WBF Convention Card 2.18

Category:	Standard 2 over 1
Country:	AUSTRALIA
Event:	
Players:	ANDY HUNG - PETER HOLLANDS

DEFENSIVE AND COMPETITIVE BIDDING

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

Can be light at 1 level; Sound at the 2 level; New Suit = Forcing unless Passed Hand

Jump RAISE = PRE; 1NT = 8-10ish, stopper;

Cue = Balanced Raise; Jump Cue = Splinter; 2NT = Good Raise to 3, (exception 1X-(2

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

1NT = 15-18, Stopper; System ON

Lebensohl Over Interference

Reopen 1NT = 11-14, 2NT = 18-19;

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE

2-Suit: 2NT = Lowest 2 Unbid suits (weak or V. STR)

Reopen: 12-15

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

MICHAELS CUE - weak or V. Strong

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

2C = Major + Minor (both unspecified); 2D = Majors; 2H/S = Natural

Subsequent Reponses: 2C - 2D (whats your Major), 2C - 2H/S= N/F

2NT = 11+ invitational

X = Pen

Everything applies in Direct and/or Balancing Seat

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

LEB-SLOW after (WK2x)-DBL-(p)

X after Multi = (15)16+ any

VS. ARTIFICIAL STRONG OPENINGS

After Strong 1C, (and 1D neg response), X = Majors, 1NT = minors

Applies after str 2C opening as well, with 2D neg response

OVER OPPONENTS' TAKE OUT DOUBLE

New Suit = Forcing 1 round; Jump Raise = PRE

Bergen Raises Still on

after 1M-(dbl)-1NT still forcing 1 round

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th, 2nd from weak suit	Same
NT	4th, 2nd from weak suit, Top of Nothin	Same
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), usually asks for attitude	AKTx(+),
King	AK(x+); KQx(+), usually asks for Cour	KQ(x+), KQJ(+), asks Count
Queen	QJ; QJ(x+)	AQJ(x+); QJT(x+)
Jack	JTx(x+)	AJT(x+); JT9(x+)
10	Interiors	Interiors
9	9x	H98(x+), where H = honour;
Hi-x	Lead High-low	Same
Lo-x		

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	ATT: Hi = ENCRG	Count: Hi/lo = Even	ATT: Hi = ENCRG
2nd	Count: Hi/lo = Even	S/P	Count
3rd	S/P	Random	S/P
NT: 1st	as above	as above	as above
2nd			
3rd			

Signals (including Trumps): Hi-lo = Odd

S/P if obvious

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Cue Bid after T/O X = Artificial, game force

1NT = 7-10, Stopper

1C-(DBL)-(1X)-(2X) 2X = natural, 5+, if instead it was dbl, then 4+ in the X suit

1C-(DBL)-(1X)-(2C) 2C = cue bid

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG/RESP DBL thru to infinity, higher levels generally mean optional (can be left in)

1m-(1H)-DBL: shows LESS THAN 4 spades; 1m-(1S)-DBL: shows 4+ Hearts

4th seat DBL of third suit = 4th suit + tolerance

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2 over 1 is Natural Game Force.

2 over 1 by a passed hand is forcing for 1 round.

1M-(p)-1NT is forcing for 1 round, subsequent response may be 2C/D which is 3+, but jumping to 3X would be 4+ game force

Bergen Raises over Major Openings, even after a Dbl or 1S overcall

1NT Openings: 15-17, May Contain a 5 card Major/ 6 minor

2 OVER 1 Responses: 2 over 1 is GF, except 1D - 2C, which is Forcing 1 round.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rarely

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7NT	Better minor (1C with 3-3 in m's)	1M is more prioritised than 1D; 2M = 3-7, 6+	NT with any balanced hand; walsh style	Same
1♢		3	7NT	Better minor (1D with 4-4 in m's)	2M = 3-7, 6+	NT with any balanced hand; walsh style	Same
1♡		5	7NT		1NT = Forcing 1 round, even by passed hand; 2S = 6-9, 4+H's Unspecified Sh		
1♠		5	7NT				
1NT				15-17 HCP, can have 5M or 6m	Garbage Stayman; 4 way transfers; 4C/D=Texas Transfers; 3x = GF, Splinter	2 lvl transfer then new suit = GF; Super Accepts after any	
2♣	Y			Game Force, or 23+ Bal			
2♢		5		Weak, Nat 5+	2M is natural NF; 2NT asks Feature		
2♡		5		Weak, Nat 5+	2S is natural NF, 3C/D is nat and Forcing, 2NT asks Feature		
2♠		5		Weak, Nat 5+	2NT asks Feature		
2NT				20-22, Can have 5M or 6m	3C asks for 5 card M; 3D/H = transfers; 3S = Minor Suit Stayman; 4C/D = Tex	Texas Transfer - 4NT = RCK	
3♣				Pre	3x is Forcing 1 round		
3♢				Pre	3x is Forcing 1 round		
3♡				Pre	3x is Forcing 1 round		
3♠				Pre			
3NT				Gambling, no outside A or K	4C = pass or Correct, 4D = GF, 4H/S = To Play		
4♣				Pre			
4♢				Pre			
4♡				Pre			
4♠				Pre			
4NT				Minors, 6-5 or better			
5♣				Pre			
5♢				Pre			
5♡				Pre			
5♠				Pre			
5NT				wtf			

HIGH LEVEL BIDDING