WBF Convention Card 2.18

Category:	Red
Country:	Norway
Event:	World Junior Championships, 2005
Players:	Håkon Kippe - Jørn Arild Ringseth

DEFENSIVE AND COMPETITIVE BIDDING

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

Generally conservative style, but may be light at the 1-level at favorable vulnerability. Suit advances below the opening suit are natural and forcing, transfer advances from the opening suit. 1NT advance=(7)8-12 hcp, 2NT=13-14. Jump in a new suit is fit-jump. A jump cuebid shows a mixed raise to the next level of intervenor's suit. Reopenings may be light.

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

(14)15-18 in 2nd & 4th seat live, but 12-15 as reopening. Same system as 1NT openin If doubled: p requires xx, xx req. 2♣, 2♣=♣+◊, 2◊=◊+♡, 2♡/♠=natural & wants opener to fight to the 3-level with 4-card support. After pass and xx: pass=wants to play 1NTxx 2♣=♣+♡ or ♠, 2◊=◊+♠, 2♡=♡+♠.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Preemptive. Aggressive style, 2-level may be 5-card. 2NT=unusual[17] Note

2-Suit: Strong vs weak. (2M)-4♣◊=strong & 5-5 in ♣/◊ + the other major.

(1x)-p-(p)-2NT=19-21 balanced.

Reopen: Constructive, good suit.

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

1♣-2♣ / 1◊-2◊=at least 5-5 in ♡-♠, weak or very strong.

1♡-2♡=♠+♣, 1♠-2♠=♡+♣.

Jump cue = stopper-asking.

The cuebids have the same meaning as reopening.

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

vs strong NT: 2♣=♡+♠, 2◊=5+♡ or 4+♠ and longer minor, 2♡=4+♡ and longer minor, 2♠=natural, 2NT=♣+◊ or a strong two-suiter, Double = about 14+hcp (penalty).

vs weak NT: Double=12-15(16), 2♣=17+hcp. Definition of weak: min < 14 & max < 16.

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

vs weak two: Jumps to 3-level=strong, cue=stopper-ask, 4♣/◊=♣/◊ + other M (5-5+)

vs multi: Double=at least 4-3 in M or very strong, 4♣/◊=♣/◊ + ♠ (5-5+).

vs higher: Double=takeout, else natural. Cue = two-suiter (majors if minor).

VS. ARTIFICIAL STRONG OPENINGS

Jumps are natural and preemptive (aggressive style). Non-jump bids are similar to the defence of a strong 1NT opening.

OVER OPPONENTS' TAKE OUT DOUBLE

Redouble=interest in penalizing the opponents (usually 9+hcp and no fit). 1-level responses retain their meaning. Transfers from 1NT (1NT=♣). Jumpshifts are fit-jumps 2NT=inv+ with 4+ support. Jump-raise=preemptive. 3NT=mixed raise to 4 of the opening suit after major-suit opening.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th, 4th from 6-card suits	3rd/5th, 4th from 6-card suits
NT	3rd/5th, 4th from 6-card suits	3rd/5th, 4th from 6-card suits
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), A(x)	AKx(x)
King	AK, KQ(x),AKx(x) sometimes [15]	KQT(x), KQ9(x), AKJT(x) Note#15
Queen	QJ(x)	KQJx(x), AQJ(x), QJ9(x),KQT9
Jack	KJT(x), JT(x)	AJT(x),KJT(x),JT(x)
10	KT9(x), QT9(x),T98(x), Tx	HT9(x),T9(x)
9	9x, J98(x)	98(x), A98(x), J98(x)
Hi-x	Equal length	Equal length
Lo-x	Odd length	Odd length

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	attitude	count	attitude
2nd	count	suit preference (SP)	count
3rd	SP	attitude (rarely)	SP
NT: 1st	attitude	Smith echo	attitude
2nd	count	count	count
3rd	SP	SP	SP

Signals (including Trumps): hi-lo=odd number of trumps(1st pri) or SP for high suit

Smith: hi-lo=the unusual [16] Note#16

lead of low card after initial lead = invitation

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout doubles may be very light at the one-level, especially with ideal distribution.

Response: Suit without jump=0-8, 1NT=6-11, 2NT=12-13, 3NT=14-16, jump in a new suit=invitational (about 9-11 hcp). Cue-bid: Forcing to game or a suit is bid twice.

Reopening doubles may be even lighter. Responses are similar.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support, negative, responsive, maximum over call double, etc

1♣/◊ - (1♡) - ?: Double=4+♠, 1♠=presumably a 1NT bid without a ♡ stopper.

1♣ - (1◊) - ?: Double=4+♡, 1♡=4+♠, 1♠=at least 4-4 in the majors (may have 5+♡)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors in 1st, 2nd;

Transfer responses to opening 1♣: (note 2); 1♣ opening style: Note 1. Note#2

2◊ opening is Multi: 6-10 hcp with 6+♡ or ♠, or 24+hcp and balanced.

2♡♠ openings are 5-card and about 5-11 hcp (vulnarability dependent).

2NT opening is 22-23 hcp and balanced or semibalanced.

Preempts are generally quite aggressive in 1st and 3rd seat.

1NT Openings: 14.5-17 hcp. Can contain 5-card major and may be semibalance

2 OVER 1 Responses See Note#3

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1-level responses to opening 1♣.

1♣ - 2◊. Note#4

1♡♠ - 2◊. Note#3

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Deviations from hcp ranges may occur because of card evaluation or tactical considera

Opening 1♣/◊ may be tactical, holding a hand that would normally open the other minc

Psychics: Psychic bids may occur.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♡	(10)11-23 hcp, see [1]	Transf [2], 2◊=multiple [4], Strong JS, 1NT=6-10,	xyz[8]	Single jS=fit-jump Note#8
1♣					2NT=Nat FG, 3NT=15-17, 2♣=inv+ w/support, 3♣=weak		
1◊		3	4♡	11-23 hcp, see	1♡♠=nat, 1NT=6-10, 2◊=inv+w/support, 3♣=[6]	xyz[8]	Single jS=fit-jump Note#6
1◊					Strong JS, 2NT=nat, GF, 3NT=15-17, 3♡♠=void.		
1♡		5	4◊	(10)11-20 hcp.	2◊=weak raise or nat, 2NT=GF+ raise, jump=splinter	xyz[8], 1M-2NT[10]	4-card in 3rd & 4th. 2♣ reply=inv w/3-card support,
1♠		5	4◊	(10)11-20 hcp.	3NT=good preemptive raise to 4, simple support=constr.	1♠-1NT[9], 1M-2NT[10]	2◊=inv w/4-card support. Note#10
1NT			4♡	14.5-17 hcp, balanced or semibal.	Stayman, transfers. Other, see [7]		Note#7
2♣	Yes	0	3♠	20-21 bal/19-22 semibal/losers<=4	See [11]	See [12], [13]	Note#13
2◊	Yes	0		Multi: 6-10 w/♡ or ♠, or 24+bal.	2NT = forcing.		
2♡		5			2NT=invitational, 3♣=relay, 3◊=inv+ w/support.		
2♠		5			2NT=invitational, 3♣=relay, 3◊=inv+ w/support.		
2NT			4♡	22-23 balanced or semibalanced.	See [14]		Note#14
3♣		5					
3◊		5					
3♡		6					
3♠		6					
3NT	Yes			Solid ♣/◊ without side A/K in 1st/2nd	4♣=pass or correct, 4◊=singleton-ask, 4NT=length-ask		
4♣		6					
4◊		6					
4♡		6					
4♠		6					
4NT	Yes			Asks for specific aces.	5♣=0,5◊=◊A,5♡=♡A,5♠=♠A,5NT=♣A,6♣=2		
5♣	and higher:			Natural, preemptive.			

HIGH LEVEL BIDDING

RKCB, splinters, Exclusion KCB, Double KCB, cue bids, pick-a-slam 5NT, 5NT GSF,

Culbertson's 4/5 NT.

Notes for Haakon Kippe – Jorn Arild Ringseth

Designed to follow Convention Cards

Note:..1: 1♣ opening: Style:
We usually open any 4333/4432 hand out of range for 1NT with 1♣. Note that this includes hands with 4-card ♦ and 3-card ♣.
We tend to stretch to open 1♣ on minimum balanced hands (down to 10-11 hcp).
The maximum 1♣ opening may be as strong as 23hcp when unbalanced.
Sometimes we open 1♣ when we systemically should open 1♦, and vica versa, for tactical reasons. When we do so, however, we are not able to describe our distribution fully later, so we are running the risk of fooling partner as well as the opponents.

Note:..2: Transfer responses to 1♣:
After opening 1♣ we use transfer responses:
1♦=4+♥.
1♥=4+♠.
1♠=4+♦.

Note:..3: Two-over-one Responses:
1♦♥♠ - 2♣: Forcing to game except when responder rebids 3♣ after opener has not promised extra values.
1♥♠ - 2♦: Weak raise (about 3-7 support points with 3- or 4-card support) or Natural, forcing to game except when responder rebids 3♦ after opener has not promised extra values.
1♠ - 2♥: 5+♥, forcing one round. We may stop below game only when opener rebids 2♠ (and responder passes or rebids 3♥), or when opener rebids 3♥ (and responder passes).

Note:..4: 1♣ - 2♦:
The 2♦ response to opening 1♣ contains one of the following hands:
- Strong jump shift in ♦.
- Balanced & invitational with 4-card ♣ support.
- Good preemptive raise to 3♣ (invitational vs 18-19 balanced).
- A splinter hand with singleton ♦, ♥ or ♠ and strong ♣ support.

Note:..5: Opening 1♦: Style:
Because we systemically open 1♣ with 4-card ♦ and 3-card ♣, the 1♦ opening contains exactly 2 ♣ if the ♦ suit is only 3- or 4-card and the hand is balanced.
Do howerver note that we may occationally open 1♦ for tactical reasons, with distributions we systemically should open 1♣. Possible reasons for doing this include: 4-4 in the minors, anticipating awkward rebid; good ♦, trying to direct a ♦ lead if the opponents buy the contract; bad ♦, trying to deflect a ♦ lead if we buy the contract.

Note:..6: 1♦ - 3♣.
The 3♣ response to opening 1♦ shows an undefined splinter with strong ♦ support:
1♦-3♣;3♦-?:
3♥=Singleton ♣.
3♠=Singleton ♥.
3NT=Singleton ♠.

Note:..7: Responses to 1NT opening:
2♣: Stayman (extended replies).
2♦/♥: Transfer to ♥/♠.
2♠: Game invitational with good ♣ or ♦ suit (typically 6-card suit with two out of three top honors), or 4-5 / 5-4 in ♦-♣ and at least gameforce.
2NT: Asks the NT opener to bid his best minor.
3♣: Wants to play 3♦, game-invitational with 5-5 in the majors, slam try with a red one-suiter or slam try with 5-5 in the majors and no void.
3♦: Slam try with a black one-suiter or slam try with 5-5 in the majors and a void.
3♥: Singleton ♥ and 4-card ♠, gameforce.
3♠: Singleton ♠ and 4-card ♥, gameforce.
3NT: To play.
4♣/♦: Transfer to ♥/♠.
4♥/♠: To play.
4NT: Quantitative, invites 6NT. Rebids on the 5-level show a 5-card suit, the 6-level shows a 6-card suit and 5NT asks responder to bid his lowest 4-card suit.
5NT: Quantitative, invites 7NT.

Note:..8: xyz
The xyz convention applies when responder is to rebid and the last bid was on the one-level (thus it may also apply if the opponents have entered the bidding). It also applies if an opponent bids 2♣ in front of responder when the conditions are otherwise met. In that case double functions as a substitution for 2♣, with the meaning of the other bids the same. When the conditions for its application are met it works as follows:
2♣: Marionette to 2♦, ie. opener can break the relay (and bid something other than 2♦) if he is holding something special. Responder either holds a hand that wants to play in 2♦, any invitational hand or some special game-going hand.
2♦: Artificial gameforce. The bidding continues naturally,
2♥: Signoff if either responder or opener has shown ♥, or if the opening was 1♦. Shape-based mild game-invitation if the opening was 1♣ (typically 5-5 in the majors). 4-card ♥ and 5+♦, exactly game-invitational (not forcing) if responder has shown ♦.
2♠: Signoff if responder has shown ♠. 4-card ♠ and 5+♦, exactly game-invitational (not forcing) if responder has shown ♦.
2NT: Invitational (without support over 1NT) if opener has rebid 1NT or the opponents have the last bid. Natural gameforce otherwise (opener may bid naturally on the 3-level if he is unbalanced and worried that 3NT is not the right contract).
3♣: Signoff unless opener has shown 3-card support for responder's suit, in which case it is splinter.

Note:..9: 1♠ - 1NT; ?:
When the 1♠ opener is to rebid over 1NT we use transfer rebids:
2♣: 4+♦, forcing one round. If opener on the next round bids 3♦ that shows a game-going hand with at least 5-5 in ♠-♦. If opener on the next round bids a new suit it is forcing one round. If opener on the next round bids 2NT that is invitational.
2♦: 4+♥, forcing one round. Next-round rebids similar as above.
2♥: At least a "good" 2♠. 2♥-2♠;2NT shows 17-18 hcp and balanced (5332).
2♠: A "bad" to normal 2♠.
2NT: Gameforcing with 4+♣ or balanced.
3♣: 4+♣, game-invitational (not forcing).
3♦/♥: Game-invitational with at least 5-5.
3♠: Slam-invitational.
3NT: Solid 7-card suit with no outside singleton.
4♣/♦/♥: Autosplinter; void.

Note:..10: 1♥/♠ - 2NT:

3♣		=Minimum
	-3♦	=relay --> 3♥/♠/NT=singleton ♣/♦/major, 4-level=control-bids.
3♦		=Extra values (about 15+hcp), no singleton or void.
	-3♥	=relay --> 3♠=a 5422 hand (->3NT asks), 3NT=balanced, 4-level=control-bids.
3♥/♠/NT		=Extra values, singleton ♣/♦/major
4-level		=Side suit, at least 5-5.

Note:..11: 2♣-?
2♦=Neutral.
2♥/♠=Signoff vs 20-21 balanced.
2NT=♣
3♣=♦
3♦=Two out of three top honors in a 6+ major suit without significant side strength.
3♥/♠=Singleton, 4-card in the other major.

Note:..12: Subsequent bidding after 2♣-2♥/♠
New suit = natural, strong
2NT=20-21 balanced, not willing to play in responder's suit at the 2-level. This usually means a doubleton. If responder now bids anything at the three-level this is natural signoff. Note that 2♣-2♥;2NT-3♠ usually means 5♠ and 4♥, and 2♣-2♠;2NT-3♥ usually means 4♠ and 5♥.

Note:..13: Subsequent bidding after 2♣-2♦
2♣-2♦;2NT:
Now we use the same system as we do after a 2NT opening, except that transfers now promise at least game-going strength and opener accepts only with support.
2♣-2♦;2♥/♠:
3♣=second negative (usually at most a king).
Any other bid is natural and gameforcing. Note however that 2NT does not deny support.
2♣-2♦;3♣/♦:
Next suit (♦/♥) is a relay: Usually weak or balanced.
3NT is a substitute, showing 5+ in the relay suit and some values.

Note:..14: Replies to 2NT.
3♣=Puppet Stayman.
3♦/♥=Transfer to ♥/♠.
3♠=Minor Stayman (asks about minors)
3NT=5♠ and 4♥, choice of games.
4-level=Natural and slam-invitational.

Note:..15: Exceptions from Ace from AK:
In situations where we frequently lead the Ace without holding the King, we lead the King from AK. Thus we lead the King from AK in any of the following situations:
- Partner has bid or supported the suit.
- Opener has preempted.
- The contract is at the 5- or 6-level.

Note:..16: Smith echo
If opening leader has lead an unbid suit: Leader echoes to indicate shift, partner echoes to encourage continuation of the suit lead.
If opening leader has lead partner's (bid or shown) suit: Leader echoes to encourage continuation, partner echoes to indicate shift.

Note:..17: Unusual 2NT
After the opponents open 1 of a suit and we bid 2NT (as a jump) that shows at least 5-5 in the two lowest unbid suits. A suit is defined as "bid" if someone has shown at least 3 cards there.