WBF Convention Card 2.19

Category:	NATURAL – GREEN
Country:	USA
Event:	
Players:	Mark Feldman – Sharon Osberg

DEFENSIVE AND COMPETITIVE BIDDING

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

Generally sound; can be light L/D with good suit

CUE RESP usually support, F1; New Suit 1 Level = NF

CONST, NF, 2 Level = F1; Jump in new suit = highly invitational

Jump to 4 of opponent's suit = splinter

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

2nd: 15–18; refer to 1NT for responses; LEB if opp's raise;

   If Opp's bid new suit, X=PEN, new suit = NF

4th: 11–15; refer to 1NT for responses, except

   (1M)–P–(P)–(1NT)–2C–(P)–(2D)–(P)–2OM = invitational

(1x)–P–(1y)–1NT: NAT 15–18

JUMP OVERCALLS (Style; Responses; Unusual NT)

1–Suit: V vs NV: Good intermediate, else PRE; 2NT = Ogust if PRE else asks

      Feature; New Suit F1

2–Suit: Michaels (not intermediate strength) Jumps = PRE

Reopen: 2NT=19–20; X followed by 2NT=17–18; Suit Jump=14–16

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

(1x) – 2NT = Lower two; (1S) – (2S) – 2NT = H + m

After 1M, MICHAELS, any HCP; 2NT F asks description.

(1m)–3m = NAT WK. (1M)–3M asks stopper.

(1x)–P–(1y)–2x=2–suiter; 2y=NAT. (1x)–P–(1y)–3x/y=NAT

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

Vs STR: X=(S+D) or (H+C); 2C=(R or B); 2D=M; 2S=S; 2NT=m.

   2NT=F, asks description. REOPEN = same

vs WK: X=PEN; 2C=(S + C)or (H + D); 2D= H or (D + S); 2H= MAJ; 2NT=M's or m's

   After (1NT)–X–(P -> RDBL or RDBL-> 2C): 2C = Stayman

(1NT) – P (2C/TRN) – DBL = good hand

   REOPEN by PH: same as for STR NT above

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

X=TO. Vs WK 2M, CUE asks stopper; 4m=2–suiter; 4 suit opened

= m. Vs 2D, 3D=M; 4C=C+M, 4D=M.

LEB (asks fro m) over 2M if Doubler is unpassed hand.

VS. ARTIFICIAL STRONG OPENINGS

Vs ART 1/2C: X=R or B; D=M or m; NT=(S+D) or (H+C).

   After (1C)–1M–(P)–1NT= CONSTR Raise, F1

If 1D can be less than 3D, 2D=NAT; 2H=MICHAELS

OVER OPPONENTS' TAKE OUT DOUBLE

Unpassed Hand: Jumps = WK; raise = WK; if M opened, 4m=

   SUIT+FIT; 2D=7–9 raise; 2NT=LR, 3M=WK. If m opened,

   2NT=PRE, 3m=LR+, Jump=WK

Passed Hand: Jumps=SUIT+FIT. After 1M, 2D=7–9 raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/LOW	3rd/LOW
NT	4th	4th
Subseq	ATT	ATT
Other:	VS NT: A,Q=ATT; K=Unblock or Count	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+),below 5-lvl & not in part's suit	AKx; AKJx(+)
King	KQ; KQx(+); AK at 5+ level;	AKJ10x(+); KQ109(+); KQx
Queen	QJ; QJx(+); KQ109	KQx(+); QJ; QJx; AQJx(+)
Jack	J10(+); KJ10(+); Jx	J10(+); HJ10(+)
10	109(+); H109(+); 10x	109(+); H109(+)
9	9x; 98(+)	9x; 98(+)
Hi-x	Sx	Sx; Sxx; xxS
Lo-x	HxS; HxSx; HxxxS; xxxxS	HxS; HxxxS(+); xxxS(+)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Hi = Odd	Hi = Odd	Lo = ENCRG
2nd	Lo = ENCRG	S/P	Lo = ENCRG
3rd	S/P	S/P	S/P
NT: 1st	Lo = ENCRG	Hi = Odd	Lo = ENCRG
2nd	Hi = Odd	Hi = Odd	Hi = Odd
3rd	S/P	S/P	S/P

Signals (including Trumps):   S/P in trump; Upside Down Count/ATT

Vs NT; Hi-Lo by OL suggests shift

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Doubles of Opening bids May be light with classic shape;

Responsive DBL's, 2NT in response to DBL of 2M is usually T/O for minors

1M–(P)–1NT–(2S)–X = Pen, other DBL's = T/O; 1m–(1x)–P–(Q)–X = TO of x

Reopen: tend toward TO

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG X thru 4H; RESP thru 4H; MAX OC; 4th Suit; Support X,XX

DBL after 1M – 1NT – (2/3 lower sui) and 1m – 1NT – (2om) = T/O

X ART M Raise: L/D if Limit+ Raise; TO if WK; X DRURY=C

X Splinter: NV v. V=save; at = if S, save; at other, if 1 suit bid,

   lead lower unbid, else lead splinter

RDBL of Supp or Neg DBL = Hx in partner's suit, 7+ HCP

X of Transfer Raise=4+ cards, willingness to compete

(1x)–1y–(1NT)–P–(3NT–X: don't lead y

DEFENSIVE AND COMPETITIVE BIDDING

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NAT; 5-card M; 1NT Resp F by UPH/1M; JACOBY 2NT/1M by UPH

Inverted Raises/1m

NAT WK 2M; FLANNERY 2D

PRE = Mainstream

1NT Openings:	15 – bad 18
2 OVER 1 Responses:	FG by unpassed hand

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

GAMBLING 3NT (SOL m, no outside A or K)

FAST LEBENSOHL with Transfer Responses [1]

FLANNERY 2D [2]

LEB Variations [3]

GOOD/BAD 2NT [4]

FIT Showing Jumps by Passed Hand

VS M MICHAELS: 2OM=Limit Raise; 2NT=NAT, NF; 3m=NAT,F;

   4m=SUIT + FIT; X=F

VS Other 2–Suit Bids: Cheaper CUE=F in 4th Suit;

··   Higher CUE=Raise; 4th Suit=NF; X=9+ HCP, doesn't create F;

   X by Opener=PEN; 3NT=NAT; 4m After Unus NT=Splinter

After Our 1NT overcall: Stayman, Transfers

2S/1H by Unpassed Hand = WK

SPECIAL FORCING PASS SEQUENCES

If opponents preempt, we bid, opponents jump to 5-level,

  P = F V vs NV

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4th Suit FG by UPH; in comp, jump raises = PRE.

2-Way CB UPH: 2C=ART, INVIT, 2D=ART, GF

2C CB by PH: ART, INVIT

Psychics: Rare

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4H	11–21	1M = May bypass D's with 4M; 1NT=7+−10;	1C – 1D/H – 1M = 4+C's (so 1NT may have M)	Jump Shift=SUIT+FIT,
				10 HCP if 55 or 64	2NT=FG; INVERTED RAISE,	After INVERTED RAISE, 2NT=F1, 3m=NF,	
					2C=F1; 3C=PRE; STR Jump Shifts UPH	new suit=FG, 3NT=18–19, no slam interest	
1D		3	4H	11–21; 4D unless 4-4-3-2	1NT=6–10; 2C = GF; 2NT=11–12; 3C/1D = 11–12;	same as 1C	same as 1C
					1D–2H/S = STR; INVERTED same as 1C		
1H		5 1/2nd	4H	"Rule of 20", open with 10 HCP if	1NT F1; 2/1 GF; 2S = STR; 3M=LR; 4m = splinter	After 1M–2M: 2NT=F1; Help Suit Game Try;	2C = Drury (fit), JS = Fit
		4 3/4th		5-5 or 6-4. Max ˝ 21 HCP.	3m =INV; 3S = Min GF Unspec stiff; 3NT = S splinter	After 1M–(X: 2D=7–9 3H; 2NT = LR, JS = PRE	2NT=C INVIT; 1M–3M=PRE
				not min with 4S–5/6H	2NT = Jacoby	3C = min; 3D = Extra's no stiff; 3H/S/NT = C/D/S stiff	
1S		see 1H	4H	"Rule of 20" for min; 21 ˝ max	see H above; 1S – 3H = INV	See H above	See H above
1NT			3S	15 – bad 18	STAY; JACOBY 4 –suit TRF; 2S=BAL INVIT or m's;	NT–2C–2D–2H=P/C, 2S=INV 5S	
					2NT/3C; = 3C/3D; 3D asks 5-cd M;	1NT–2C–2H=4H; 1NT–2C–2NT=5H min;	
					3H=5-5M INV; 3S=5-5 M, F; 4D/H = TEXAS	1NT–2C–3C=5H max; TRF LEB [1]	
2C	YES		DBL of 4x = PEN	STR/ART	2D=NEU; New Suit=5+ with 2 of top 3 H	3m = 2nd NEG; 2C–2D–3M = D's + secondary M	
2D	YES			FLANNERY, 11–15;	2NT asks description; 3C=to play; 3D=slam try	see note [2]	3D = NAT, INVIT, NF
				4S, 5/6H	3M=INVIT; 4C=S SPL; 4D=H SPL		
2H		5		WK, 6–10, decent suit or dist 1st/2nd	2NT= Asking (Ogust); New Suit=F1	After 2NT, 3C=bad, 3D=good suit,	
						3H=good hand/ bad suit; 3S=both good	
2S		5		see 2H	see 2H	see 2H	
2NT			4H	20–21 BAL	STAY; JACOBY TRF; TEXAS; 3S –> 3NT	After 3S F 3NT: 4m=NAT, slam try, 4M=	
						shortness, 4NT=m, no shortness	
						Smolen	
3C		6		WK	3D/H/S–4C = RKC; 3C–4D = RKC	After 3x–3y: new suit = shortness	
3D		6		WK	See 3C	See 3C	
3H		6		WK	See 3C	See 3C	
3S		6		WK	See 3C	See 3C	
3NT	YES			GAMBLING SOL m	4C=P/C; 4D asks shortness; 4M=to play	After 4D: H=H, S=S, 4NT=m, 5C=none	
4C		7		WK			
4D		7		WK			
4H		6		To Play			
4S		6		To Play			
4NT				ROMAN BLKWOOD	5C=1,4; 5D=0,3; 5H=2 no extras; 5S=2,extras		

HIGH LEVEL BIDDING

1430 RKC BLKWOOD; 1430 GERBER; Super Gerber

DOPI below our suit, DEPO above our suit

LIGHTNER X's

After BLKWOOD, 5NT asks specific K's

After Gerber, 5C asks specific K's

5NT = Grand Slam Force

Jumps to 4m or 4m+1 are often m–suit KC