WBF Convention Card

NCBO Logo & Colored Stickers:	
CATEGORY:	Green
NCBO:	HKCBA
EVENTS:	World Junior 2005
PLAYERS:	Ng Chi Cheung & Leung Cheuk Hin

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level: 8-16HCP, Occ. Light when NV;
Responses: Ruben Advance (System on over DBL)
Jump Raise=Preempt ; Jump Shift=Invite
1NT=9-12HCP, 2NT=13-15HCP
2 level: 10-17HCP, Fairly Sound

1NT OVERCALLS (2nd / 4ᵗthLive; Responses; Reopening)

15-18HCP (Except 1M-P-P-1NT shows 12-14HCP)
Responses same as 1NT Openings
If Dbl, Redbl Force to 2♣, Shows a Minor Suit;
Pass Force to Redbl, DONT afterward;

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Preemptive, 2NT=Ask For Singleton, Game Try
2-Suit: 2NT = Two Lower Unbid Suits

Reopen: Intermediate

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

(1♣)-2♣= Natural; (1♦)-2♦= Majors; (1M)-2M= OM+m;
Jump Cue Bid over 1m/1M = Ask for Stopper;
(1♣)-2♦=Majors

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

Vs Strong NT :
X=13+HCP, Have a 5+ Card Suit, 2♣= Majors; 2♦=Single suiter;
2♥=♥+m, 2♠=♠+m, 2NT=55+ Minors, 3-level=Preempt

Vs weak NT: X=13+HCP; 2♣= Majors; 2♦=Single suiter;
2♥=♥+m, 2♠=♠+m, 2NT=55+ Minors

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

T/O Dbls thru 4♦ ; Lebensohl vs Weak 2 Bids ;
Multi vs Multi ;Leaping Michaels (2M-4♣=♣+OM, 2M-4♦=♦+OM)
Direct Cue Bid over Weak 2M = Ask for Stopper

VS. ARTIFICIAL STRONG OPENINGS

Vs Strong 1♣: X=♣+♥, 1♦=♦+♥, 1♥/1♠=Nat, 1NT=Majors
2♣=♣+♠, 2♦=♦+♠, 2♥/2♠=Preempt, 2NT=Minors

Vs Strong 2♣: X=♣+M; 2♦=♦+M; 2♥=Majors; 2♠=Nat; 2NT=Minors

OVER OPPONENTS' TAKEOUT DOUBLE

Ruben Advance
2NT= Limit Raise or Better
Redbl = 10+HCP
Jump Shift=Mixed Raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd or 5th	3rd or 5th
NT	4th	4th
Subseq		

Other: 0/2 leads with J, 10 or 9

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	AKx(+)
King	AK, KQx(+)	AKJx(+), KQ10x(+)
Queen	QJx(+)	AKQx(+), QJ10x(+), QJ9x(+)
Jack	J10x(+)	KQJx(+), AQJx(+), J10x(+)
10	HJ10x(+), 109x(+)	HJ10x(+), 109x(+)
9	H109x(+), 98x(+), 9x	H109x(+), 98x(+), 9xx, 9x
Hi-x	xSx, xSxx, Sx	Sx(+)
Lo-x	HxS, HxSx, HxxxS(+), xxxxS	HxS, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low=ENC	Hi/Low=Odd	Low=Enc
	2	S/P		
	3			
NT	1	Low=ENC	Hi/Low=Odd	Odd=Enc
	2	Hi/Low=Odd		S/P
	3			

Signals (including Trumps): Trumps Hi/Low=Encourage Obvious Shift
Smith Signal vs NT= Hi/Low is ENC

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

If 4441 can be 9HCP;If 4333 at least 12HCP; 5-4 Majors Tend to O/C
Responses: Cue bid over 1m= 44M or GF hand
Cue Bid over 1M= GF
Balancing Dbl can be 8HCP with Shape

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES

Neg Dbl thru 4♦(Show Negative or GF hand); Supp Dbl & Redbl thru 2♠;
Resp. Dbl thru 4♥ (Except (1♥)-1♠-(3♥)-Dbl=Good 3♠ Bid);
(1♠)-P-(2♠)-Dbl=General T/O, (1♠)-P-(2♠)-2NT=Strong ♥ or Minors T/O;
Maximal Overcall Dbl, Comp. Dbl, Lead-Directing Dbl,
1♣-(1♦)-Dbl: At least 4-4 Majors; 1m-(1♥)-Dbl:4♠'s; 1m-(1♠)-Dbl=4♥'s;
(1y)-1z/2x-(Dbl)-Redbl= Hx of partner suit; (1x)-Dbl-(1M)-Dbl=4-card M;
Anti-L/D Dbl (Dbl Of Our Suit Usually Says Lead Other)
Dbl of Splinter=Suggest to Lead Highest Unbid Suit

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Convenient Minor, 5-card Majors in 1st or 2nd seat, Forcing 1NT
Fairly sound preempts(except NV vs V)
Many Fit Bids

1NT Opening: 15-17 (or Bad 18)
2 OVER 1 Response: Game Force

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Multi 2♦
2M=Weak 54+ M+m
3NT=Preemptive Minor Opening
Namyats
Modified Hardy Raise over 1M
Reverse Lebensohl after 1NT disturbed
1♣-2♦= Strong Jump Shift or Weak either M
Obar Dbl and 2NT
Conventional 4NT After Minor Fit Slam Try
Unusual vs Unusual (NOTE 4)
Multi vs Multi (NOTE 5)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Negative Free Bids in 2 level (NF But Constructive)

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♦	11-21HCP, 3+♣	Inverted Minor; 2M=Mixed Raise; 1NT=6-10HCP;	Two-way Checkback (2♣=inv, 2♦=GF);	
					1♦ deny 4-card M except GF hand;	Wolff Signoff After 2NT Rebid; 4th suit GF;	
					2♦=Strong Jump Shift in ♦ or Weak 6-Card M	-1♦-1NT=can have 4-card M if Bal;-1♦-1M-2M=GF	
1♦		3	4♦	11-21HCP	Inverted Minor; 1NT=6-10HCP ;	Two-way Checkback (2♣=inv, 2♦=GF);	
				4+♦ except 4=4=3=2	2♣=4+♣ GF (Can Have 4-Card M); 2♥=55M weak;	Wolff Signoff After 2NT Rebid; 4th suit GF;	
					2♠=5♠4♥ Invitational; 3♣=5+♣, Invitational		
1♥		5	4♦	11-21HCP, 5+♥	1NT=Forcing; 3m=Hardy Raise(NOTE 1); 2♠=SJS;	-1♠-1NT-2m=Two-way Checkback(2♣=inv, 2♦=GF)	Two-way Reverse Drury
				Can Be 4-card in 3rd or 4th seat	; 2NT=GF Raise; 3oM=Relay Spl; 4♦=Better 4♥ Raise	-3♠-3NT-4♣/4♦/4♥=♣/♦/♠ shortage	
					3NT=(4333) 13-15HCP, 4♣=(4333) 16-18HCP,	Short Suit(Direct)/Long Suit(Thru Relay) Game Try	
1♠		5	4♦	Same As 1♥	Same As 1♥	Same As 1♥	Same As 1♥
1NT			4♦	15-17HCP,	Stayman; 2♦/2♥=Transfers; 2♠/2NT=Relay(NOTE 2);	2♣-2♦-2♥=Weak 54M; -2♠/3♥=Smolen; -3♠=55M Slam Try	
				5M or 6m Possible	3m=Invite; 3♥/3♠=1444/4144 GF; Roman Gerber;	2♣-2♦-4♦/4♥=6♥+4♠/6♠+4♥; 2♣-2♥-2♠=Invite w/o 4♠ or Fit ♥	
					4♦/4♥=Texas (Also in comp thru 3♦)	2♣-2♠3♥=Fit ♠ Slam Try; 2♦-2♥-2♠=Walsh Relay(NOTE 3);	
						3♥-3♠/3♠-4♥=Ask for Controls	
2♣				Strong and Artificial;	2♦=0-1 control; 2♥=2 controls; 2♠=1A1K; 2NT=3Ks	2♣-2♦-2NT=24+HCP Semi-Bal with Romex Stayman Afterward;	
				20HCP+ if unbalanced;	3♣=4 Controls; 3♦=5 Controls, etc;	2♣-2♦-3♥/3♠/4♣/4♦=Set Trumps;	
				24HCP+ if balanced			
2♦				Weak 6+Card ♥/♠	2M/3M=Pass or Correct; 2NT=Ask;	2♥-2♠-2NT-3♣/3♦=Max/Min with ♠ Suit;	
				Or 20-21HCP Bal	3♣/3♦= 7+Card Suit, 14+HCP	2♠-3♣=1444; 3♦/3♥=Max/Min with ♥ Suit;	
				Or 17-21HCP 1-4-4-4		Romex Stayman after 2♦-2M-2NT;	
2♥		5		6-10HCP, 55+ ♥+m	2♠=NF; 2NT=Ask;	-2NT-3♣/3♦=Min 5+♣/♦, 3♥/3♠=Max, 5+♣/♦	
				Can be 5M4m in 3rd pos	3♣/4♣=P/C; 3♦=puppet to 3♥		
2♠		5		6-10HCP, 55+ ♠+m	2NT=Ask; 3♥=GF; 3♦=puppet to 3♥;	-2NT-3♣/3♦=Min 5+♣/♦, 3♥/3♠=Max, 5+♣/♦	
				Can be 5M4m in 3rd pos	3♣/4♣=P/C		
2NT			7♥	22-23HCP	Romex Stayman; Transfers; 3♠=54 minors GF;		
					3NT=6+♣; 4♣=6+♦; 4♦/4♥=Texas		
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE		**HIGH LEVEL BIDDING**	
3♠		6		PRE		RKCB 1430; Scan after Major's RKCB	
3NT				8+Card Minor Preempt	4♣/5♣=P/C, 4♦=Ask	Vs Interference :	
4♣				NAMYATS	4♦=Ask	5♦ or Below: Pass=14;Dbl=03;Others Same	
4♦				NAMYATS	4♥=Ask	Above 5♦ : DEPO	
4♥		7		WEAKER THAN 4♣		Roman Gerber(4♣): 4♦=1/4 Aces; 4♥=0/3	
4♠		7		WEAKER THAN 4♦		Aces; 4S=2 Aces Min; 4NT=2 Aces Max	
4NT				Specific Ace Asking	5♣=No Ace; 5♦/♥/♠/NT=♦/♥/S/♣ Ace;	Conventional 4NT after Minor Fit Slam Try	
					6♣=Same Color Ace; 6♦=Same Rank Ace;	Exclusion Blackwood	
					6♥=Same Shape Ace; 6♠=3 Aces		

1 Hardy Raise (Modified)

1M-3♣ =Case 1 : 10-12HCP 3-Card M With Shortage;
Case 2 : 10-12HCP 4-Card M Without Shortage;
Case 3 : 13-15HCP 4-Card M Without Shortage;
1M-3♣-3♦ = Relay; 3oM/4♣/4D Shows Shortage in Case 1; 3M Shows Case 2; 3NT Shows Case 3
1M-3♣-3M = Min, Pass if Case 1 Min/Case 2; Bid Shortage if Case 1 Max; 3NT Shows Case 3

1M-3♦ = Case 1 : 10-12HCP 4-Card M With Shortage;
Case 2 : 13-15HCP 3-Card M Without Shortage;
1M-3♦-3♥ = Relay; 3NT Shows Case 2 ; New Suit Shows Shortage in Case 1;

2 1NT-2♠/2NT Relay

After 1NT-2♠-2NT(Relay),
3♣ = 55+m, Weak, Pass or Correct;
3♦ = 55+m, GF;
3♥ = 3-1-(45), GF;
3♠ = 1-3-(45), GF;
3NT = 2-2-(45),10-12HCP, Weak Doubleton in M;
4♣ = 2-2-4-5, 15+HCP;
4♦ = 2-2-5-4, 15+HCP;

After 1NT-2NT-3♣ (Relay),
Pass = Weak ♣;
3♦ = Weak ♦;
3♥ = 40(45), GF;
3♠ = 04(45), GF;
3NT = 2-2-(45), 13-14HCP, Weak Doubleton in M;
4♣ = 55M, ask for transfer the appropriate Major
4♦ = 55M, ask for bid the appropriate Major
4♥ = 5-card ♣, 5-3-3-2, 15-16HCP
4♠ = 5-card ♦, 5-3-3-2, 15-16HCP

3 Walsh Relay (1NT-2♦-2♥-2♠)

After 1NT-2♦-2♥-2♠-2NT(Relay) or 1NT-2♦-2♠ (Super Accept),
3♣ = Broken 6+♣ suit, 12+HCP;
3♦ = Broken 6+♦ suit, 12+HCP;
3♥ = Good 6+♣ suit, 12+HCP;
3♠ = Good 6+♦ suit, 12+HCP;
3NT = Any 6+ Suit Heading With AKQ+, No Side Ace, 12-14HCP;
4 of a Suit = 6+ Suit Heading With AKQ+, Have Side Ace, 13+HCP ;

4 Unusual vs Unusual

When Opp Bid Defined Two Suits, e.g. 1x-(2NT); 1m-(2m),
Cue Bid Opp Lower Rank Suit = Limit Raise or Better in Partner's Suit;
Cue Bid Opp Higher Rank Suit = GF With 5+Card 4th suit;
Double = Penalty-Oriented;
Simple Raise of Partner's Suit = Compete;
Free Bid of 4th Suit (1M-2NT-3oM) = NF
1M-(2NT)-4m = Splinter;

When Opp Bid Defined One Suit Only, e.g. 1M-2M,
Cue Bid Opp Suit = Limit Raise or Better in Partner's Suit;
Double = Penalty-Oriented;
New Suit = GF, 5+Card Suit;
1M-(2M)-4m = Splinter;

5 Multi vs Multi

When Opp Opens a Multi 2♦ (Weak 2H/2S),
Double = OverCall in Either Major or 19-21HCP Balance or 19+HCP Three-Suiter
2H = 15-18HCP, Balance
2♠ = 5+♣ Transfer; Responses 2NT Shows Super-Accept;
2NT = 5+♦ Transfer; Responses 3♣ Shows Super-Accept;
3♣ = 6+♣, Preemptive;
3♦ = 6+♦, Preemptive;
3M = Michaels, Shows 5-5 in Bided Major and a Minor;
3NT = 22+HCP;

6 Romex Stayman (After 2♦-2M-2NT, 2♣-2x-2NT, 2NT opening)

After 2NT-3♣(Stayman),
3♦ = No 4♥, No 5♠; 3♥ = ask no. of ♠; 3♠ = 5♥4♠
3♥ = 4+♥; 3♠ = ask no. of ♥
3♠ = 5♠;
3NT = 44M;