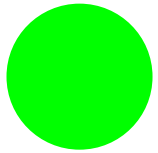
WBF Convention Card



CATEGORY:	Natural - Green
NCBO:	Australia
EVENTS:	16th World Bridge Games
PLAYERS:	Arjuna de Livera – Andrew Braithwaite Rev:8/8/2024

DEFENSIVE AND COMPETITIVE BIDDING

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

Fairly standard style. May occasionally be aggressive.

RESPs: new suit = F1 if OPPT pass or X, NF if OPPT bids.

CUE = sound raise (9+HCP), 3+ SUPP. Jump raise = PRE. Jump CUE and new suit jumps = SPL raise.

NT = NAT, NF. Jump new suit = SPL, INV+.
Non-jump 2NT after OPPTs 1M-2M/2OM = (55+) ms, and after OPPTs 1M-2m = (55+) other 2 suits, both CONSTR+.

Re-open: Same.

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

15-17 2nd/4th "live", 11-14 R/O.

RESPs as over 1NT opening.

R/O 2NT = 18-19 (RESPs as over 2NT opening).
Escape from 1NT X: Pass forces RDBL for PEN or run showing 2 touching suits, RDBL shows run to 1 suit, 2♣/2♦ is NAT and lower of 2 non-touching suits. 2♥/♠ NAT and COMP values.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: 2 or 3 y/z = WK (direct)/Intermediate (R/O). New suit advances are F1. 2NT advance INQ for range and suit quality. UNT (55+) lower unbid suits, CONSTR+.

2-suit: STR, NAT if in M, that m+OM (55+) if in a m.

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

(1m)-2m=♠+♥(55+), (1M)-2M=OM+m(55+), both CONSTR+.

2NT advance = G/T.

(1x)-3x=Asks for stopper. (WK2x)-3x=Asks for stopper.

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

Vs STR=semi-CONSTR; vs WK=CONSTR.

2♣ = both M. 2♦ = 1M. 2♥/♠ = 5+♥/♠ and 4+m. 2NT = ms.

X = PEN vs WK NT. X = 4M and 5+m vs STR NT.

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

X = T/O, with LEB (direct CUE/NT bids deny stoppers).

NAT NT O/Cs.

Leaping and non-leaping Michaels.

VS. ARTIFICIAL STRONG OPENINGS

Jumps = WK, NAT.

Vs STR 1♣, X = Ms, 1NT = ms.

Vs STR 2♣, X = Ms, 2NT = ms.

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ no primary SUPP, next X by either hand = T/O.

New suit = NAT, F1.

Raise structure unchanged.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	STND, 4th best.	Same
NT	Same.	Same
Subsequent	Same.	Same

Other: vs NT, Ace/Queen asks for U/D ATT, King asks for UB or CT.

vs Suit, Ace/Queen asks for U/D ATT, King asks for CT.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A(x), AK(x)	Asks for U/D ATT
King	K(x), KQ(x), AK(x)	Asks for UB or CT(U/D)
Queen	Q(x), QJ(x), KQ(x)	Asks for U/D ATT
Jack	J(x), J10(x), KJ10(x)	Same, AJ10(x)
10	10(x),109(x),Q109(x),K109(x)	Same, A109(x)
9	9(x), 2nd of bad suit.	Same
Hi-x	2nd of 4 small, or MUD.	Same
Lo-x	4th best or low from Hxx.	Same

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi = Odd	Hi = Odd	O/E
	2	Hi = DISCG		Odd = ENCRG in cashout
	3			
NT	1	Hi = Odd	Hi = Odd	O/E
	2	Hi = DISCG	SMITH	Odd = ENCRG in cashout
	3			

Signals (including Trumps): U/D CT (original) & ATT. High-low in trumps = odd number of trumps.

SMITH signals on declarer's first lead at NT if relevant.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Can be light if shape is perfect/near perfect.

Emphasise majors(s), minors unclear.

CUE RESP F to S/A. RESP Xs to 4♥.

Over OPPTs 4th hand O/C, X by opener shows extra values.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/ REDOUBLES

Our 1♣/1♦ opening - (1♥O/C) – X = 4♠, and 1♠ = 5+♠s.

Our 1♣/1♦ opening – (1♠O/C) – X = 4+♥. 6+om NF possible.

Our 1♣ opening – (1♦O/C) – X = 4+♥.

NEG Xs beyond 2♠ level do not imply any special shape, but do suggest a minimum of 10 HCP.

Some Xs in competition are G/Ts.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Standard, 15-17 NT, 5 card Ms, 4 card ♦, 2 card ♣.

TRF RESPs to 1♣ openings (RESPs can be light), 1♠=BAL (not 10-11) or ♦s.

Weak 2-suited 2♦/♥/♠ openings.

PRE style occasionally aggressive.

Opener's change of suit F1, can be semi-NAT.

3rd suit by RESP = ART, F.

1NT Opening: 1NT = 15-17, 5M possible, (5422) possible.

2 OVER 1 Response: All NAT FG unless rebid suit.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

TRF RESPs to 1♣ openings (RESPs can be light, 1♠=BAL or FG or ♦s).

1♥-2♠, 1♠-3♥ = 3 card LIM

1♣-2♠ = 9+♣ raise, 1♦-3♣ = LIM

2♣ RESP to 1M by passed hand = INV raise (Drury).

1M-3m = Bergen raises (3♣ = 6-9, 3♦ = 10-12). 1M-2NT = Jacoby.

Our 1♣/1♦ opening - (1♥O/C) – our X=4♠s, 1♠=5+♠s.

SPECIAL FORCING PASS SEQUENCES

At high level & unfavourable VUL, pass then bid over X=slam try.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

HCP ranges shown on this card are best indication of meaning.

We may depart from them depending on hand quality and context.

PSYCHICS: Rarely, in 3rd seat opening, or following partner's opening pre-empt.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣	Y	2	4♥	2+♣, 11+	1♦/1♥/1♠ = TRFs (can be light, 1♠=BAL or FG or ♦s). 1NT = 10-11 BAL/semi-BAL, may have 4M. 2♣ = 5-9, 5+♣. 2♦ = 4-7, 6♥. 2♥ = 4-7, 6♠. 2♠ = 9+, 5+♣. 2NT = 15+ S/T, 4+♣. 3♣ = PRE, 5+♣. 3♦/3♥/3♠ = SPL, FG, 5+♣. 4♣ = Minorwood.	Opener's simple accept of TRF = 11-17, 3 SUPP, or 11-14, 4 SUPP. Jump accept of TRF = 18-19, 4 SUPP. Double jump accept of TRF = 15-17, 4 SUPP. Opener's jump shifts = mini-SPL. Opener's rebids are otherwise NAT (change of suit = F1). After 2♦/2♥ RESPS, opener accepts TRF = NF, opener's 2NT = INQ (3♥/3♠ better than 3♣/3♦ RESPs). After 2NT RESP, 3 new suit = SPL, 3NT = 12-14 BAL/semi-BAL. After SPL RESPs, step (not 3NT) = INQ for control points*. After 1x-1y-1z, then 2♣ = PUP to 2♦ or INV, 2♦ = ART FG, 2NT = PUP to 3♣ or INV, jump to 3y = NAT S/T.	Essentially same, with HCP adjustments for the PH. If OPPT O/C 1♦, X = 4+♥. If OPPT O/C 1♥, X = 4♠, and 1♠ = 5+♠. If OPPT O/C 1♠, X = 4+♥ or 6+♦ NF.
1♦		4	4♥	4+♦, 11+	1♥/1♠ = NAT, 5+HCP. 1NT = 6-10(11) BAL/semi-BAL. 2♣ = NAT FG unless rebid suit. 2♦ = 5-9, 4+♦. 2♥ = 4-7, 6♥. 2♠ = 4-7, 6♠. 2NT = S/T, 4+♦. 3♣ = 10-11, 4+♦. 3♦ = PRE, 4+♦. 3♥/3♠/4♣ = SPL, FG, 4+♦. 4♦ = Minorwood.	NAT suit rebids (change of suit = F1) and jump shifts (mini-SPL) by opener, 1NT rebid = 12-14 BAL/semi-BAL, 2NT rebid = 18-19 BAL/semi-BAL, 3NT rebid = solid ♦, 1 Ace or King outside. After 2♥/2♠ RESPs, 2NT INQ same as above. After 2NT, SPL, and 1x-1y-1z RESPs, same as above.	As above.
1♥		5	4♦	5+♥, 11+	1NT = 6-10(11) BAL/semi-BAL. 2♣/2♦ = NAT FG unless rebid suit. 2♠ = 10-12, 3 card LIM. 2NT = FG 4+♥. 3♣/3♦ = 6-9/10-12, 4+♥. 3♥ = PRE, 4+♥. 3♠/4♣/4♦ = 10-14 SPL, 4+♥.	After 1NT RESP, 2 new suit = 11-17 NAT NF, 2NT = ART FG. 3 new suit = NAT, extra shape, FG. After 2♣/2♦ RESP, 2NT rebid = F1, MIN or 18-19, other rebid = non-MIN. After 2♠ RESP, new suit = help suit G/T. After 2NT RESP, 3♣ minimum, 3♦/3♥/3♠/3NT = No, low, middle, high shortage, non-minimum. 4 new suit = STR 2nd suit.	As above, except 2♣ by PH is INV raise.
1♠		5	4♥	5+♠, 11+	As after 1♥. 3♥ = 10-12, 3 card LIM. 4♣/4♦/4♥ = 10-14 SPL, 4+♠.	As after 1♥.	As after 1♥.
1NT			4♥	15-17 BAL/semi-BAL (Maybe 14 with long suit.) Maybe 5M or 6m or 5422. Maybe singleton A or K.	2♣ = Simple STAY (NF). 2♦/ 2♥ = TRFs, 5+♥/ 5+♠, can be mild S/T. 2♠ = TRF, 6+♣. 2NT = TRF, 6+♦. 3♣/♦/♥/♠ = NAT S/T, RKCB RESPs. 4♣/4♦ = TRFs, 6+♥/6+♠, can be definite slam going. 4♥/4♠ = NAT, to play.	After Simple STAY (NF), further actions: 3M = SMOLEN TRFs, other M = FG with 3/4 SUPP for bid M, and 3m = NAT, FG. Super accepts of TRFs. Various super accepts of TRF to M, step = super accept of TRF to m. After TRFs to M, 3m = NAT, FG. After TRF to m, new suit = SPL.	Same.
2♣	Y	0	4♥	Any game force or 22+BAL/semi-BAL or Acol 2 any suit.	2♦ = ART, 0-3 or 10+. 2♥ = ART, 7-9. 2♠ = ART, 4-6, BAL/semi-BAL. 2NT/3♣/3♦/3♥ = TRFs, 4-6. 3♠ = 5♠/4♥, 4-6. 3NT = 5♦/4♣, 4-6.	After 2♣-2♦, 2♥ = ART FG, after which 2♠ by RESP = ART 0-3. After suit TRF RESP, opener may accept TRF as INQ for RESPs shape.	Same.
2♦		4	PEN	4+♦ and 4+♠, 6-10.	2NT = INQ. 2♥/2♠/3♣/higher= To play.	2NT INQ, then 3♣ RESP = Bad hand.	Same.
2♥		4	PEN	4+♥ and 4+♠, 6-10.	2NT = INQ. 2♠/3♣/higher = To play.	2NT INQ, then 3♣ RESP = Bad hand.	Same.
2♠		5	PEN	5♠ and 4+♣, 6-10.	2NT = INQ. 3♣/higher = To play.	2NT INQ, then 3♣ RESP = Bad hand and 5/5+ shape.	Same.
2NT			4♥	20-21 BAL/semi-BAL.	3♣ = INQ. 3♦/3♥ = TRFs, can be mild S/T. 3♠ = m suit STAY. 4♣/4♦ NAT S/T. 4♥/4♠ = NAT, to play.	**HIGH LEVEL BIDDING**	
3♣		6	PEN	NAT PRE.	3♦/3♥/3♠ = NAT F1. 4♣ = NF. 4♦ = Minorwood.	RKCB responses = 41/30. Minorwood responses = dislikes hand/41/30. Exclusion RKCB.	
3♦		6	PEN	NAT PRE.	3♥/3♠ = NAT F1. 4♣ = Minorwood. 4♦ = NF.	CUE = 1st or 2nd round CTRL.	
3♥		6	PEN	NAT PRE.	3♠/4♦ = NAT F1. 4♣ = RKCB.	4m is often Minorwood. 4H is sometimes RKCB.	
3♠		6	PEN	NAT PRE.	4♣ = RKCB. 4♦ = NAT F1. 4♥ = NAT, to play.	After RKCB interference, D0P1, R0P1, PEDO.	
3NT	Y		PEN	Solid 7+m, no outside A/K.	4♣ = P/C. 4♦ = asks for shortage. 4♥/4♠ = NAT, to play.	*Control points – 4 Aces and trump King = 2 each, trump Queen = 1, Kings outside SPL suit = 1 each.	
4m		7	PEN	NAT PRE.	4♥/4♠ = NAT, to play. 4NT = RCKB.	Opener's mini-SPL = 5+ control points. RESPs SPL to m opening = 5+ control points. RESPs SPL to M opening do not require 5+ control points. Step (not agreed suit) is INQ for number (5,6,7 etc)	
4M		6	PEN	NAT.	4NT = RCKB.		