS=SPL,4M; STR JS[2]	1H-1S: Opener's NT rebid may have SSPL	3C=NAT; other jump shift=FIT
1S		5		as 1H	3NT=PRE raise with defense; 4M=weak PRE	Auto-SPL / 1NT RESP; 1S-1NT; 2C -2D:BART[10]	double JS=SPL raises Note#10
1NT			3S	15 -17 HCP	JACOBY (4-suits-2S=C, 2NT=D); TEXAS (then 4NT=KCB,	/2-level TRF: new suit=NAT, game raise=slam try;	
1NT				5M, 6m, 4H5m OK	new suit=Exclusion KCB); 3C = both minors, NF	new-suit jump="auto spl". / STAY: RESP 2H= WK,	
1NT					3D= 2=2=(5-4), FG; 3H=SPLH, both minors, FG	both majors; 2S=INV; 3M=INV if raise or SMOLEN;	
1NT					3S=SPLS, both minors, FG; 4C=Gerber	3OM=slam try in opener's M	
2C	Y			ART, STR	2D=neutral, weak or not right for NT or suit	/2D:2H=ART, then2NT=25+;2nd NEG=cheap m to 3D	
2C					others=NAT POS,good suit; 3H->4D=1-loser suit	new suit jump=SPL; double raise=picture	
2D				WK, NAT	After WK 2x: 2NT=INV (fit);	/2NT resp: opener bids feature with MAX	
2H				WK, NAT	new suit=F1; 4C=key-card ask		
2S				WK, NAT	new-suit jump(except 4C)=ASK in that suit		
2NT				20 to weak 22 HCP	JACOBY; TEXAS; STAY; 3S=MINORS;4C=GERBER	Smolen;/TRF: self raise=slam try, new-suit jump=SPL	
3C				All 3x=PRE, NAT	4NT=KCB; new suit=F1; 3C-4D=ASK; 4M=NAT		
3NT	Y	7		SOLID minor, little outside	C bids=P/C; 4D=asks shortness; 4NT=INV	/4D: 4M=S/S; 4NT=no S/S; 5m=short om	
4C				All 4x = PRE, NAT	/4m: Game bids are NAT; /4M, new suit=ASK		
4NT							
5D				and 5C: Natural, PRE			
5H				and 5S: Natural, Strong	Asks responder to bid 6M with A or K of M; 7M with both		

HIGH LEVEL BIDDING

SPL RAISES: double jump shift /suit opening, single jump in 4TH suit if Note#11

one level above reverse, single jump in 3rd suit if 4-level or reverse,

double jump in 4TH suit, four of opener's minor after new suit rebid,

jump shift by 2D responder to 2C, new suit jump after single M raise,

double new suit jump after 1NT response; "auto-splinters".

Slam methods: [11] KCB-0314, 6KCB ; Exclusion Blackwood; DOPI; DEPO

Cheapest=weakest to GSF(5NT); Gerber /1NT or 2NT opening or rebid;

Last Train; Kaplan Control Principles; Open suit; Slow arrival -

Picture jumps in forcing situations;Pass and pull=STR in forcing auction