WBF Convention Card 2.19

Category:	Natural – Green	Last Update: 2023.06.26
Country:	Hong Kong, China	
Event:	All	
Players:	Alex Seto – Leo To	

DEFENSEIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				**OPENING LEADS STYLE**			
Aggressive in general [69]					Lead	In Partner's Suit	
New-suit = constructive; Jump new suit = FG				Suit	3rd = Even; Low = Odd	3rd = Even; Low = Odd	
1NT = 8-11; 2NT = High ODR Raise				NT	4th; 2nd from xXxx, TOP from Xxx	3rd = Even; Low = Odd	
RAISE = courtesy; Jump RAISE = PRE				Subseq	ATT	ATT	
CUE = F1 or INV+ with SUPP; Jump CUE = mixed raise				Others: Top from xxxx for bid-and-raised partner's suit			
Reopening: similar style				Leading trump (including partner's suit): S/P			

1NT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS			
2nd/4th live = 14-18; system as over 1NT opening				Lead	Vs. Suit	Vs. NT	
Reopening = 13-17; system as over 1NT opening				Ace	AKx(+); Ax(+)	AKx(+)	
				King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)	

JUMP OVERCALLS (Style; Responses; Unusual NT)							
1-Suit: RPE; system as over corresponding opening				Queen	QJ(x+)	QJ(x+); KQ109(x+)	
Reopening = 6-card+ good hand				Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)	
2-Suit: 2NT = 2 lowest suits, flexible range [64]				10	109(x+); H109(x+)	109(x+); H109(x+)	
Reopening = 20-21; system as over 2NT opening				9	9x	9x	
				Hi-x	Sx; HxSx; HxSxxx	Sxx	

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)				Lo-x	HxS; HxxxS; xxS; xxxxS	HxxS(x); xSxx	
Direct = MICHAELS CUE (flexible range) [64]:				**SIGNALS IN ORDER OF PRIORITY**			
(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry					Partner's Lead	Declarer's Lead	Discarding
(1M)-2M = oM+m; New suit = NF; 2NT = ask m; 3♣ = INV, m; 3♦ = INV, M				Suit: 1st	High = Discourage	High = Odd	High = Discourage
Jump CUE = stopper ask:				2nd	High = Odd	S/P	High = Odd
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF				3rd	S/P (dummy's short)		S/P

VS. NT (vs. Strong / Weak; Reopening; PH)				NT: 1st	High = Discourage	High = Odd	High = Discourage
X = Penalty [73]				2nd	High = Odd	S/P	S/P
2♣ = ♥+♠; 2♦ = one M; 2M = NAT PRE; 2N = one m; 3m = NAT PRE				3rd	S/P		
PH: X = any one suit; others = DONT (5-4+); 2♠ = 4♠6m				Signals (including Trumps): Trumps: S/P; Smith Echo (High = Encourage)			

VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				DOUBLES			
DBL=T/O thru 4♥; LEB after T/O on Weak 2				**TAKEOUT DOUBLES (Style; Responses; Reopening)**			
3-level CUE = stopper ask; 4-level CUE = ♥+♠; (2M)-4m = oM+m				Aggressive and may be light with classic shape or at reopening position			
2NT = 14-18; Simple Stayman; 3NT = NF				1NT = 8-10; 2NT = 11-12; Jump new suit = INV; CUE = F1, subsequent = FG			
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits [65]				RESP DBL = 8+			

VS ARTIFICIAL STRONG OPENINGS				SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Vs. strong 1m: NAT, treatment as natural opening				1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♣-(1♦)-X = ♥; 1m-(1♥)-X = ♠			
Vs. strong 2m: X = 3 suits; Others = SUCTION (all-level) (only for 2nd live) [70]				NEG DBL thru 4♥ [52]			
				RESP DBL thru 3♠			

OVER OPPONENTS' TAKEOUT DOUBLES				MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit [53]			
1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; system as if no double				No SUPP DBL nor SUPP REDBL, they all show strength			
1M-(X)-(XX) = 10+; system as if no double				Lead directing DBL and LIGHTNER DBL [54]			
				Unsolicited DBL and REDBL			

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 2+, may have 4♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♣
Transfer Responses; 2♦ = Weak ♦; Weak 2M; 2NT = Good 19-21
Balanced minimum opening = 11 HCP
1NT Opening: good 14- bad 17
2 OVER 1 Responses = FG [26]
Style: aggressive on both opening and preemptive bids

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT = PRE, ♥+♠, at least 6-5 [12]
REVERSE BERGAN RAISE [29]
LEBENSOHL [63]
TRANSFER RESPONSES
NEGATIVE FREE BIDS [61]
UNUSUAL VERSUS UNUSUAL [62]
SANDWICH 1NT FOR PASSED HAND [66]
MODIFIED HELLO CONVENTION
MODIFIED GAZILLI [27]

SPECIAL FORCING PASS SEQUENCES

FG situation: standard approach
Under obvious sacrifice: standard approach

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: extremely rare

OPENING BID DESCRIPTIONS

Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21, may have 4♦ [01]	1♦ = ♥; 1♥ = ♠; 1♠ = 6+, no 4M; 1NT = FG, 5♣+ and 4M+	XYZ CONVENTION [22]; NEW MAJOR GAME FORCE [23]	
				may have 5-card suit with 6♣+	2♣ = NF, ♣+♦; 2♦/♥ = INV 6♥/♠+ [21]; 2♠ = INV, 5♣+	FOURTH SUIT GAME FORCE [23]	
					2NT = 10-11; 3♣ = PRE; 3♦/M = WK 6♦/M +; 3NT = NF	1X-1Y-2NT ADVANCES [24]	
					4m = PRE; 4M/5m = NF		
1♦		4	4♥	10-21, 5-card+ except 4441 [02]	1♥ = ♥; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♣+ [26]; 2♦/♥ = INV 6♥/♠+ [21]	XYZ CONVENTION [22]; NEW MAJOR GAME FORCE [23]	
				may have 5-card major with 6♦+	2♠ = INV+, 4♦+; 2NT = 10-11; 3♣ = INV, 6♣+; 3♦ = PRE	FOURTH SUIT GAME FORCE [23]	
					3M = WK 6M+; 3NT = NF; 4m = PRE; 4M/5m = NF	1X-1Y-2NT ADVANCES [24], GAZILLI [27]	
1♥		5	4♦	10-21, 5-card+ [03]	1♠ = ♠; FORCING 1NT; 2♣/♦ = FG, 3♣+/5♦+ [26]; 2♥ = Courtesy	XYZ CONVENTION [22]; GAME FORCING 2♠ [23]	SEMI-FORCING 1NT
				4-card in 3rd and 4th seat possible	2♠ = INV 6♠+ [21]	FOURTH SUIT GAME FORCE [23]	TWO-WAY REVERSE DRURY [30]
				may have 5♠ with 6♥+	MODIFIED JACOBY [28]; REVERSE BERGAN RAISE [29]	1X-1Y-2NT ADVANCES [24]	2NT = 6-10, ♣+♦
					3♥ = PRE; 3♠ = WK 6♠+; SWISS 3NT; 4m = PRE	1♥ – 2♥ – 2NT = Any invite [25] , GAZILLI [27]	
1♠		5	4♥	10-21, 5-card+ [04]	FORCING 1NT; 2♣/♦/♥ = FG, 2♣+/5♦+/5♥+ [26]; 2♠ = Courtesy	FOURTH SUIT GAME FORCE [23];	SEMI-FORCING 1NT
				4-card in 3rd and 4th seat possible	MODIFIED JACOBY [28]; REVERSE BERGAN RAISE [29]	1X-1Y-2NT ADVANCES [24]	TWO-WAY REVERSE DRURY [30]
					3♥ = INV, 6♥+, short in ♠; 3♠ = PRE; SWISS 3NT; 4m = PRE; 4♥ = NF	1♠ – 2♠ – 2NT = Any invite [25], , GAZILLI [27]	2NT = 6-10, ♣+♦
1NT				Good 14 - Bad 17 [05]	STAY; JOCABY; 2♠ = ♣; 2NT = ♦; 3♣ = NF, ♣+♦; 3♦ = FG, ♣+♦	SMOLEN; BARON	
				may have 5M, 6m or 5m+4M	3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠ any 6-4		
				seldom with singleton	TEXAS; 4♠/4NT = QUANT; 5m = NF		
2♣	Y			ART, STR, 22+ if BAL [06]	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (count AKQ only)	Jump bid by opener = self-sufficient trump	
					3X = Good 6-card+ suit, little side value;		
2♦	Y			Non-VUL = light PRE, 5♥+ or 5♠+	2M/3M = P/C; 2NT = relay; 3♣ = NF; 3♦ = FG, 5♥/♠+; 4m = relay		
				VUL = PRE, ♥+♠, at least 5-4	2M/3♣/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = relay		
				4th seat = 10-12, 6♦+	2M = NF; 2NT = INV, NAT; 3♣/3M = FG, NAT; 3♦ = courtesy		
2♥		5		NAT, PRE [08]	2♠ = NF; 2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = FG, NAT		
				4th seat = 9-11, 6-card ♥ [13]	3♥/4♥ = PRE; 3♠/4m = lead directing; 3NT/4♥/5m = NF		
2♠		5		NAT, PRE [09]	2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥		
				4th seat = 9-11, 6-card ♠ [13]	3♥/4m = lead directing; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				Good 19-21 [10]	STAY; JACOBY; 3♠ = minors or ♦; 3NT = NF; 4♣ = FG, 6♣+	SMOLEN; BARON [45]	
					TEXAS; 4♠/4NT = QUANT; 5m = NF		
3X		6		NAT, PRE [11]	3-level new suit = FG (except 3♣ - 3M at NV/V), NAT; 3NT/4M = NF;		
				4th seat = 9-11, 7 cards [13]	3♣ - 3♦ = ask for 3-card major; 3♣-4♦/3♦-4♣/3M-4♣ = PRKCB		
					4-level new suit = CUE		
3NT	Y			6-5 M, PRE [12]	4♣ = puppet to 4♦, responder then bid 4M = fit, slam try		
					4♦ = bid your longer M; 4M = to play		
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		
4NT	Y			PRE in ♣+♦	5m = NF; 5♥/♠ = RKCB in ♣/♦; 5NT = pick a slam		

HIGH LEVEL BIDDING

Cue-bid style: show first round controls before second, except King in partner's suit;

Concept of fast arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT [41]; RKCB-1430 [42]; ORKCB [42]; PMRKCB [42]; PMB [42]; SPL [43]