WBF Convention Card

♠ ♥ ♦ ♣

Category: Green

NCBO:

EVENT: Riccione 2005

PLAYERS: Eldad Ginossar

Ophir Reshef

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level : could be agressive (6+ HCP). Sometimes 4 cards.

2 level : standard/conservative. Could be agressive NV.

Responses : 2/1 NF, 1/1, 2/2, 3/2 F1. Jump sup=pre, Jump cue=mixed.

Cue bid 2/1 : fit or strong hand. Cue bid 2/2 : fit.

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

15-18 HCP. Reopening : 11-14.

System on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

3♣ : ghestem : highest unbid suits. 2NT : lowest unbid suits.

other jumps : pre-emptive.

3X / (1X) : asking for stopper long minor suit.

Reopening jump : 14-16 HCP, 6+ cards.

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

2X / (1X) : ghestem : highest and lowest unbid suits.

Reopenng cue bid : GF distributional hand.

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

DONT vs. weak NT : X=1 suit, 2♣=♣+higher, 2♦=♦+higher,2♥=♥+♠,2♠=weak

CAPP vs. strong NT : 2♣=1 suit, 2♦=majors,2♥/♠:♥/♠+m

PH : always DONT.

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

T.O X up to 4♠.

NT overcalls NAT.

Jumps strong.

Cue 3 level = asking for stopper

Cue 4 level = 2 suiter

VS. ARTIFICIAL STRONG OPENINGS

X over strong 1♣/2♣ : majors

1NT/strong 1♣, 2NT/strong 2♣ : minors

OVER OPPONENTS' TAKEOUT DOUBLE

XX =strong (9+ hcp)

1 level bids : ignore X

2 level bids : NF. 2 level jump : 0-6 HCP.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd/5th	3rd/5th
NT	1st/2nd/4th	3rd/5th
Subseq	att	att

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx+ for att	AKx+ for att.
King	KQ+, AK+ vs. 4+ level (for count)	AKJT+, KQT9+, unblock/count
Queen	QJ+	QJ+, KQ+
Jack	JT+	AQJ+, KQJ+, JT+
10	KJT+, T9+	HJT+, T9+
9	HT9+, 98+, 9x	HT9+, 9xx, 9x, 98+
Hi-x	Xx, xXxx	Xx, Xxx, xXxx, xXxxx
Lo-x	xxX, HxX, HxXx, HxxxX	HxX, HxxX, HxxXx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	odd=enc	high=even	odd=enc
	2	high=even	s/p	high=even
	3	s/p		
NT	1	odd=enc	smith:high enc lead	odd=enc, even=s/p
	2	high=even	high=even	high=even
	3	s/p	s/p	

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

could be light (10 HCP). Reopening : 6+ HCP.

responses : cue bid=GF or INV with both majors.

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Game inv X over 3 level below our major suit

Optional doubles

DONT : X of strong NT = 1 suit

XX of 3nt = suggest to escape

Lightener doubles

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Major, 2/1 GF, Modified Bergen raises.

1NT opening 14-16

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ opening : weak M or bal 21-22

2♥/♠ opening : 5M + 5m (below opening hand)

Ghestem : (1x) 2NT : lowest, 3♣ : highest, 2x : others

DONT over strong NT, CAPP over weak NT

Weak jump shifts

Pre-emptive and mixed raises

SPECIAL FORCING PASS SEQUENCES

1NT (X) pass : forcing

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: rare

OPENING	TICK IF ARTIF	MIN NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	longer(equal) minor.	1♦:3+ cards, denies MAJ unless 10+ HCP. 1♥/♠ : could	1♣-1♦-1♥/♠:5-4.1♣-1♦-1NT:could be 4M.	
				4♣-4♦ both possible.	have 4+ cards ♦. 1NT:8-11 HCP. weak jump shifts.		
1♦		3	3♠	4+ cards or 4-4-3-2.	1NT:4-11 HCP. 2NT=GF 12-15 with 4 cards fit.	1♦-2NT-3X:singleton	
					3♣:9-11 with 6 card suit. splinters.		
1♥		(4)5	3♠	5+ cards, could be 4 3rd/4th.	1NT:4-11 HCP.2♠:any spl.2NT:GF 4 cards fit.	1♥-2♠-2NT:asking. 1♥-3♣-3♦:asking	2♣=4♥ 6+,2♦=3♥ 9+,jump=spl,
					3♣:10-11 3 cards ♥ or 6-9 4 cards ♥.3♦:4 cards ♥ 10HCP		6-8,2♠=any spl 9-11
					3♥:preemptive		
1♠		(4)5	3♥	5+ cards, could be 3rd/4th.	1NT:4-11 HCP. 3♥:any spl.	1♠-3♥-3♠:asking	likewise, 2nt=any spl 9-11
1 NT			3♠	14-16 bal (5-4-2-2, 5M, 6m ok)	2♣:NF stayman. 2♦/♥:trx. 2♠:trx->♣. 2NT:trx->♦.		
					3♣:puppet,3♦:5♣-5♦,3♥/♠:(13)(45) GF.4♦/♥:trx		
					4♠/NT:bal slammish		
2♣	✓			22+ HCP or 9+ tricks.	2♦:waiting.2♥/♠/3♣/♦:8+ good suit. 2NT:4-7 ♣ suit.	2♣-2♦-2NT:23-24,3NT:25+,2♥/♠/3♣/♦:semi/unbal.	
					3♥/♠:semi-solid.3NT:solid suit.	responder : cheapest minor=second neg.	
2♦	✓			6 card MAJ 4-11 or 21-22 BAL.	2♥/♠,3♥/♠:p/c.4♣:ask bid below suit,4♦:bid suit. 4♥/♠:nat.		
					2nt:ask. 3♣/♦:nat F	2♦-2nt: : 3♣/♦:♥/♠min, 3♥/♠ : ♠/♥max.	
2♥	✓	5		5♥+(4)5 m, 4-11 HCP.	2♠:NF,3♣:p/c,3♦:inv ♥,3♠:nat GF,2NT:asking.	2♥-2nt-3♣/♦:♣/♦ min, 3♥/♠:♣/♦ max.	
						further bids by responder : other m=m fit, other M=M fit	
2♠	✓	5		5♠+(4)5m, 4-11 HCP	3♣:p/c,3♦:inv ♠,2NT:asking,3♥:GF.	2♠-2nt-3♣/♦:♣/♦ min, 3♥/♠:♣/♦ max.	
						further bids by responder : other m=m fit, other M=M fit	
2 NT				19-20 BAL (5M ok, 6m ok)	3♣:puppet,3♦/♥:trx,3♠:minors,3NT:5♠+4♥.		
3 bids		6		(6)7+ cards, 4-11 HCP	4♥/3♠:nat, other 4 bids=cue.		
3NT	✓			solid minor, no more than Q outside.	4/5♣:p/c, 4♥/♠:nat, 4♦:asking singleton		
4♣		7		(7)8+ cards, 4-11 HCP	4♦:inv slam,4♥/♠:nat		
4♦		7		(7)8+ cards, 4-11 HCP	5♣:inv slam,4♥/♠:nat		
						HIGH LEVEL BIDDING	
						rkc1403, 5NT specific kings. exclusion rkc0314.	
						DOPI, DEPO, ROPI	
						Kickback (jump) over minor	
						5NT GSF	
						cue bids : 1st/2nd (up the line)	
						X 4th hand of opponents slam when we're sacrificing : suggest sacrifice.	

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