



# WBF Convention Card 2.19

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>		<b>LEADS AND SIGNALS</b>			
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
Usually decent suit, can be 4-card suit at 1-level; In reply new suit at 1-level forcing		Lead		In Partner's Suit	
new suit reply at 2-level not forcing; jump-raise to three = c. 5-8 and 4+ trumps	Suit	top of sequence; 4ht highest, MUD		Same	
re-opening overcalls need not have strong suit	NT	4th highest, MUD		Same	Category: GREEN
	Subseq	natural count, top from two		Same	Country: Australia
	Other:				Event: PABF 2010
					Players: Bob Richman - Ron Klinger
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
<b>1NT overcall = 15-18, then same structure as after our 1NT opening</b>		Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
Re-opening 1NT = 11-17, 2NT = 18-19		Ace	A-K-x(-x) or ace only	Same	
		King	A-K, K-x, K-Q-x	Same, K-Q-10-x	STandard American Openings: 5-card majors, strong 1NT, multi 2D
		Queen	Q, Q-x, QJ-x	Same + Q-J-9-x, A-Q-J-x	Non-standard responding structure
		Jack	J, J-x, J-10-x. etc.	Same + J-10-8-x, K-J-10-x, A-J-10-x	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		10	10, 10-x, 10-9-x,	Same + Q-10-9-x, K-10-9-x, A-10-9-x	
1-Suit: weak-intermediate, c.9-15 points	9	9, 9-x, K-J-9		9, 9-x, K-J-9, 9-8-x or longer	
2-Suit: Ditto	Hi-x	normally a doubleton		doubleton or discouraging	1NT Openings: 15-17, but some upgrades or downgrades
Unusual 2NT for 2-lowest	Lo-x	normally 3rd or 4th highest		normally encouraging	2 OVER 1 Responses: 1M : 2C = G INV or better 1H/S : 2D = TFR; 1S : 2H = TFR
Reopen: opening values and 6+ suit	<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
Michaels over majors and minors, strength unlimited		Suit:1st	low-encourage	reverse count or SPS	odd encourage
jump-cue = stopper-ask for 3NT		2nd	suit-preference	suit-preference	reverse attitude
		3rd	natural present count	natural present count	natural present count
		NT: 1st	low-encourage	reverse Smith or count	odd encourage
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		2nd	suit-preference	suit-preference	reverse attitude
2C = majors; others natural, 2NT = minors		3rd	natural present count	natural present count	natural present count
		Signals (including Trumps): high-low = odd number or suit-preference			
		low-high = even number or suit-preference			
		<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>					
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>		T/O duple normally has opening values, can be less if the shape is good			
Dble = take-out, cue = 2-suiter, 4NT over 3H/3S = minors		Jump-reply = game-invite, does not promise 5+ suit			
		After reply, simple raise = 4-support and minimum double			
		Double-jump reply = Pre-emptive; cue-reply = forcing to suit agreement			<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
(1C) strong : X = shapely hand, 1NT = clubs, 2C = majors, 2NT = minors		Dbles and redoubles after 1-level interference are usually transfers			
After (1C strong) : P : (1D), X = shapely hand, 1NT = clubs, 2C = majors, 2NT minors		After (1X) : overcall : (Dble) : Rdbl = yop honour in overcall suit			
		In most auctions, 1st double = values, 2nd doublet = takeout, 3rd double = penalties			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					
At 1-level, redouble = transfer (except after our 1♠S opening)					
Otherwise, system on.					Psychics:

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4S	balanced 11-14, 18-20 or 4+ clubs	1-suit = trfr; 2D = C raise, 2H/2S = weak, 2C = 10+	After 1-level rebid, 2C = puppet to 2D, 2D = FGame	Same
1♦		3	4S	bal 11-14, 18-20 or 4+ diamonds	1-suit natural; 3C = D raise; 2H/2S weak, 2D = 10+	After 1-level rebid, 2C = puppet to 2D, 2D = FGame	Same
1♥		5	4S	balanced 11-14, 18-20 or 5+ hearts	2C = Artf. G. Inv or better; 2D = good 3-card raise	1H : 2NT = 6-13 raise, then 3C/3D = inquiry	Same
1♠		5	4H	balanced 11-14, 18-20 or 5+ spades	2C as above; 2D = TFR to Hs; 2H = good 3-card raise	1S : 2NT = 6-13 raise, then 3C/3D inquiry	Same
1NT		15-17	4S	5M OK; might upgrade / downgrade	2C Stayman; 2-other = TFR; 3-suit = suit below shortage	After TFR jump-suit = max with 4-support	Same
2♣	Yes	0	4S	23-24 bal, 9 P/tricks or game-force	2D negative or waiting, others usually positives	2C : 2D, 2H = artificial FG; 3-level = 9-trick hand	Same
2♦	Yes	0	4S	4-8, weak two in hearts or spades	2H/2S = Pass or correct; 2NT = strong inquiry	in reply to 2NT, 3C = hearts, 3D = spades	Same
2♥		6		8-11 weak two	new suit forcing, 2NT strong inquiry, jump = splinter	in reply to 2NT, opener shows strength and suit quality	Same
2♠		6		8-11 weak two	new suit forcing, 2NT strong inquiry, jump = splinter	in reply to 2NT, opener shows strength and suit quality	Same
2NT		20-22		usually balanced or semi-balanced	3C = inquiry, 3D/3H = TFRs; 3S = both minors	in reply to 3C, opener shows 5-major or possible 4-major	Same
3♣		6		pre-empt, normally rule of 3	new suit forcing; 3D ask for cue		Same
3♦		6		pre-empt, normally rule of 3	new suit forcing; 4C ask for cue		Same
3♥		6		pre-empt, normally rule of 3	new suit forcing; 4C ask for cue		Same
3♠		6		pre-empt, normally rule of 3	new suit forcing; 4C ask for cue		Same
3NT	Yes			Specific ace ask	reply shows which ace or aces are held	4NT/5NT asks for specific kings	Same
4♣		7		pre-empt, normally rule of 3	4D asks for cue		Same
4♦		7		pre-empt, normally rule of 3	5C asks for cue		Same
4♥		7		pre-empt, normally rule of 3	5C asks for cue		Same
4♠		7		pre-empt, normally rule of 3	5C asks for cue		Same
4NT	Yes	6-6 C + D		6-6 or so in the minors			
5♣		7		pre-empt, normally rule of 3			
5♦		7		pre-empt, normally rule of 3			
5♥		7		almost never used			
5♠		7		almost never used			
5NT		pick a slam		almost never used			
HIGH LEVEL BIDDING							
Cue-bid can be 1st or 2nd round control; 3NT pivot in cue auctions for major							
4NT RKCB; 03 / 1-4; After reply, 5NT asks for specific kings,							
After reply to 4NT new suit other than queen ask, asks for Q and K in bid suit							
Replies by steps: neither / Q only / K only / K + Q							
5NT grand slam trump ask: replies in steps 0 / 1 / 2 / 3							
5NT pick-a-slam if not suit agreement							