



WBF Convention Card

Category: Natural – GREEN

NCBO: USBF

Event Juniors U21

Players: Ethan Derman

Jack Boge

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card majors

1♣ = clubs or balanced

1♦ usually 5, usually unbalanced

1NT Opening: 14-16 (NV, 1st and 2nd) otherwise 15-17

2 over 1 RESP: FG by UPH except 1D – 2C inv+

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

OPENINGS:

2♦ = weak 2 bid in a Major

2M = const (8-11 fav, 10 – 13 unfav, 9 – 12 other)

3NT = Solid Major: no side A or K in 1st/2nd

RESPONSES:

Transfer responses to 1♣

Transfer responses in competition after 1♣, 1♦-(1♥)

REBIDS:

After 1♦-1M

opener's rebids 1NT through 2♦ = TRF

1M-1NT-2♣-2♦ ART

COMP:

Transfers after :1M-(DBL); (1X)-1M-(DBL);

Michaels (55M) & UNT over opening 1X

1M-(overcall)-jumps are fit showing, 3M is mixed

1♣-(1x)-4m = transfer to 4M

SPECIAL FORCING PASS SEQUENCES

Pass then pull is stronger than taking initial action

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Defense to multi 2♦

PSYCHICS: Some very light openings 3rd seat NV / V

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd even, low odd	Top from xxx(x) when raised
NT	2/4 th , high from xx(x)	ATT
Subs.	ATT	
Rev Smith vs NT, by leader and responder if necessary		

LEADS

Lead	Vs Suit	Vs NT
Ace	AK	AKx(xx)
King	AKx(x), KQ, Kx	KQT9, AKQT, AKJT
Queen	KQx(x), QJ, Qx	KQx(x), QJx
Jack	QJx(x), Jx	QJTxx, AQJT(x), JTxx
10	J10x(x) KJTxx(x),	JTxx(x), A/KJT(xx)
9	T9x(x), T9, 9x, HT9(x)	T9xx, A/K/QT9(xx)
Hi-x	Sx or Sxx	Bad suit
Lo-x	xxS, xxSx, xxxS	Normally from honor

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's lead	Discarding
Suit	1 st	Lo = ENC	S/P
	2 nd	S/P	Hi / lo = O
	3 rd	Hi / lo = O	
NT	1 st	Lo = ENC	Rev SMITH/Std S/P
	2 nd	S/P	Hi / lo = O
	3 rd	Hi / lo = O	S/P

Signals (including trump):

Usually S/P in trumps

Rev Smith versus NT (Trick 2 Low ENC)

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)

Style: Near opening w/ support for unbid suits

Responses: Cue bid F to 2 level

Reopening:

SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL THRU 4♥; DBLs after 1♣ ART

1♦-(1♥)-DBL = 4♠s; 1♦-(1♠)-DBL = 4⁺♥s,

RESP DBL THRU 4♥: Values or interest in other suits;

Support DBL & RDBL to 2M

DEFENSIVE & COMPETITIVE BIDDING

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

Style: 1 level overcall can be light, 2-level fairly sound vul

Responses: Jump Raise PRE, Jump Q = mixed raise

2 lvl = const NF, all else nat F

Over neg DBL: 2NT = LR, TRF

(1♠)-2♥-(2♠)-2NT = ♥ raise

(1m)-P-(1N)-2♠ = 5/4 Majors, 2♦ = 5⁺/5⁺ Majors

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

2nd Position: 15⁺-18; response as over 1NT Opening

(1X)-P-(1Y)-1NT = 15⁺-18

4th Position: 10 -15, 11-16, 12-17

Responses: 2C ask M and strength, System On

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: WK

Responses: New suit F1

Unusual NT: Lower 2 unbid suits

(1♠)-2♦ = 5+, 5+ majors

Reopening: Jump overcall INTER, 2nt range var

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

(1♣): 2♠ = (5-4) majors; 2♦ = 5-5. Others Michaels

(1♦)-2♦ = NAT if 1♦ is <3

(1m)-3m NAT; (1M)-3M asks stopper

Resps:(1M)-2M:3♠= P/C; 3♦= INV oM; 2NT= INV, ask

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

Multi-Landy

DBL of strong NT = 4M + long minor, or strong by ph and in bal

Vs PREEMPTS

T/O DBL thru 4♥; better minor LEB after (2M)-DBL-(P)

(2M): 3M = Stopper ask in that major, 4m = leaping michaels (50M + 5m)

VS ARTIFICIAL STRONG OPENINGS

DBL = Majors; NT = minors;

OVER OPPONENTS' TAKEOUT DOUBLE

New suit F1 at 1-lvl

1♦/M-(DBL)-3♠ = mixed raise; Transfers after 1M-(DBL)

Xfers over 1M

OPENING	TICKET IF ARTI- FICIAL	MIN- # OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♥	Longest suit in unbal hand	Transfer responses	1♣-1♦/♥-1NT = 17+-19 HCP	Transfers in comp
				or 2+ ♣s in BAL hand	STR JS resp except 1♣-2♦ = wk	Transfers and 2♣ checkback after	1♣-(1M)-3♦/1♣-(1♦)-3♠ = Bid 3N
				w/ 11-14 or 17/18-19 HCP. Can have up to 5D (3352 or some 4252)	3♠ = minors wk	1♣-1♦/♥-1NT and 1♣-1♦/♥-1♥/♠	1♣-(1♦/1♥)-DBL/1♥/♠ = TRF
					4m = transfer to 4M		1♣-(1X)-4m = transfer to 4M
1♦		4	4♥	4+ card suit (5+ unless 4441), UNBAL hand	1♦-2♥= 5♠-4/5♥ 8-11	Transfer rebids after 1♦-1M	Transfer rebids off in comp
							1♦-(1♥):-2♥= 6+♠ weak / GF; 2♠=♦
1♥		5	4♥	5+ card suit, usually no longer suit, 11-22 HCPs	1NT = semi-forcing; 2/1 FG		PH: Reverse DRURY
				Can be 4 card suit in 3 rd & 4 th	2NT = FG raise, usually BAL	1♥-2m-2♠ = clubs	(2C = good raise)
					SPL raises including 3NT	1♥-2m-3♠ = ♠ reverse	COMP: TRF /DBL
					3♦ = LIM; 1M-3M=mixed raise		
1♠		5	4♥	See 1♥	See 1♥; 3♠ = ♥; 3♥ = Limit Raise	1♠-1NT-2♣-2♦ ART	See 1♥
1NT			4♥	14-16 except	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF	1NT-3♣-3♦-3M = 4 other M	COMP: TRF LEB after overcall
				15-17 3 rd /4 th & VUL	4♣ = Gerber (Ace ask)		
				May have 5 M or 6 m	2♠ = range ask or ♠; 2N= Puppet STAY	New suit after minor trf = SPL	NEG DBL
					3♠ = ♦s; 3♦ = minors		Other transfers in comp.
					3M = SPL, 3 oM		
2♣	√	0		22+ BAL or 9+ tricks UNBAL	2D GF, 2H bust, 2n heart positive		
					Kokish relays (2C-2D-2H = ART and forces 2S to show strong or heart hand)		
2♦	√	0		weak 2 in a Major	2,3M p/c, 2N = asking		After X: Pass = asks opener to pass with 3+♦s, XX = own suit
				(2-9 with ♠, 2-9 with ♥)			After 2/3M overcall DBL = P/C
					4♣ asks trf to suit; 4♦ asks bid suit		
2♥		5		6+ card suit, 8/9 – 11/13 HCP, depending on Vul, position	2NT ask,		
2♠		6		6+ card suit, 8/9-11/13 HCP	2nt ask		
				depending on Vul, position			
2NT				20-21 BAL, May have 5M,	3♣ = ASK for 4 or 5-card M	HIGH LEVEL BIDDING	
				6m or stiff honor possible	3♦/♥/4♦/♥ = TRF 3♠ = forces 3N, m/mm	4♣ is Preempt Keycard after most preempts: resps: 0, 1 no Q, 1+Q, 2 no Q, 2+Q; --Also after weak 2 (second round after 2♦), higher = void +2.	
					4♣ = Gerber (Ace ask)	Key Card Blackwood and Kickback (4X+1 is RKCB)	
3x		6		NAT, may be weak Fav	New suit F1	5NT usually choice of slam, Grand Slam Try when obvious	
3NT	√			Solid major, no side A, K 1 st 2 nd	4♣ = Bid your major		
				To play, 3 rd , 4 th			
4X		7		NAT			