WBF Convention Card 2.18

Category:	Youth
Country:	Australia
Event:	World Schools Championships
Players:	Justin Howard , Andy Hung & Peter Hollands

DEFENSIVE AND COMPETITIVE BIDDING

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

Landy over 1NT or Canape Transfers

2NT is limmit raise or better in comp

Cue raises

Doubles

Pre-emptive raiseing

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

Landy / canape transfers

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: weak

2-Suit: weak

Reopen: weak

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

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

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

x

lebensohl if possible

4NT take out

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKE OUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th highest, low from an honour, top o	low from an honour, top of nothing,2n
NT	4ths, low from an honour, top of nothir	low from an honour, top of nothing,2n
Subseq		

Other: top from an interior sequence, lead from surounding play

natural count and attirude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Attitude	Attitude
King	count	count
Queen	Attitude	Attitude
Jack	Top of a sequence	Top of a sequence
10	top of nothing	top of nothing
9	top of nothing/ mud/ 2nd highest from	top of nothing/ mud/ 2nd highest from
Hi-x	4ths / 2nd highest from 4 small / top o	4ths / 2nd highest from 4 small / top o
Lo-x	4ths/ low from an honour	4ths/ low from an honour

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st			
2nd			
3rd			
NT: 1st			
2nd			
3rd			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take Out Doubles through to 7S

Responsive Doubles through to 7S

Transferable values doubles

Penilty Doubles when Obvious

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol / 2/1 mix

all change of suit forcing

agressive raiseing and pre-empting

1NT Openings: 11-14 does not contain 44 in the majors and maybe semi-balanc

2 OVER 1 Responses: Forcing, 10+ points 4+ in the suit bid

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♡ - 2♣/◊ - 2♠ is 44 in majors 11-14

1♡ - 2♣/◊ - 2♡ is forcing

1x - 1y - 3x is a suit that can play opposite a singleton for 1 loser not really extra values

SPECIAL FORCING PASS SEQUENCES

when logical

all sequences possible

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	no	4	4♡	longest suit and/or balanced hand	Longest suit or suport	Crowhurst over 1NT, jump raise of own suit shows 1 lose	-
1◊	no	4	4♡	longest suit and/or balanced hand	Longest suit or suport or 1NT	Crowhurst over 1NT , jump raise of own suit shows 1 lose	longest suit - 6-10 HCP
1♡	no	4	4◊	longest suit and/or balanced hand	Longest suit or suport or 1NT	Crowhurst over 1NT , jump raise of own suit shows 1 lose	longest suit - 6-10 HCP
1♠	no	4	4♡	longest suit and/or balanced hand	Longest suit or suport or 1NT	new suit forcing , jump raise of own suit shows 1 loser su	longest suit - 6-10 HCP
1NT	yes	2	4◊	balanced/semi balanced, not 44 in m	Staymen, transfers, slam trys, to play	cue bids or super accepts or pass	6-8/9 HCP
2♣	no	0	4♠	Game Force	2◊ = waiting, rest shows a 1 loser suit, 2NT shows 8-10 b	Kokish	longest suit -9-10 HCP
2◊	no	5	4♡	Weak	2♡/♠ non-forcing 2NT asking bid and rest forcing	new suits, raiseing partner, cue buds	longest suit -9-10 HCP/splinter
2♡	no	5	4◊	Weak	♠ non-forcing 2NT asking bid and rest forcing	new suits, raiseing partner, cue buds	longest suit -9-10 HCP/splinter
2♠	no	5	4♡	Weak	2NT asking bid and rest forcing	new suits, raiseing partner, cue buds	splinter
2NT	no	2	4♠	Strong	Staymen, transfers, slam trys, to play	cue bids or super accepts or pass	9-10/11 HCP balanced
3♣	no	6	4◊	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/to play
3◊	no	6	4♣	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/ to play
3♡	no	6	4◊	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/ to play
3♠	no	6	4♡	Weak	new suit forcing , 3NT to play, jump to game is to play	new suits, raiseing partner, cue buds	splinter/to play
3NT	yes	0	no	1st/2nd Gambling, 3rd/4th to play	4♣/◊ = pass or correct 4♡/♠ to play	to play describing hand to partner then answer questions	to play
4♣	yes	6	4♡	Strong 4♡ pre-empt	4◊/♠/NT = slam try and 4♡ = to play	cue bids. sign offs, 4NT waiting	splinter
4◊	yes	6	4♡	Strong 4♠ pre-empt	4◊/♡/NT = slam try and 4♠ = to play	cue bids. sign offs, 4NT waiting	splinter
4♡	no	6	no	Weaker pre-empt	4NT key card rest nat and forcing	cue bids. sign offs, 4NT waiting, raise partner	splinter/to play
4♠	no	6	no	weaker pre-empt	4NT key card rest nat and forcing	cue bids. sign offs, raise partner	to play
4NT	yes	0	no	Spacific A ask	bid the A you have and if u have none bid 5NT	bid to play	-
5♣	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	to play
5◊	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	to play
5♡	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	-
5♠	no	7	no	Weak	new suit forcing	cue bids. sign offs, raise partner	-
5NT	yes	0	no	Forcing - grand slam try	bid slam or grand	bid to play	-

HIGH LEVEL BIDDING

Double

Pass can be forcing when logical

Biding before partner gets a chance is a slam try

Double before partner makes a decision is penilties

Pass is i am not sure what i want to do (transferable values)