



WBF Convention Card



Category: Strong Club BLUE

NCBO: Northern Ireland EVENT:

PLAYERS: R Plunkett P Tranmer

LEADS AND SIGNALS

OPENING LEADS STYLE

Suit	Lead	In Partner's suit
3rd even/lowest odd	Top of 2	Top of 2
ATT. Top of 2, mud		ATT. Top of 2, mud
Subseq	Same	Same

VS NT: K asks unblock

LEADS

Lead	Vs. Suit	Vs. NT
Ax(+): AK	AK: AKx(+)	
Kx(+): KQ	AKJ10(+); KQJ(+);	
Qx(+): KQx(+)	KQ10(+); QJ9(+); Qj;	
J10; QJx(+)	J10(+)	
10; J10x(+); 10x	AKJ10(+); K/Q109(+); 10x	
9; 109x(+); 9x	109x(+); 9x	
Hi-x	Sx; xSx	
Lo-x	Hx; xS	

SIGNALS IN ORDER OF PRIORITY

Suit	Partner's Lead	Declarer's Lead	Discarding
	Hi/Lo=O	Hi/Lo=O	Revolving
2	S/P	S/P	Hi/Lo=O
3			
1	Hi/Lo=O	Hi/Lo=O	Revolving
2			Hi/Lo=O
3			

Trump signals are as above.

After trying to win trick or after a discard, residual count is shown.

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

May be light with classic style. DBL of M shows 4+ OM.

CUE=F to S/A

If both OPPT have bid suits, DBL= sound T/O of both suits

REOPEN: same

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

NEG DBL thru 3

RESP DBL: after T/O DBL thru 3; after O/C thru 3

COMP and G/T DBLS

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive at 1-level, sound at 2-level

CUE RESP: F1, SUPP or good hand. New suit=NF

Jump raise=PRE

Reopening: may be weaker: RESP as above

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

2nd POS: 15-17. RESP as to 1NT Opening, but TRF to Opener's suit shows no help in that suit.

4th POS: 10-12. AS above.

If both OPPT have bid, 1NT is WK unbalanced T/O

JUMP OVERCALLS (Style; Responses; Unusual NT)

WK/Intermediate. RESP: CUE=HCP raise or NT probe, new suit=F1

2NT= 2 lowest in 2nd POS (WK/STR): NAT if reopen

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

1m - 2m=5-5+ in ♠+m (WK/STR). 1M - 2M= 5-5+ in OM+m (WK/STR)

1m - 3m=5-5+ in ♠+♥ (WK/STR). 1M - 3M=3NT probe

If both OPPT have bid, CUE=NAT

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

2♣= any 1-suiter. new=P/C, 2NT=(R)

2♦=♦+♥/♠; 2♥=♥+♠/♣; 2♠=♠+♥/♣; suit=P/C, 2NT=(R)

2NT=♦+♠; 3any=FG with 2 named suits

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

T/O DBL over 3♣, 3♦, 3♥, 3♠, 4♣, 4♦, 4♥

4NT over 4♣

VS. ARTIFICIAL STRONG OPENINGS

VS 1♣: DBL=1-suiter - 1♣=WK, suits=P/C, NT=(R)

1♦=♦+♥; 1♥=♥+♠; 1♠=♠+♥; 1NT=♦+♠; 2♣=♣+♥; 2♦=♦+♠

Higher=WJ/O

OVER OPPONENTS' TAKEOUT DOUBLE

New suit=F1, WJS. 2NT=HCP raise. Double jump=SPL.

RDBL requires OPPT not to play undoubled.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision loose 1♦

1NT = 14-16 bal

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♦ may be 4405

2NT Weak pre-empt in either m

3NT SOL m, no A or K outside

4m SOL M, no A or K outside

2♦ 6♥ or 6♠, 6-10

2♥ 5♥, 4+♥, 6-10

2♠ 5♠, 5♥ or 4+♥, 6-10

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4th suit by UPH= F1 at 2-level, FG at 3-level

PSYCHICS: Seldom by PT

Rare by RP

OPENING	TICKETS	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	3♣	17+ if balanced	3x=4-7, 7(x+1); 1♣=0-7; Rest=8+; 1♥=5+♥; 1NT=5+♣	1♣ - 1♦ - 1♥ [1]; 1♣ - 1♥/NT: [2]; 1♣ - 1♠: [3]; 1♣ - 2m: [4]; 1♣ - 2M: (R)=ASK	same
1♣	0	16+ if unbalanced	1♣=BAL or m 1-suiter; 2m=5-m, 4+y/z; 2M=6, 2+, 2NT=SOL	1♣ - 1M: [5]; 1♣ - 2♦: [6]; 1♣ - 2♠: [7]; 1♣ - 2NT: [8]	2m=7-10, 5+m
1♥	5	11-16: Either ♣ longest or not 6♣ or not 5M or if 14-16, then x	1M=8+, 4suit or 4+, 5-suit; 1NT=8-10, no biddable M	1♣ - 1NT: 2m=NAT, 2M=Stop, 3♣=5-5+♣+♣ MAX	Jump shifts=5+♣ SPL
1♥	3♦	11-15, no longer suit outside	2♣=11+, F2NT; 2♦=11+, 5+♣; F2NT; 2NT=FG, BAL or m	After 3♣, 3NT ASKS: 4m/♥=m/♣ void; 1NT rebid=11-16; 2♣ now (R); Reraise=PRE	
1♣	5	11-15, no longer suit outside	1NT=(R), F1 [9]; 2NT=FG raise or 16+ BAL; Raises=PRE	After 3NT, 4♣ ASKS: 4♦/♥/♠=♦/♥/♠ void. 1NT rebid=11-16; 2♣ now (R)	
1NT		14-16 BAL	SPL; 3NT=FG raise + void; suits natural, F1	Reraise=PRE	
2♣		11-15, 6+♣	2♣=STAY (NF); 4-suit TRF; 2♣=Baron; 4♣=Gerber	1NT - 2♦ - 2♠: 3m=6m, 4M, NF, 3M=5M, 4OM, FG;	
2♣		11-15, 6+♣	3♦/♥/♠=NAT, S/T, good suit; 4NT=NAT	1NT - 2♠: 2NT=MIN (NF), 3NT=5m332, MAX, 3x=4 suit;	
2♣		6-10, 6+♥ or ♣	2♦=(R), F1; 2M=8-11, 5+ suit;	1NT - TRF: Break=4SUJP + MAX: After TRF: new=F1, jump=SPL, S/T	
2♥		6-10, 5♥, 4+m	2NT=(R) FG Raises NAT, NF	2♣ - 2♦: [10]	
2♣		6-10, 5♥, 4+m	3♦/♥/♠ SPL		
2NT		Weak Pre in ♣ or ♦	2♥=P/C; 2♠=P/D, 2NT=(R), F1, 3m=NAT, F1, 3M=P/C	Over 2NT, 3♣/♥/♠=Str/weak ♥ 3♦/♠=Str/weak ♣	
3♣/♦	7	Sound PRE	2♠=NAT, F1, 2NT=(R), F1; 3/4♥=PRE; 3, 4, 5♠=P/C		
3♥/♠	6	PRE	3♣=NAT, NF		
3NT	7	SOL m, no A or K outside	2NT=(R), F1; 3/4♠=PRE; 3, 4, 5♠=P/C	Over 2NT, 3♣/♥/♠=weak; 3♣/♦: 3NT=str♥	
4♣	7	SOL ♥, no A or K outside	3/4♠ P/C, 3♦ P/D, 3M=NAT, F1; 3NT, 4M NF, 4♦ FG raise		
4♦	7	SOL ♠, no A or K outside	3♦/♥=(R), 3NT, 4M=NAT, NF, raises NF		
4♥/♠	7	NAT	Suit=ASK		
4NT		ASKS Aces	4♠=P/C; 4♦ ASKS shortage; 4m=NAT, NF		
			4♣ ASKS	After 4♦, 4♠=void - 4NT ASKS; 5♣/♥/♠=single ♣/♥/♠; 4♥=no shortage	
			4♥ ASKS	After 4♥, 4NT=void - 5♣ ASKS; 5♦/♥/♠=single ♦/♥/♠; 4♠=no shortage	
			Suit ASKS: step1=2+ losers, etc		
			5♠=none, 5y/z=Ace, 5NT=♣ Ace, 6♠=2 Aces		
				HIGH LEVEL BIDDING	
				RKCB; Gerber over NT; CUJBIDS - 1st round control 1st;	
				DOP/ROPI; GSF; Asking bids (many) - usually in 1♣ auctions	