

W B F CONVENTION CARD	
CATEGORY: Blue NCBO: New Zealand PLAYERS: Lysandra <u>Zheng</u> & Tim <u>Pan</u>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Strong ♣ (15+) with ART relay responses, 16+ in 3 rd /4 th [1]	
1♦ = 0+♦, (9)10-14, no 5-card major, 2/3-suited	
1♥/♠ = 5+M, (9)10-14	
1NT = 11-14 HCP, 12-15 in 3 rd /4 th	
2♣/♦ = 6+m, (8)9-13, no 4-card M (2♦ also no 4-card ♣)	
2♥/♠ = Weak, may be 5 cards 1 st NV, wide-ranging 3 rd (0-13)	
2NT = 5+♥, 5+♠, (9)10-14	
Upgrades and downgrades from listed HCP very frequent	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♦ = 0+♦, (9)10-14 HCP, no 5-card major, 2/3-suited	
2NT = 5+♥, 5+♠, (9)10-14 HCP	
3NT = 7+ solid m, no outside A, may have outside K	
1 st FAV pre-empts may be very light, i.e.	
2M/3m promise 5+ suit, no strength or honour requirements	
2/1 NF CONST, 1x-1NT GF relay, both applicable in competition	
1♦ -1M = 3+M, NF, 1♦ rarely passed without ♦	
2♣-2M NF INV with M, 2♦-3♣ INV with ♥	
SPECIAL FORCING PASS SEQUENCES	
Pass forcing after any cue-raise to the 4-level, VUL fit-jump or	
VUL SPL to 4-level, at the 5-level after INV+ raise	
Pass forcing after 1x-X-XX, subsequent X are PEN	
IMPORTANT NOTES	
PSYCHICS: Rare, but see [2]	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓			Strong ♣, 15+ 1 st /2 nd , 16+ 3 rd /4 th Upgrades very frequent	1♦ = 0-8(9) or 9+ with <2 controls (A=2, K=1) 1♥+ = 9+ ART Relay GF [1.1]	1♣-1♦-1♥ = ART 18+, 2♠ = 5+♣, 5+♦, 3m = NF 5+m, 5+♥, else NAT	Relay may be up to +2 steps, else X = PEN and pass = T/O
1♦	✓		4♠	0+♦, (9)10-14, no 5-card major, 2/3-suited, up to 15 in 3 rd /4 th Opened conservatively with (4441), xx46 may be 1♦ or 2♣	1NT = GF Relay [1.2], 1♥ = 3+♥ NF, 1♠ = 3+♠ NF, 2m = 5+m, CONST NF, 2M = <INV 6+, 2NT = NAT INV, 3♣ = mm, P/C, else <INV NAT Formally NF but very rarely passed	2m = 4♥, 5+m, 1/2NT = mm, may be (41)44 1♦-1♥-2♥ = ♥ 3-suiter, 1♦-1♠-2♥ = 3♠4♥ 1♦-1M-Jump Suit = 4M, INV SPL 2/3m often P/C for opener's assumed 5m	1♦-(1NT)-2♣ = P/C for m 1♦-(X)-1M = 4+M, 8+ 1♦-(X)-P does not imply ♦ Suit bids NF if 1NT available
1♥		5♥	4♠	5+♥, (9)10-14, poss longer m, denies 5♠, up to 15 in 3 rd /4 th	1NT = GF R, 1♠ = 4+♠, 8-13 NF, 2♥ = 3+♥, 8-11 2m = 5+m, 8-13 NF, 2♠ = ♠/♦ INV SPL 2NT = NAT INV, 3♣ = ♣ INV SPL 3♦ = ART INV, 3♥ = <INV (3)4+♥	1M-1NT = GF Relays [1.3] New suit over 2M SPL out of comp Else NAT, pass of 2x frequent 3M-1 re-invite when available	Suit bids NF if 1NT available 1NT NAT by PH Fit jumps in comp, SPL only in opponents' suit
1♠		5♠	4♠	5+♠, (9)10-14, poss longer m, denies 5♥, up to 15 in 3 rd /4 th	1NT = GF R, 2♠ = 3+♠, 8-11, 2m = 4+m, 8-13 NF 2♥ = 5+♥, 8-13 NF, 2NT = ♥ INV SPL 3♣ = ♣ INV SPL, 3♦ = ♦ INV SPL 3♥ = ART INV, 3♠ = <INV (3)4+♠		
INT				11-14 1 st /2 nd , BAL, no 5M Very rarely off-shape 12-15 in 3 rd /4 th	2♣ = Stayman, 2♦/♥ = TRF, 2♠ = Rangefinder/♣, 2NT = mm/♦, 3♣/♦ = NAT INV, 3♥/♠ = SPL 4♣ = ♥ S/T, 4♦ = ♠ S/T, 4♥/♠ = NAT	1NT-2♠: 2NT = min, 3♣ = max 1NT-2NT: 3x better minor, 3♣ with 3/3 1NT-4♣/♦, step = S/L, suit = S/O	X of 2x = 10+, T/O, next X = PEN, next 2NT = T/O Transfer LEB in competition, 3x = INV+ TRF, via 2NT = stopper
2♣		6♣		6+♣, (9)10-14, no 4-card M 12-15 in 3 rd /4 th	2♦ = GF Relay, 2♥/♠ = NAT INV, 2NT = INV, 3M = SPL	2♣-2♦/2♦-2♥ = GF Relays [1.4] NAT, continuations often FRAG investigating 3NT	X = PEN New suit by PH = fit-showing
2♦		6♦		6+♦, (9)10-14, no 4-card suit, 12- 15 in 3 rd /4 th	2♥ = GF Relay, 2♠ = NAT INV, 2NT = INV, 3♣ = ♥ INV, 3M = SPL		
2♥		5♥		1 st : 5+, NV, 6+ VUL, <9 2 nd : Constructive, 6+, 3-9 3 rd : Obstructive 5+, 0-13 4 th : 6+, 11-15	2NT = ART G/I inquiry, strength/length ask opposite 1 st NV, strength/quality ask otherwise New suit NF after 1 st NV, else new suit <i>mostly</i> F1 4♣ = RKCB (0/1/1/2/2 responses)		
2♠		5♠				2M-2NT: (1 st NV) 3♣ = 5-card min, 3♦ = 6- card min, 3♥ = 5-card max, 3♠ = 6-card max 3NT = AKQxxx (does not really exist) Else: 0-1 or 2 of AKQ instead of length	
2NT	✓	5♥, 5♠		5+♥, 5+♠, (8)9-13(14)	3♣ = GF Relay, 3♦ = PUP 3♥, S/O 3♥/♠ and 4♣/♦ = NAT INV	2NT-3♣ = GF Relays [1.5] Override S/O = extra length in bid suit	X = PEN
3♣		5♣		Usually 6+, 3-9, 7+ UNFAV and 5+ at FAV, 0-13 3 rd Always 6+, 3-9, 7+ UNFAV, 3M NV = 2M VUL, 0-13 3 rd	New suit NF after 1 st NV Else new suit <i>mostly</i> F1 4♣ = RKCB (0/1/1/2/2 responses), 4♦ over 3♣		X = PEN New suit by PH = fit-showing
3♦		5♦					
3♥		6♥					
3♠		6♠					
3NT	✓	7♣/7♦		7+ solid m, no outside A	4/5♣ = P/C, 4M = NAT		
4♣♦♥♠		6x		May be opened on very shapely (6/5+) weak hands, esp. 3 rd	4NT = RKCB		
4NT	✓			Specific Ace-Ask	5♣ = 0, 5♦/♥/♠ = Specific A, 5NT = A♣, 6♣ = 2 colour, 6♦ = 2 rank, 6♥ = 2 other, 6♠ = 3 (!?)		
5♣♦♥♠		8x				HIGH LEVEL BIDDING	
						A/K denial cues in relay, else natural cues 1 st and 2 nd round controls up the line, shortage in partner's suit is not shown as 2 nd round control, 3NT often S/T after major agreed, XX of high-level cue shows 1 st round control, 4/5x-1 Last Train, pass/pull in forcing pass situation is a S/T (X weakest option, Pass for uncertainty)	

Zheng-Pan Supplementary Notes

1 Shape Relays

1.1 1♣ Relay

Suit-Showing

1♣	1♦	NEG
	1♥	4+♠
	1♠	BAL OR ♦+♥
	1NT	4+♥
	2♣	4+♦
	2♦	5+♣

Exceptions:

♦+♥, 1♠ followed by 2♣ (*cf.* **Balanced Hands**);
♣+♦, R1 IMPLICATION; ♥/♠+♣, R2 IMPLICATION

Single-Suiters

2♠	HS		
2NT	MS		
3♣			6322
3♦	5332		
3♥	6331	6322	6223
3♠	7321	7222	6232
3NT	7330		

Two-Suiters

2♥	REV		
2♠	LONG		
2NT	HS		
3♣	5422	HS	
3♦	5431	ES	
3♥	6421	5521	
3♠	6430	5530	5611
3NT	7420	5620	6511
4♣		6520	

Three-Suiters

1♣	1♥	
1♠	1NT	
2♣	2♦	
2♥	2♠	HS
	2NT	4441
	3♣	4450 4414
	3♦	4540 4405
	3♥	5440 4504
	3♠	5404

1♣	2♣	
2♦	2♥	
2♠	2NT	HS
	3♣	4144
	3♦	4045 1444
	3♥	4054 0445
	3♠	5044 0454
	3NT	0544

Balanced Hands

1♣	1♠		
1NT	2♦	2=COL	
	2♥	2=RANK	
	2♠	4333	4333
	2NT	2=♠	
	3♣	2=♣	3433 3334
	3♦	2=♦	4333 3343
	3♥	2=♥	

1.2 1♦ Relay

Major/Minor Two-Suiters

1♦	1NT	
2♣	4♥	
2♦	♣+♦	
2♥	♠+♣	♥+♣
2♠	♠+♣+?	♥+♦+?
2NT	♠+♦	HS ♥+♦
3♣		5422
3♦		5431
3♥		6421
3♠		6430
3NT		7420

Minor Two-Suiters

Relay as in 1♣ Relay, except one step higher. Again, most extreme shapes may bypass 3NT.

1♦	1NT	
2♦	2♥	
2♠	REV	
2NT	LONG	
3♣	HS	
3♦	5422	HS
3♥	5431	ES
3♠	6421	5521
3NT	6430	5530 5611
4♣	7420	5620 6511
4♦		6520

Three-Suiters

1♦	1NT
(2♣)	(2♦)
2♠	2NT
3♣	HS
3♦	4441
3♥	4450 4414
3♠	4405
3NT	4504

1.3 1♥/1♠ Relay

Structurally identical, only differs in terms of long suit.

Single-Suiters

1♥/♠	1NT
2♠	HS
2NT	MS
3♣	6322
3♦	5332
3♥	6331 6322 6223
3♠	7321 7222 6232
3NT	7330

Two-Suiters

1♥/1♠	1NT
2♣	4+♦
2♦	4+♣
2♥	4+oM
2♠	LONG
2NT	HS
3♣	ES
3♦	5431
3♥	6421 5422 5521
3♠	6430 7411 5530 5611
3NT	7420 5620 6511
4♣	6520

Three-Suiters

1♥/1♠	1NT
2♣	2♦
2♥	2♠
2NT	5044
3♣	5404
3♦	5440

1.4 2♣/2♦ Relay

2♣	2♦
2♥	REV
2♠	HS
2NT	MS
3♣	ES
3♦	6331
3♥	7321 3226 2236 6430
3♠	7330 2227 2326 7420
3NT	

2♦	2♥
2♠	HS
2NT	MS
3♣	ES
3♦	6331
3♥	7321 2263
3♠	7330 2362
3NT	3262

1.5 2NT Relay

2NT	3♣
3♦	HS
3♥	ES
3♠	5521
3NT	5530 5611
4♣	5620 6511
4♦	6520

2 Psychics

Some mild systemic ‘protection’ for potential psychics:

- Almost all GF responses start with 1NT. Passing 1NT exposes a psychic opener.
- Suit-change responses are frequently NF and deny strength. Psychics are possible in auctions such as 1♦-DBL-1M as opener is unlikely to bid beyond 2M.
- New suits are often fit-showing in competition (when opponents show values or by a PH), and aggressor will usually revert to original suit.

3 Advances

Overcalls

- Since 2-level advances are NF, CUE represents the only forcing advance and is nebulous in intention (except by PH, then always shows support). NAT continuations by overcaller, default to rebidding own suit if weak (6-10) and lacking space.
- **Defensive** raises of 1M go through CUE, typically 3-card support with BAL or values in opponents’ bid suit
- **Offensive** raises of 1M go through 2NT, typically 4-card support or 3-card support with good shape (e.g. useful shortage)
- **Mixed** raises of 1M go through a jump cue when possible (e.g. (1♣)-1♥-3♣). If unavailable, may choose between 3M (PRE) and 2NT (offensive) raise
- **Pre-emptive** raises of 1M jump directly to the 3-level, typically 4+ but may be 3 when FAV

Takeout Double

- Bid by advancer may be forced, single jump shows some game interest (4+ suit), double jump shows 6+ suit, 6-10
- T/O DBL when NV can be very light, as such responses may be fairly heavy (e.g. 2NT invite may be up to 14)
- Any raise out of competition by doubler suggests mild extras, jump raise is invitational
- CUE by doubler suggests a strong (17)18+ hand investigating strain, usually 3-card support for advancer’s bid suit. Natural continuations, m bids may be canapé
- Jump CUE by doubler agrees advancer’s suit and suggests mild slam interest

4 Defence to 2M

DBL	T/O
2♠	10+ HCP, 5+♠
2NT	16-18 HCP, BAL, stopper in M
3X	12+ HCP, NAT, likely to be 6+ cards
CUE	Asking for stopper for 3NT
3NT	TO PLAY
4♣	5+♣, 5+oM
4♦	5+♦, 5+oM
4♥	TO PLAY
4♠	TO PLAY

Over DBL, advancer’s options:

2NT	Asks for better minor, may then pass or correct to show weak T/O, subsequent 3NT shows stopper
3X	NAT, 8-11
3NT	GF, no stopper

Else, NAT to play.

5 Defence to 1NT Interference

DBL from responder promises exactly a doubleton in the bid suit, regardless of if the bid suit is natural (e.g. DBL of 2♣ showing MM shows ♣ doubleton) and reasonable values (10+ over 11-14 NT). Interest in penalising opponents when they do not have a fit. 1NT opener DBLs aggressively in order (especially to reopen) to protect potential penalty interest from responder.

Non-DBL continuations are transfer Lebensohl:

2NT	Puppet to 3♣, subsequent 3NT shows stopper
3♣	INV+ TRF ♦
3♦	INV+ TRF ♥
3♥	INV+ TRF ♠
3♠	GF ♣
3NT	GF, no stopper

Transfers ‘into’ the opponents’ suit are GF with 4oM and no stopper. CUE after 2NT the same with a stopper.