WBF Convention Card 2.16

Category:	Blue (Precision)
Country:	Chinese Taipei (Taiwan)
Event:	2002. 01.01
Players:	Sheng-Heng Wu - C. C. Chen

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

overcall: 6-16HCP 5+card

pard passed, overcall one level may be 4 card

Resp: 1H/1S F1(not passed yet)

take-out double: up to 4H

OPP open 1A: overcall 2A up=multi weak or strong

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

2nd: 16-19 4th: 12-15

Resp:2C: Stayman; 2D/2H:Trans. 2S:ask m; 3A:suit, FOR

2N: natural, INV

JUMP OVERCALLS (Style; Responses; Unusual NT)

2-Suit:

Note#20

Reopen: Note#20

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

1m-2m: Mic Cue if m >=3,; Natural if m <= 2

1M--2M: Mic Cue

Note#20

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

Modified CAPP:

DBL: penalry

2C: D suit / H & m/ S & m

2D: 2 majors 2H/2S: nature

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

2N:16-18, nature

Note#20

VS. ARTIFICIAL STRONG OPENINGS

non-vul: 1D: color, 5+HCP; 1H: rank; 1S:shape; X/1N: one suit

vul: 1D/1M:nature; X: 44+M; 1N: C suit

non-vul/vul: 2C: 55+M, 2D/2H: Chi-Kung

Note#20

OVER OPPONENTS' TAKE OUT DOUBLE

1D/1M-X-XX:11+, want to punish OPP Note#13207168

1C-X-pass: 0-3; 1D: 4-7, other: same

Note#34824

OPENING BID DESCRIPTIONS

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LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	0-1, 3-5, xSxx(+)	Lo=encourage or even # of cards
NT	0-2, 3-5, xSxx(+)	as above
Subseq	vs Suit: 0-2, 3-5, xSxx(+)	Lo=encourage or even # of cards

Other: vs NT: Sxx if support bidding of partner's suit

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+); Ax(+); AQJ(+)	AK(+); A(+)
King	AK; KQx(+); Kx	AKJx(+); KQ10x(+);K(+)
Queen	QJ(+); AQJ(+)	AKQ(+); KQx;QJ(10/9)(+);Qx
Jack	J10(+); AJ10(+); KJ10(+)	(A/K)QJ(+);QJx;J10(9/8)(+);Jx
10	A109(+); K109(+); Q109(+); 109x(+)	(A/K)J10(+);AQ109(+);J10x;109(+)
9	K98(+); Q98(+);J98(+); 98(+); 9x	(A/K/Q)109(+); 98x(+);9x
Hi-x	xSxx(+); even length	xSxx(+); even length
Lo-x	xxx;(A/K/Q/J)xxxx;odd len	xxx;(A/K/Q/J)xxxx;odd len

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Lo=encourage	Lo=even	Lo=encourage
2nd	Lo=even		Lo=even
3rd			
NT: 1st	Lo=encourage	Lo=even	suit choice
2nd	Lo=even		Lo=encourage
3rd			Lo=even

Signals (including Trumps): Lo=encourage; Lo=even;

vs NT: suit choice

Note#34824

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

opening HCP: other 4+card M; or 16+ HCP any shape

OPP open multi: double=13-15 semiBAL or 16+

Resp: Cue GF; jump strong but non-F

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

slam: Lightner X, Cooperative X

Negative X to 3D or 2S

Responsive X to 3D

3-card Support X/XX

INV X (Max X)

Opening Lead X for NT

XX to show first control

DEFENSIVE AND COMPETITIVE BIDDING

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision (modified)+some conventions

1C: strong, 16+HCP

1D: 1+card, 11-16, 1H/1S:5+card, 11-15

2C: 5+card C & 4+card M or 6+card C

2D/2H/2S: weak, Chi-Kung;2S only in 3th opener

2S/2N/3X: one weak suit or two strong suits

1NT Openings: 12-14 for non-vul, 15-17 for vul(may have 5M)

2 OVER 1 Response:90% GF (game forcing)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2D: weak 2H or weak 55+ S & m, only in 1th, 2th, 3th, seat

2D: 11-15 HCP, 4414 or 4405 or 3415 or 4315; only in 4th seat

2H: weak 2S or weak 55+ H &m, only in 1th, 2th, 3th seat

2H: 10-12 HCP; no shorter, only in 4th seat

2S: weak 3C/ strong 55+ D&H/ 25-27 BAL, only in 1th, 2th seat

2S: weak 2Ms or 2 minors, 55+, only in 3th seat

2S: 10-12 HCP; no shorter, only in 4th seat

2N: very weak 3C or 3D/ strong 55+ S&D or H& C, only in 1th, 2th seat

2N: 25-27 BAL, only in 3th and 4th seat

3C: weak 3D/ strong 55+ H&S, only in 1th, 2th seat

3C: weak 3C open, only in 3th seat

3D: weak 3H/ strong 55+ S&C, only in 1th, 2th seat

3D: weak 3D open, only in 3th seat

3H: weak 3S/ strong 55+ C&D, only in 1th, 2th seat

3H: weak 3H open, only in 3th seat

3S: any one suit AKQXXXX, no outside A or K, only in 1th, 2th seat Note#20

3S: weak 3S open, only in 3th seat

3NT: any one suit AKQXXXX, to play; in all seats

OPP open 1A, overcall 2A up: multi, weak or strong

OPP open 1NT: modified CAPP

3-card supporitng double/redouble for M

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

Note#34824

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding

1♣	YES	0	3S	16+ HCP, or at most 4 losers	1D:0-7HCP	1M-1N: CNAB, then 2M:5TAB	same
1♣					1H/1S/2C/2D:8+HCP, 5+card suit	1M-2M: nature	Note#20
1♣					1N: 8-12 or 17+ BAL, 2S:13-16 BAL	1D-1H-1S-1N:20-21, BAL	Note#20
1♣					2H/2N/3m: 8+HCP, 4441, single higher	1D-2H/2S/3C/3D: suit, 22+HCP	Note#20
1♣					3M/4M: 4-7, suit, 4C/4D: 4-7 H/S suit		Note#20
1♢	maybe	1	3S	11-16 HCP, 1+card D	1M: nature, FOR	1M-2N: 3+card support & 6+card D	1D-2M: 10-11, 5 card M & 4 card D
1♢					1N:8-11, 2N:12-13, 3N:14-15 BAL	1M-1N-2C/D/N: TR 2D/GF/TR 3C	1D-1M-1N-2m: M no more than m Note#20
1♢					2C/2D: Force 1 round	2C/2D-2H/2S/3N:4441min/GF/4441max	1D-1H/1S:suit, nonforcing Note#20
1♢					2H: 6-9, 55+M, 2S:0-6, S suit, PRE	2C/2D-3M/4M:minSplin/maxSplin	Note#1698966388
1♢					3C/3M: suit, PRE		Note#8988784
1♡		5	3D	11-15HCP,5+card	1NT forcing; 2/1 90% GF; 3H:PRE	1S-2N: >= 3-card S; 1S-3H: <= 2-card S;	1N:nonforcing, 2/1 nonforcing
1♡					2S: one suit PRE or STR raise, GF, semiBAL	2A-2H-3A: non GF; 3C-3D: ask single	2C: reverse Durry Note#20
1♡					3C: 6-11 support, one single; 3N/4m: one single	1H-1S similar to 1D-1M	1H-2S/3m: 4 card H & 5+card S/m Note#20
1♡					3D: limited raise; 3S: one void;	1H-1N-2N:6+card, one shortness	Note#20
1♠		5	3D	similar to 1H	similar to 1H		
1NT				12-14 non-vul, 15-17 vul	2C: Stayman, 2D/2H/2S/3C/4D/4H: TR	1N-2D-3H:4 card H & 4 card m	
1NT				may have 5M	3D:4441single m, GF; 3M:4441 single M, GF	1N-2D-2H-2S: 54+m, at least INV	Note#20
2♣	2C YES	5	3S	11-15, 6 C or 5 C + 4M	2D: ask; 2H/2S/3C: suit, nonF	2D-2H/2S: 4 cards; 2D-2N/3C:min	2C-2D-3C-3D:ask shortness
2♣					2N: INV; 3D/3H/3S:suit, INV	2D-3D/3M/3N:max, BAL/single M/single D	2C-3M/4M:6+cardM & 4 card C Note#20
2♢	2D YES	0		weak(7-11), 2H or 55+ S &m	2A/3A: Pass/Correct; 2N:ask, strong or weak	2D-2N-3m: S &m; -3H:Min, H suit; -3S: Max, H suit	
2♢	2D YES	0	4th seat	11-15; 4414, 4405, 3415, 4315,	2M, 3C, 3NT, 4M, 5C to play; 2NT, 3M, 4C INV		
2♡	2H YES	0		weak(7-11), 2S or 55+ H & m	similar to 2D		
2♡				4th seat, 10-12, 6 cards H, 6332	2H-3H:Invite		
2♠	2S YES	0		weak 3C or strong D & H	2N:ask, PRE or INV or GF; 3N: to play if 3C	2N-3C-3N:25-27, BAL	
2♠				or 25-27 BAL; 1th, 2th, seat	3C: Pass/ Correct; 3D/3H/3S: NF, NAT	2N-3C-3D/3H/3S: D & H, 4 losers/ 3 losers/ 2 losers	
2♠				3rd seat: weak, 55+ 2M or 2m	2N: ask; 3A: Pass/Correct		
2♠				4th seat: 10-12, 6 cards S, 6322	2S-3S: Invite		
2NT	YES			very weak 3C or 3D/ strong H & S	3C:Pass/Correct; 3D:Ask 3H/3S: GF, NAT	2N-3C-P: weak 3C -3D: weak 3D; -3H H & C, 4 losers	
2NT	YES			1th, 2th seat		-3S: S & D, 4 losers; -4C: H & C, 3 losers, ...	Note#1694521131
2NT	NO			25-27 BAL; only in 3th, 4th, seat	3C: stayman, 3D/3H/4D/4H: TR; 3S: stayman for minor		
3♣	3C YES	0	1th 2th seat	weak 3Dor H-S strong 55+	3D:Pass/Correct; 3H/3S: GF, NAT	3C-3D-P: weak 3D; -3H H & S, 4 losers	
3♣					3N: to play if 3D	-3S: H & S, 3 losers; 3N: H & S, 2 losers	Note#13186560
3♢	3D YES	0	1th 2th seat	weak 3H or S-C strong 55+	similar to open 3C		Note#1698966388
3♠	3S YES	0	1th 2th seat	weak 3S or C-D strong 55+	similar to open 3D		
3♠	3S YES	0		any AKQXXXX suit, without	4C: ask suit; 4D: ask shortness; 4N: ask Q		Note#20
3♠				outside A or K			
3NT	YES		all seats	any AKQXXXX suit, to play			
4♣				weak			
4♢				weak			
4♡				weak			
4♠				weak			
4NT	YES						
5♣				weak			
5♢				weak			

HIGH LEVEL BIDDING

ask A: RKB, all five key cards (Gerber, 4C, 4D, 4N) 0-3,1-4, 2,2

ask trump Q

ask honors on one suit for Grand Slam

slam: cooperative double, Lightner

forcing pass

DEPO (Double Even, Pass Odd)