WBF Convention Card

NCBO Logo & Coloured Sticker:	
CATEGORY: GREEN	
NCBO: Hong Kong	**EVENTS:** ALL
PLAYERS: Yiu Wai Sing –Leung Chung Man	

DEFENSIVE AND COMPETITIVE BIDDING

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

standard overcall

New suit: 1/2-Level = NF, jump shift = FG, jump raise = PRE,

Jump cue over M = 4 card support raise, INV

cue = F1 (SUP = INV, new suit = F1, re-cue = ask stopper)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

At 2nd seat: usually 16 -18, BAL

At 4th seat, over 1m, usually 12 – 15, BAL

over 1M, usually 14 – 17, BAL

Responses: Same as 1NT opening

Responses after interference: same as 1NT being interfered

JUMP OVERCALLS (Style; Responses; Reopen)

1-Suit: weak, 6+ cards suit

2-Suit: unusual 2NT for 2 lower unbid

Reopen: opening hand, natural

2NT = 20-21 Bal

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

Michaels Cuebid

jump cue-bid = ask stopper

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

Cappelletti

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

vs weak 2: cue=ask stopper,

Roman jump (4m = m + oM, 4M = ♣ + ♦)

Takeout: jump 3oM = INV, Lebensohl (both)

vs high-level, 4NT / cue = 2-suiter takeout

VS. ARTIFICIAL STRONG OPENINGS

CRASH against Strong 1♣ at 1 level

Suction up to 3NT against Strong 1♣

Suction up to 3NT against Strong 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

XX =10+, new suit at 2-level = NF

Forcing 1♠/1NT, reverse drury ***on***, new suit at 3-level = GF/Fit

Inverted minor, Bergen ***off***, 2NT = limit or better raise in M

1NT - (X = penalty or same strength): DONT run out (& bal-X)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th, MUD, natural	3rd / 5th, natural
NT	2nd, 4th, Sxx, natural	3rd / 5th, natural
Subseq	Remaining CT / ATT	Remaining CT / ATT

Other: vs 5/6, K = ask for CT, A = cashing

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK (ATT/CT), Ax (2nd SP)	AK (UB / CT)
King	KQ (ATT), AK–stiff	AK / KQ (ATT)
Queen	Natural	QJTxx / KQTxx (UB / CT)
Jack	Natural	Natural
10	Natural	Natural
9	Natural	Natural
Hi-x	xSx (MUD), Sxxx	Sxx
Lo-x	xxxS(x)	Natural

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	ATT	CT	ATT
	2			CT
	3			
NT	1	ATT	Pd to Duck: CT	ATT
	2	CT	Smith Echo	
	3			

Signals: Natural

Open Lead: ATT

Doubles

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout Double: 4♥

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative Double: 3♠

Supportive Double & Redouble: 2♥

Snapdragon Double: 2♠

Responsive Double: 3♠

Defense against Negative Double: XX = 10+ hcp, tolerance

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors

Forcing 1NT after 1M, Forcing 1♠ after 1♥

Strong 2♣, Multi 2♦

2♥ = Weak-Both-Majors

2♠ = natural weak 2

Namyats

1NT Opening: 15-17 (may 5-card Major, or 5422, or 6-card minor)

2 OVER 1 Response: Always FG by an un-pass hand

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = 22+ HCP, or 9+ tricks

2♦ = multi: 1) Weak 2♥, 2) any 4441, 21-24 HCP, or 3) 22-23 HCP BAL

2♥ = weak 54+ Majors, 8-11 HCP (light in 3rd seat, maybe wild)

2♠ = weak 2♠

3NT = minor preempt

4♣ / 4♦ = Namyats

4NT = Good PRE in 5♣ / 5♦

Negative free bids at 2-level

Cuebid after opp's overcall = limited+ raise

Michaels Cuebid, Unusual 2NT, Unusual Vs Unusual (Q lower = LR+)

Good-Bad 2NT after opp has M fit

CRASH against Strong 1♣, Suction against strong 2♣

Lebensohl

Snapdragon Doubles, Sandwich 1NT

SPECIAL FORCING PASS SEQUENCES

After 2/1 respond by an un-pass hand

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Only direct 4/5NT raise: quantitative, most cases: RKC

Vs overcall, 1NT = 6-10, do not promise stopper

PSYCHICS: Seldom

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	3♠	12-21 HCP	1♦ = 2+ cards ♦, 1NT = 8-10 HCP, 2♦ = INV	nmf, 4sGF, opener jump 2NT = 18-19 hcp (nmf)	Inverted minor, WJS still on
					2♣/3♣ = inverted, 2NT = 10 –12 HCP	After 1♣-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4m = picture bid	opener jump shift = FG
					2♥/2♠ = WJS, 3NT = 13-15 HCP	After opener reverse, 2M/2oM = NF, 2NT = lebensohl	
1♦		3	3♠	12-21 HCP	2♦/3♦ = inverted, 1NT = 6-10 HCP	same as 1♣	2♣ = weak, ♣ suit
					2♥/2♠ = WJS, 3♣ = INV		WJS still on
1♥		5	3♠	11-21 HCP	1♠ = 0-4-card ♠, or 6-card+ ♠, F1 only	After 1♥-1♠, 1NT = 4-card ♠, min, 2♣/2♦ = 3-card+,	Forcing 1♠/1NT, Bergen still on
					1NT = 1) 5-card ♠ F1, or 2) 4-card+ ♠, FG	2♥ = 6-card+, 2♠ = rev	2-way Reversed Drury
					2♣/2♦ = 4-card+, FG, 2♠ = strong, 13 HCP+	After 1♥-1NT, 2♣ = 3-card+, 2♦ = 4-card+, 2NT = 18-19 HCP	
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♥/4♥ = PRE	2♥ = 6-card+, 2♠ = 3-card+, 3♠ = 3-card+, INV	
					3♠/4♣/4♦ = Spl, 3NT = Swiss, 12-15, bal, (4333)	responder rebid 2♠/2NT = FG	
1♠		5	3♥	11-21 HCP	1NT = F1, 2♣/2♦ = 4-card+, FG, 2♥ = 5-card+ ♥	After 1♠-2m, 2NT = catchall, 3NT = 15-17	Forcing 1NT, Bergen still on
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♠/4♠ = PRE	3m = extra / shape	2-way Reversed Drury
					3♥ = 6-card+ ♥, INV, 4♣/4♦/4♥ = Spl		
					3NT = Swiss, 12-15, bal		
1NT				Usually 15-17 HCP	Smolen, 2♦ = Jxf / Walsh, 2♥ = Jxf	1NT-4♠ = 15+, 6+ controls, quantitative (Baron)	DONT Runout after 1NT-(X)
					2♠ = minor Stm / ♦-bust, 2NT = 3-suiter / ♣-bust	1NT-4NT = 5- controls, quantitative (Baron)	
					3♣/3♦ = INV, 3♥/3♠ = 55M, INV/FG, Texas		
2♣	√	0		strong	2♦ = 0 ctrl, 2♥ = 1 ctrl, 2♠ = 2 ctrl, 2NT = 3+ ctrl	After 2♣-2♦, 3♥/3♠/4♣/4♦ = 4441, 25+ HCP	
				22+ HCP, or 9+ tricks	3♣/3♦/3♥/3♠ = 1-suiter, 4-5 HCP	After +ve response, new suit by rpr shows 5+ cards	
2♦	√	0		multi:	2♥ = p/c, 2♠/3♣/3♦ = 5-card+, F1	After 2♦-2♠, 3♣/3♦= wk 2♥, ♠ fit, singleton/void	After 2♦-(X), Pass / XX = to play
				1) Weak 2♥	2NT = relay, 3♥/4♥ = PRE, jump = cab in that suit	2NT/4♠ = strong, 4♣/4♦/4♥ = 4441, stiff in ♣/♦/♥	in case opr is strong
				2) any 4441, 21-24 HCP	After 2♦-2♥, 2♠/3♣/3♦/3♥ = 4441, stiff in ♣/♦/♥/♠	After 2♦-2NT, 3♣/3♦/3♥/3♠/3NT = Ogust, 4♣/4♦/4♥/4♠ = stiff	After 2♦-(2♠)-Pass, X = penalty
				3) 22-23 HCP bal	2NT = 22-23 HCP (same as 2NT opening)		2NT = strong (4-way)
					rpr stiff suit = SI, other = to play		
2♥	√	4		weak 54+ Majors	any Major = to play, 3♣/3♦ = NF	After 2♥-2NT, 3♣ = any 54, 3♦ = 46M, 3♥ = 64M, 3♠ = 55M	After 2♥-(X=any), XX = SOS
				8-11 HCP (light in 3rd seat)	2NT = relay, forcing to 3M, 4♣/4♦ = RKC in ♥/♠	4♣/4♦ = ask stiffness in ♣/♦ (step = 2/1/0)	2NT / 4♦ = good SUP in Ms
2♠		6		weak 2♠	Ogust, 3♠ = preem, 4N = RKC, 4x = cab	Ogust, 2♠-(X): McCabe	
2NT				20-21 HCP	Stm, Jxf, 4♠/5♣ = transfer to 5♣/5♦, Texas,	Smolen after 2NT-3♣-3♦	DONT Runout after 2NT-(X=any)
					4NT = Baron, SF, 3♠ = mSS		
3♣/♦		6		PRE	3♥/3♠ = nat, FG, 4m = RKC, 4♥/4♠/5m = to play		
3♥/♠		7		PRE	Others = cab		
3NT	√	7		Minor preempt	4♣/4♦/5♣/5♦/6♣ = p/c, 4♥/4♠ = to play	**HIGH LEVEL BIDDING / CUE-BIDDING**	
4♣/♦	√	7		Namyats	Kickback for ♥, Others = cab	RKC (03-14-2-2), D0P1, Gerber (03-14-2)	Cue-Bidding
4♥/♠		7		PRE	Kickback for ♥, Others = cab	RKC-Gerber after 1NT-Stm	1) Cuebid Ace first
4NT	√	8		good PRE in a minor	5♣/5♦/6♣ = p/c, 5♥+ = 2 Aces (CRASH)	4m-RKC after minor-fit	2) Pd's suit = Ace / King (Q in 2nd round)
						4♠ ask keycard after ♥ fit	3) With limited pd, fast arrival principal
						Special RKC after 2♦/2♥/2♠/3m openings	4) With unlimited pd, obligation to cue
						Leap to 5M, Baron	
						GSF: 6♣ = A/K + extra, 6♦ = A/K	

key: rpr = responder
SI = slam interest
SF = slam force