WBF Convention Card

♠ ♥ ♦ ♣

Category: Open

NCBO: EVENT: Camrose Trials

PLAYERS: Ian Hamilton

Howard Kent-Webster

DEFENSIVE AND COMPETITIVE BIDDING

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

Mainly natural and non-forcing, change of suit by partner is forcing. Weak jump overcalls at 2 and 3 level. Ghestem (see special bids).

Re-opening does not promise 5 suit, otherwise almost all overcalls are 5+ cards.

2NT (as a jump) = lowest two suits

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

2nd 15-17; responses as opener

4th 11-13; responses as opener

4th seat in sandwich position 18-20 balanced; responses as opener

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak 2s and 3s

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

Direct - Michaels

Jump asks for stop for 3NT

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

Reverse Capelletti: 2♣ is majors with (2♦ ask); 2♦ single suiter (with 2♥ relay)

2M = that M and a minor (2NT strong ask, 3♣C pass or correct)

2NT = strong 2-suiter

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

Double takeout, with common sense applied

NT natural

Cue - Michaels

Leaping Michaels over Weak Two Major - 4m = that minor and other major

Non-leaping Michaels over 3s

VS. ARTIFICIAL STRONG OPENINGS

Over strong 1♣; simple overcalls suit and suit above; double is ♣&♥;

1NT is ♦&♠; weak jumps otherwise

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble 9+, no fit, suits forcing, but Bergen and inverted minor raises remain.

2NT sound raise to 3/4.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	Standard (MUD from 3 small)	Standard (MUD from 3 small)
NT	4th best; strong 10s and 9s.	Standard
Subseq	Remaining count (or SP)	Remaining count (or SP)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Unsupported or AK	Unblock, or orthodox count
King	Short or KQ	KQ
Queen	Short or QJ	QJ
Jack	Short or JT	JT
10	Short or T9	Nil or two higher and above card
9	Short or 98	Nil or two higher and above card
Hi-x	Even	Even
Lo-x	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Reverse attitude	Reverse length	Discourages
	2	Reverse length	SP	Reverse length
	3	SP		
NT	1	As above	As above	As above
	2			
	3			

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

May be light/distributional

Jumps non-forcing

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Support doubles in sequence 1x, pass, 1M, overcall, double, showing 3 cards.

As a general rule are values, though if any player has bid no trump naturally, the rule reverses, and doubles are generally penalty.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Standard American style

Five card majors

Strong no trump

Club opener may be doubleton in 4:4:3:2 hand

Weak twos and threes

Sound 2 over 1s, but not game forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Bergen 3♣/♦ over 1M by partner (and mini-Bergen by passed hand)

Ghestem -- over 1♣/♦/♠ - 2NT = lowest; cue = highest and lowest; 3♣ = highest

-- over 1♣ - 2NT = red suits; 2♣ = ♦ + ♠; 3♣ = majors

Helvic if our 1NT is doubled (with mandatory redouble) - xx= single suiter

2 any = suit and suit above equal length

If we double a weak NT and 3rd hand bids pass is sound and forcing

over Multi - 2NT= 15-17 System on; 2M is takeout of other M. 3m natural NF

SPECIAL FORCING PASS SEQUENCES

When we have bid constructively to game

When 1NT is doubled and 3rd hand bids

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Bergen is "off" in competition

Inverted minors are "off" in competition

Weak jumps over oppo double

PSYCHICS: Rare

OPENING	TICK IF ARTIF	MIN NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		basically natural	Inverted raises nGF; jump shift forcing;double jump splinter	feature/suit shown after inverted raise, 2NT = 12-14	
					After inverted raise 2♦/♥/♠ do not promise extra values		
1♦		3		basically natural, only 3 if 4432	As 1♣	as 1♣	
				outside NT range			
1♥		5		may be balanced	3♣, 9-11 4-card support; 3♦ 8-10 4-card support;	Over Bergen next suit asks for clarification	Mini-Bergen by passed hand,
					3M 4-7 4-card support ; 2NT 4-card support game forcing	Over 2NT 3 bids are singleton, 4 bids void 4M weakest action, 3NT int, 3M strong	using 2m to replace 3m
					Splinters; 3NT 5-card support, some defence; 4M 5-card		
1♠		5		may be balanced	minimal defence		
1 NT				15-17 balanced	2♣, 5-card Stayman, forcing to 2NT, 2♦/♥ transfers	Transfer breaks; 2NT, max 4333; 3 suit max and the suit is a source of tricks;	
				frequently contains 5 Major	2♠/NT minor suit transfers	3M any 5332 or max 4432 with the second four card suit being weak	
					3m; 6 in this minor plus a 4cM (so opener bids a 4cM if held)	Minor suit transfers accepted (by bidding the suit) if Qxx, Kx, Ax or better	
2♣		0		GF unless 2NT rebid	2♦, 0-7 or waiting; 2NT 8-10 bal; suits 5c 8+	Rebid 2NT is 23-24 (system on)	
						Rebid of 2♥ is Kokish, showing hearts or 25-27 bal; responder bids 2♠, then	
						2NT rebid is 25-27 (system on), and any suit bid is a feature and 5+ hearts.	
2♦		6		5-9	Raises preemptive; new suit forcing, 2NT nat and forcing		
2♥		6		5-9	As 2♦, but to 2NT any suit bid, shows extras and a fragment		
2♠		6		5-9	As 2♥		
2 NT				20-22 balanced	3♣ puppet stayman, 3♦/♥ transfer; 3♠ minor suit stayman	Over 3♣, 3♦ promises a 4cM, and responder bids first major he does not have.	
3 bids		7		may be 6 card suit if clubs		Over 4m, 4NT weakest bid.	
3NT				solid 7 card minor; little else	4/5♣; pass or convert		
4♣				7+ hearts, decent suit (8 trick hand)			
4♦				7+ spades, decent suit (8 trick hand)			
4♥/♠				Weaker than 4♣/4♦ (7 trick hand)		HIGH LEVEL BIDDING	
4NT				Specific ace ask	5♣ none, 5 suit that ace, 5NT 2	DOPI and ROPI after intervention of our RKCB	

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