



# WBF Convention Card 2.18

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>		<b>LEADS AND SIGNALS</b>			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
6-18hcp, NAT, generally 5 card, can be 4 card with a good suit		Lead	In Partner's Suit		
Responses, Cue=F, New Suit=F1, Jumps=INV		Suit	3/5	3/5	
Jump in opp's suit with supp., spiinters		NT	3/5	3/5	
		Subseq	Nat	Nat	Category: Green
		Other:			Country: CHILE
					Event: 10TH WORLD YOUTH TEAMS CHAMPIONSHIP, SIDNEY 2005
					Players: Joaquin PACAREU - Benjamin ROBLES
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
16-18 hcp, SYS ON		Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
4th position=11-14 hcp Nat Responses		Ace	AK+, Axxx	AKJ10+, asks for unblock or count	Natural 5 card M, 2♣ Strong, Forcing NT over 1♠, 1♥-pass-1♠=0-4♠ F 5-11 hcp
May contain lower hcp with a long suit		King	KQ+, AK, Kx	asks for attitude	1♥-pass-1NT = 5+♠ F, weak 2♥/♠ openings
		Queen	QJ+, Qx	KQ10+, QJ+, AQJ+, Qx	2♦ = weak flannery, 4-9 HCP 4/5 +- 1 card
		Jack	KJ10+, J10+, Jx	J10+, Jx denies higher H	4 card ♦, ♣ 2+ cards
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		10	H109+, 10x, 109+	H109+, HH109+, 10x,	Criss Cross Transfers over our 1♣ open
1-Suit: 4-12hcp, weak to intermediate		9	98+, 9x	1098+, 9x, 98x, third	
2-Suit: 2NT= 2 lower unbid suits		Hi-x	EVEN	EVEN, encourages	1NT Openings: 14+ 17-
		Lo-x	ODD	ODD	2 OVER 1 Responses: Forcing at least until 2NT
Reopen: Same		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			Partners Lead	Declarer's Lead	Discarding
Direct Cue=Michaels, over a M=M+m, over a m=Majors		Suit: 1st	preference	preference	preference
2NT=ASKS, 1m-4m=Majors		2nd	count	count	count
Jump Cue asks for stopper, 1M-4M=strong minors		3rd			
		NT: 1st	preference	pref. echo smith	preference
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		2nd	count	count	count
2♣ = Majors all positions all NT ranges		3rd			
2NT= transfer to 3♣ to pass or show ♣+♥/♠, ♦+♠		Signals (including Trumps): preference			
2♦/♥♠=NAT					
3♣= minors, 3♦=♦+♥					
		<b>DOUBLES</b>			
		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>		Nat, Reopen 7+, can have less hcp if favorable vulnerability			
dbl=NAT, Cue=Michaels, Cue over m=Majors		Responses=Nat, Cue F1, Jumps= INV			
2NT=16-18 hcp SYS ON, same in 4th position					
2M(weak)-4m=6m+5 other M					<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			1NT-DBL-PASS = TRANSFER TO XX TO SHOW 2 SUITED HANDS
DBL= PEN		MAX dbls, supp. dbls and rdbls until 2♠, Resp. dbls			
See Notes		No dbls in competitive bidding			
		SOS rdbls			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
		1NT-DBL-RDBL=TRANSFER TO 2♣ or to show 2 suited hands			DRURY 2♣ with 3 supp. cards
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					DRURY 2♦ with 4 supp. cards, Fit Showing bids in competitive bidding
rdbl=9+ hcp, all bids are in transfer if partner opened 1M					Lebensohl over 1NT, weak 2's and competition, Smollen over our NT open
1M-dbl-2/3(M-1)= 6-8 with M support					Psychics:
1M-dbl-2NT=Limit Raise					
Nat					



SUPPLEMENTARY NOTES PACAREU-ROBLES, CHILE JR TEAM

10<sup>TH</sup> WORLD YOUTH TEAMS CHAMPIONSHIP, SIDNEY 2005

**NOTE N°1 Criss Cross TRFs, Responses to 1♣ open**

1♦ = 4+♥, opener bids 1♥ with 3 supp cards and 2♥ with 4 supp cards and normal open

1♥ = 4+♠, opener bids 1♠ with 3 supp cards and 2♠ 4 supp cards and normal open

1♠ = 4+♦

Other Sequences:

1♣ PASS 1X PASS 1NT PASS 2♣ = TRF to 2♦ to pass or to show INV hands, 2♦ = FG STAYMAN

Same for 2NT

1♣-1♦-1♥-1♠ = TRF to 1NT to use the same as above

**NOTE N° 2 OUGUST Sequence 2M PASS 2NT and JUMP OVERCALL of 2X PASS 2NT**

3♣ = BAD OPENING AND SUIT

3♦ = BAD SUIT, 7-10 HCP

3M = NAT, 5-7 HCP

3 other M = GOOD SUIT, MAX

3ST = CLOSED SUIT

**NOTE N° 3 CHECK BACK STAYMAN Sequence: 1♦ PASS 1X PASS 1NT / 2NT PASS 2♣/3♣**

2♦ = 43 6 44 in M's

2 of the M=3 supp cards

2 other M = 4 cards in that M, no supp to the other M

2NT = no M, no supp

Jumps = Same info with MAX hands

**NOTE N° 4 ESCAPE OVER 1NT or 2NT DBL**

PASS = TRF to RDBL to play or to show 2 suit consecutive hand

RDBL = TRF to 2♣ to play or to show 2 suit alternated hand

2X, 3X, 4X = TRF

2♠ = preemptive minors

3♠ = good hand with minors, INV

When DBL comes at my right responder bids NAT and RDBL's for SOS.

**NOTE N° 5 DEFENSE AGAINST 2♦ MULTI OPEN**

DBL = 15+ HCP

2♥/2♠ = NAT 10-15 HCP

2NT = 16-18 HCP SYS ON

3♦/♣ = NAT 10-15 HCP

**NOTE N° 6 DEFENSE AGAINST 1♣ Precisión 16+ HCP**

1♣-?

DBL = GOOD hand with Majors

1♦ = Weak to 1 M

1♥/1♠ = NAT

1NT = 1 good suit, 2♣ asks

2♣ Majors, weak to intermediate

2♦ = ♦+♠

2♥ = ♥+♣

2♠ = ♠+♣

2NT/4NT = Minors or ♦ + ♥

3X = preemptive

4♣ = majors

**NOTE N°7 DEFENSE AGAINST 2♣ PRECISION OPEN**

DBL = TAKEOUT

2X = NAT

3♣ = MAJORS

4♣ = MAJORS strg hand

**NOTE N° 8 DEFENSE AGAINST 2NT MINORS OPEN**

DBL = 15+ HCP

3♣ = DBL with ♥, 13-16 HCP

3♦ = DBL with ♠, 13-16 HCP

3♥/3♠ = ♥/♠ Suit 12-16 HCP

4m = Majors

**NOTE N° 9 DEFENSE AGAINST WEAK 2 OPENINGS**

DBL = INFORMATIVE with the other M. Continues with LEBENSOHL where 2NT is TRF to 3♣ to SIGN OFF or to do STAY with stopper.

2NT = 16-18 HCP SYS ON

3X = NAT

4♣/4♦ = 2 SUITS 6+♣/♦ with the other M 5+

3 of opening M = good 2 suiter with the other M and 1 m

4 of opening M = Minors Strong

4ST = minors

**NOTE N°10 MINI SPLINTERS TO ANY SUIT OVER OUR 1M OPENING**

1♥-3♦ = Mini splinter to any suit with 4 supp. cards, 7-10 HCP, 3NT = asks for singleton

1♠-3♥ = Same

**NOTE N°11 RESPONSE OF 2NT BEING A PASSED HAND OVER OUR 1M OPENING**

Shows a very strong hand with support with slam interest.

1M PASS 2NT PASS 3♣ = asks for singleton or void

Then: 3NT = No singleton or void, 3♦/♥/♠ = singleton, 4♦/♥/♠ = correspondent void

We use the opening M to name the missing singleton or void that we cant name.

**NOTE N°12 2♣ STRONG**

2♣-?

2♦ = 6+ HCP no good suit

2♥ = 0-5 HCP

2♠ = 6+HCP good ♠

2NT = 6+HCP good ♥

3♣ = 6+HCP good ♣

3♦ = 6+HCP good ♦

3♥ = 7 card closed suit, can be without the A

3♠ = card closed suit, can be without the A

2♣-2♦-

?

2c♥ = bal. 22/23, 24/25, nat ♥

2♠ = nat with ♠

2NT = ♣ or ♠ + other

3♣ = palo de ♦ or ♦ + other

3♦ = 5♦ + 4♣

3♥ = 6♣ + 4♦

3♠ = 6♦ + 4♣

3NT = 26/27

4♣ = 4414

4♦ = 4441

4♥ = 1444

4♠ = 4144

4NT = 28/29

2♣r-2♦-

2♥-2♠ ( asks )-

?

2NT = 22/23

3NT = 24/25

others = nat with ♥

2♣-2♦-  
2NT-3♣ ( asks )-  
?  
3♦=5♣ + 4♦  
3♥=5♣ + 4♥  
3♠=5♣ + 4♠  
3NT=♣, I accept to play 3NT  
4♣=very strong hand with ♣  
4♦=6♣ + 5♦  
4♥=6♣ + 5♥  
4♠=6♣ + 5♠

2♣-2♦-  
3♣-3♦ ( asks )-  
?  
3♥=5♦ + 4♥  
3♠=5♦ + 4♠  
3NT=♦, I accept to play 3NT  
4♣=6♦ + 5♣  
4♦=very strong hand with ♦  
4♥=6♦ + 5♥  
4♠=6♦ + 5♠

2♣-2♥-  
?  
2♠=bal. Strong 24+ HCP, nat with ♠  
2NT=22/23  
3♣/♦/♥=NAT  
4♣=4414  
4♦=4441  
4♥=1444  
4♠=4144  
4ST=MINORS

2♣-2♥-  
2♠-?  
2NT=any 6 card suit  
3♣=stayman  
3♦=transfer to ♥  
3♥=transfer to ♠  
3♠=minors

2♣-2♥-  
2♠-2NT-  
3♣ ( asks )-?

3d♦=♦  
3♥=♥  
3♠=♠  
3NT=♣

2♣-2♥-  
2♠-3♣-  
?

3♦=1 or 2 4 card M  
3♥=5♠ + 4♥  
3♠=nat with ♠  
3NT=no majors, 24-26 HCP  
4♣/♦/♥=2 suits  
4♠= to play

**NOTE N°13 DEFENSE AGAINST CAPPELETTI AND LANDY OVER OUR 1NT OPENING**

1NT-2♣ ( 1 suit ) - ?

PASS and then DBL = PEN  
DBL=pen to ♣, then 3♣=NF  
2♦=sign off  
2♥=sign off  
2♠=sign off  
2ST=transfer to 3♣ to pass 3♣ or show INV hands  
3♣=stayman  
3♦/♥/♠=NAT Forcing  
If I pass and then bid opp's suit, asks for stopper.

1NT-2♦ ( majors ) - ?

PASS and then DBL = penalty  
DBL = pen to ♦  
2♥= ♥ stopper  
2♠= ♠ stopper  
2NT= INV to 3NT  
3♣/♦ = Nat F  
3♥=splinter with at least 5/4 in minors, 12+HCP  
3♠= splinter with at least 5/4 in minors, 12+HCP  
3NT= to play, doesnt promise both M stopper

1NT-2♥/♠ ( suit + 1 m )-?

DBL=penalty  
2NT= LEBENSOHL  
3M=stayman with no stopper

1NT-2NT ( minors ) - ?

PASS and then DBL=penalty  
DBL=44 majors  
3♣=F with ♥  
3♦=F with ♠  
3♥=INV  
3♠=INV

1NT-2♣ ( Majors )- ?

PASS and then DBL = penalty  
DBL = penalty to ♣  
2♥= ♥ stopper  
2♠= ♠ stopper  
2NT= INV to 3NT  
3♣/♦ = Nat F  
3♥= splinter with at least 5/4 in minors, 12+HCP  
3♠= splinter with at least 5/4 in minors, 12+HCP  
3NT= to play, doesnt promise both M stopper

Against 3 level preemptives we play NEG DBL