

WBF Convention Card



Category: Blue
NBO (Country): Canada
Event: 8th NEC Bridge Festival (Yokohama City - 2003)
Players: Judith GARTAGANIS Nicholas GARTAGANIS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

Strong 1♣ 16+ HCP
 5-card Majors (♥ may be 4); 1NT resp: F1 (6-13)/1M
 Variable NT by position
 Weak 2♥, 2♠ openings
 1♦ (11-16 HCP) may be void in ♦s
 Limit raises over 1M

1NT opening: 11-13 HCP 1st/2nd; 14-16 HCP 3rd/4th
2 over 1 Response: FG except if same suit rebid by responder

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
 1♣ STR ART 16+ HCP
 1♦ 11-16 HCP; may be void in ♦s
 2♣ 11-16 HCP; 6+♣ (quality) or 5♣ + 4M
 2♦ 11-16 HCP; 4-5, 5-4, 5-5 (+) m
 3NT any SOL

Other Bids:
 Fit-showing SPL/1M & in COMP, Jump Raise = PRE
 (1m/M) – 2NT = 2 lower unbid suits
 SUPP DBL & RDBL thru 2♠
 LEB-SLOW (also after 1NT in COMP)

SPECIAL FORCING PASS SEQUENCES

We have forced to game or we have more HCP than OPPT
 After 1♣ and a positive response

IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE

4th Suit = ART FG by unPH
 1♦-2M = WJS (3-7 HCP)
 1♦-(1M)-2♦ = (9+ HCP) with 5+ ♦
 1♦-(1♥)-DBL = NEG, both m
Psychics: Occasional – e.g. 1NT overcall after partner passes

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: 1-level may be light or 4-card suit; 2-level = good suit or HCP
Responses: new suit=F1; CUE=limit raise+;
jump raise=PRE; jump in other suit=shortness+fit
Reopening: with shape or values
INT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15-18 HCP
Responses: System On (not over DBL); LEB-SLOW
Runouts over 1NT-(DBL)
4th position: 11-16 HCP; 2NT=19-20 HCP
Responses: Same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: over 1-level, PRE
Responses: new suit F1; 2NT ASKS rate your hand
Unusual notrump: 4th Live 1NT=4-4(+) unbid suits; 4-9 HCP;
2NT in direct=5-5 lower suits, HCP as per vulnerability
Reopening: jump=12-16 HCP, 6+suit
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)
Style: (1m)-2m=5-5(+)♥+♠, HCP as per vulnerability
(1M)-2M=OM+m, 5-5(+), HCP as per vulnerability
UNCUE between 2 bidders; Jump Cue ASKS bid 3NT with stopper
Responses: 2NT asks which m after (1M)-2M
Reopening:
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2♣=4(+)♥+4(+)m; 2♦=4(+)♠+4(+)♣/♦/♥
direct DBL=strength+; 2NT=♣ or ♦ with opening hand
Reopening: Same
Passed Hand: Same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O thru 4♥
LEB-SLOW over weak 2s (both positions)
2NT over weak 2=15-18 HCP
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: DBL=♣+♠ or ♦+♥ 4-4(+) weak; 1♦=♣+♦
or ♠+♥ 4-4(+) weak; 1NT=♣+♥ or ♠+♦ 4-4(+) weak
vs strong (1♣)-P-(1♦): DBL=♣+♠ or ♦+♥ 4-4(+) weak
1♥=♣+♦ or ♠+♥ 4-4(+) weak; 1NT=♣+♥ or ♠+♦ 4-4(+) weak
OVER OPPONENTS' TAKE OUT DOUBLE
1M-(DBL)-2M=weak raise; 1NT=CONST raise
1♦/M-(DBL)-2NT=10+ HCP with 4+fit
1♦-(DBL)-2♥,2♠,3♣,3♦=Weak
1♥-(DBL)-2♠,3♣,3♦=SPL; 3♠,4♣,4♦=Void
1♠-(DBL)-3♣,3♦,3♥=SPL; 4♣,4♦,4♥=Void

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 4th 4th but Sxx if raised
NT 4th; Sxx; Sx 4th; Sxx; Sx
Subseq 4th or top card with poor suit
Other:
LEADS
Lead vs. Suit vs. NT
Ace AKx(x); Ax(+) @ 5 level+ AKJ10(+) asks UB or CT
King AK; KQx(+); AKx(+) @ 5 level+ AKx(+); AKJ(+)
Queen QJ; QJx(+) QJx(+); KQx(+); AQJ(x)
Jack J10; J10x(+) J10; J10x(+)
10 10x; 109(+); KJ10(+); AJ10(+) 10x; 109(+); KJ10(+); AJ10(+)
9 9x; K109(+); Q109(+); A109(+) 9x; K109(+); Q109(+); A109(+)
Hi-x Sx Sx; Sxx
Lo-x xxS; HxS; HxxS(+); xxxS(+) HxS; HxxS(+); xxxS(+)
5(+) suit known, Middle=ENCRG; Hi & Low=Suit Preference
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST Hi=DISCG Hi=ODD ODD=ENCRG
2 ND Hi=ODD LOW=ENCRG
3 RD
NT: 1 ST Hi=DISCG Hi=ODD ODD=ENCRG
2 ND Hi=ODD LOW=ENCRG
3 RD
Attitude: Hi=DISCG; Count: Hi=ODD; U/D Remainder Count
First Discard: ODD=ENCRG; EVEN=Suit Preference
Vs NT: Declarer's Lead Hi=DISCG for opening lead
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: may be light with classic shape
Responses: Cuebid response FG
Reopening:
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support DBL and RDBL thru 2♠
NEG DBL thru 3♠; RESP DBLE thru 3♠
1M-(p)-1NT-(2m/M)-DBL = T/O
DBL is a G/T if no other G/T available
Against NT if both partners bid, DBL=lead your own suit
Against 1NT-3NT, DBL=lead ♥

Opening	Artificial	Min.	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	ART	0	N/A	17+HCP BAL	1♦=0-7 HCP; 1M=8+HCP, 5+M; 1NT=8-13 HCP 2m=8+HCP, 5+m; 2NT=16+HCP;	over positive response new suits ask about controls & fit; 1NT asks controls	
				16+HCP any distribution	3NT=14-15 HCP; 2M/3m=8+HCP 4-4-4-1 bid below singleton	over 1♦ response new suit NF, jump =F1	
1♦		0	3♠	11-16 HCP; may be void in ♦s	2m=9+HCP F1, 3♦=PRE, 1NT= 6-9 HCP, 2M=NAT 3-7 HCP; 2NT=10-12HCP; 3NT=13-15HCP	1♦ (1st/2nd position)-1M-1NT=14-16 HCP; 1♦-1M-2♣=5+♣; 4SF	
					1♦-(1M)-2♦=9+ HCP; 1♦-(1♥)-DBL = NEG, both m	1♦-1M-2M=4 trumps;	
1♥		4	3♠	11-15 HCP; may be light if shapely	1NT=F1; 2NT=GF with 4+♥; 2/1=F1; 2♠,3m=SPL	1♥-2♥- S/S G/T & L/S GT; 4SF	2♣=9+HCP; 2♥ rebid shows MIN
1♠		5	3♥	11-15 HCP; may be light if shapely	1NT=F1; 2NT=GF with 4+♠; 2/1=F1; 3m,3♥=SPL	1♠-2♠- S/S G/T & L/S GT; 4SF	2♣=9+HCP; 2♠ rebid shows MIN
1NT			3♠	11-13 HCP (1/2 pos); 5M possible	2♣=STAY; 2♦=GF STAY; 2M=5+M; 3m, 3M=PRE; 1NT-2NT=choose m	1NT-2M-3M=4+MAX	
			3♠	14-16 HCP (3/4 pos); 5M possible	STAY; JTB to M; 2♠=mSTAY; 2NT=transfer to 3♣ (to play in 3♣ or 3♦); 3m=INV 6+m	INT-JTB-jump=MAX+fit; 1NT-2♣-2♦-3M=4M+5OM	
2♣		5	3♠	11-16 HCP; 6+♣ (quality) or 5♣ + 4M	2♦ asks; 2M=NAT+F1; 2NT=9-11 HCP+fit; 3♣=WK raise; 3M=NAT+GF; 2♣-(→3♠)-DBL=NEG	2♣-2♦-2M,3♦/M=NAT, 3♣=MIN, 2NT=MAX	
2♦		4		11-16 HCP; 4-5, 5-4, 5-5 (+) m	2M=F1; 2NT asks for description; 3♣,3♦= to play; 4♣, 4♦= PRE	2♦-2M-2NT (11-13 HCP 1M-5-4 or 1M-4-5), 3NT same with 14-16 HCP; 3♣=5-5+ms; 2♦-2NT-3♣ 11-13 HCP 5-4ms), 3M (14-16 HCP; 3M-1-5-4)	
2♥		6		5-10 HCP, may be 5 in 3rd	new suit F1; 2NT asks to rate hand	2♥-2NT-3m=MIN, 3♥=2 of top 3 Honours, 3♠/NT=MAX	
2♠		6		5-10 HCP, may be 5 in 3rd	new suit F1; 2NT asks to rate hand	2♠-2NT-3m=MIN, 3♥/NT=MAX; 3♠=2 of top 3 Honours	
2NT				20-21 BAL; 5M possible	3♣=STAY; JTB; 3♠=mSTAY	2NT-JTB-3M=3+suit, jump with MAX	
3♣		7		5-10 HCP; may be 6 in 3rd	new suit F1	raise new suit with xxx or Hx	
3♦		7		5-10 HCP; may be 6 in 3rd	new suit F1	raise new suit with xxx or Hx	
3♥		7		5-10 HCP; may be 6 in 3rd	new suit F1	new suit ASKS key cards if suit control	
3♠		7		5-10 HCP; may be 6 in 3rd	new suit F1	new suit ASKS key cards if suit control	
3NT	ART			9-10 HCP with SOL m (7+) or M (7)	4♣=pass or correct; 4♦ ASKS for distribution; 4NT ASKS for length	3NT-4♦-4M=1M, 4NT=7-2-2-2, 5m=1om	
4♣		8		5-10 HCP; may be 7 in 3rd	4♦ NAT F1; 4M=NAT to play		
4♦		8		5-10 HCP; may be 7 in 3rd	4M/5♣=NAT to play		
4♥		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♥ ASKS trumps		
4♠		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♠ ASKS trumps		
4NT	ART			Ace-asking		HIGH LEVEL BIDDING	
5♣		8		5-10 HCP; may be 7 in 3rd		Roman Keycard Blackwood	
5♦		8		5-10 HCP; may be 7 in 3rd		- 5♣=0/3; 5♦=1/4, 5♥=2 (no Q), 5♠=2 (with Q)	
5♥		8		5-15 HCP	bid 6♥ with A or K of ♥	- 4NT- (interference →5♥) - DBL=0/3 keycards, PASS=1/4 keycards, next step=2 keycards (no Q)	
5♠		8		5-15 HCP	bid 6♠ with A or K of ♠	- 4NT- (interference 5♠+) - DBL=0,2,4 keycards, PASS=1,3,5 keycards	
5NT						- If response to 4NT says nothing about Q of trumps, next step asks (if not trumps)	