WBF Convention Card 219

Category:	Precision
Country:	CHINA BEIJING
Event:	All Events
Players:	yanru wangyanhong

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
8+HCP up can be 4-card suit

CUE-BID RESP=F1;Others NAT

In Reopening POS 8+HCP can be 4-card suit

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)
2nd Pos.=16-18HCP

2C RESP=Stayman; 2D/H/NT=TRF

4th Pos. (Vs 1m)=11-14HCP (Vs 1M)=12-16HCP

2C=Stayman; Others=NAT

JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WEAK(NV);INTERMEDIATE(VUL vs N)

2-Suit: Unusual NT((1m)-2NT: H+om;(1M)-2NT: D+C)

Reopen: NAT

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
MICHAELS;JUMP CUEBID ASK FOR STOPPER

VS. NT (vs. Strong / Weak; Reopening; PH)
2C=Ms; 2D= Any M; 2H/S=H/S+m; 2NT=m's

Reopening Pos. 2C=Ms; 2D=Any M; 2H/S=H/S+m

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O;LEB after (WK2) DBL (P);

(2H) 4C/D=C/D+S; (2H) 3H=ASK FOR STOPPER

VS. ARTIFICIAL STRONG OPENINGS
Vs 1C:DBL=Ms; NT=m's; 1M=M+m; 1D=1M

OVER OPPONENTS' TAKE OUT DOUBLE
1D (DBL) 1M=F1;RDBL=10+HCP

1S (DBL) 1NT/2C/D/H=TRF 2C/D/H/S 2S=Weak Raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	same
NT	4th	same
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKX;AH+;AHH+;Ax+	AKx+;AHHx+
King	AK;KQ;KQx+;KQJ+;KQ10+	AK;KQx;KQJx;AKJTx+
Queen	QJ;QJx+;QJ10+	QJ+;QJ10+;KQ109
Jack	J10+; AQJ+	J10+; AQJ+
10	10x;109+;AJ10+;KJ10+	10x;10xx;AJ10+; KJ10+
9	9x;98+	9x;9xx;98+;H109+
Hi-x	xx;xxxx+	xx;xxx+
Lo-x	xxx;Hxx+	xx;xxx;Hxx+

SIGNALS IN ORDER OF PRIORITY

		Partners Lead	Declarer's Lead	Discarding
Suit:	1st	Hi=2ES	Hi=2S	Hi=ES
	2nd	Lo=1DS	Lo=1S	Lo=DS
	3rd			
NT:	1st	Hi=D2S	Hi=2S	Hi=DS
	2nd	Lo=1S	Lo=DS	Lo=E1S
	3rd			

Signals (including Trumps):   Smith ; Lavinthal;

Trumps:Hi-lo shows interest in ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
May be light (10+HCP) with classic shape

CUE BID RESP=F1;Others NAT

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
NEG DBL; SUP DBL; RESP DBL; SLAM DBL; COMP DBL;MAX DBL;

LEAD-DIRECTING DBL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Precision 1C=16HCP+

| 1NT Openings: | 15-17HCP |
| 2 OVER 1 Responses: | FG except rebid |

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
MULTI 2D(weak 2M)

2H=H+m weak

2S=S+m weak

BERGEN FOUR-CARD RAISES OF 1M

LEBENSOHL

SPECIAL FORCING PASS SEQUENCES
1C (3H) DBL (4H) Pass=F

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

Opening	Artificial	Mn.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes		4S	16+ HCP	1D=0-7HCP; 1H/S/2C/D=8+HCP, NAT; 1NT=8-13HCP or	Control ASK(5); KCB(6)	
					16+HCP BAL (2); 2S=14-15HCP BAL(3);		
					2H/NT/3C/D=S/C/D/H Short (4441)		
1D		1	3S	11-13HCP BAL or 11-15HCP	1H/S=NAT; 1NT=8-11HCP; 2NT=INV; 2C/D=F1;	SUPP DBL;NEG DBL;MAX DBL;KCB(6);	
					2H=H5+S5 6-9HCP; 2S=m's WK; 3C=m's INV	After 1DE1M-1NT, Two way Checkback (4)	
1H		5	3S	11-15HCP	1NT=F1; 2NT=13HCP BAL FG (12);	SUPP DBL;SPL;KCB(6)	1NT=Semi-F; 2C=Recerse DRURY;
1S					1H Opening: 2S=SPLINTER (13); 3C=10-12 4+SUP; 3D=		2NT=MX RAISE; 3X=Fit Showing
					7-9 4+SUP; (Vs 1H) 3S=ANY VOID SPL 9-11 HCP;		
					(Vs 1S) 3NT=ANY VOID SPL; 1S-3H=ANY SPL		
1NT				15 - 17	2C=STAY; 2D=TRF TO H; 2H=TRF TO S; 2NT=PUP 3C;	LEB;KCB(6)	
					3C/D=INV; 3H/S=H/S SINGLETON F; 4C=SLAM INV IN C;		
					4D/H=Texas; 4S=65+m's; 4NT=33(34) S/I		
2C			3S	11-15 5+C 4+M or 6+C	2D=ASKING (8)(9); 2H/S/3C=NF; 2NT/3H/S/4C=INV;	KCB(6)	
					3D=Ms, INV		
2D	Yes		3S	MULTI Weak 2M	2NT=Relay (10); 3C/D=Suit F1; 2H/S=P/C; 3H/S=P/C;	KCB(6)	
					4H/S=NAT; 4C=ASK PD to trs to his suit; 4D=ask PD to bid		
					his suit (9)		
2H		5		H/S+m (M5+m4+)	2NT=ASK (12); 3C=Weak P/C IN m; 3D=P/C IN m;	KCB(6)	
2S					2S=TO PLAY; (AFTER 2H) 3S=NAT INV		
2NT				mS,PREEMPTIVE	3C/3D=TO PLAY; 3H/3S=F; 4C/D=PREEMPTIVE;	KCB	
					4H=RKCB IN C; 4S=RKCB IN D		
3C		6		PRE	MAJOR Suit=TO PLAY; 4D AFTER 3C=RKCB;		
3D					4C AFTER 3D=RKCB		
3H		7		PRE	New Suit=F;		
3S							
3NT				GAMBLING	4C=P/C; 4D=ASK SINGLETON		
4C				PREEMPTIVE			
4D							
4H							
4S							
4NT							
5C							
5D							
5H							
5S							
5NT							

HIGH LEVEL BIDDING

Note:..1:1NT (DBL) 2C=C+d
2D=D+h
2H=h+s
1NT (DBL) RDBL=puppet 2C
2C-PASS=C
2D/H/S=NAT
1NT (DBL) PASS=F to RDBL
RDBL-2C=C+h¥s(44)
2D=D+s(44)

Note:..2:1C-1NT(8-13HCP BAL)
2C-2D=H4+, 8-10HCP
-2H=S4+, 8-10HCP
-2S=NO M, 8-10HCP
-2NT=Any 4333 11-13HCP
-3C=C+Any suit 11-13HCP
-3D=D+H 11-13HCP
-3H=H+S 11-13HCP
-3S=S+D 11-13HCP
-3NT=8-10HCP,5 card poor minor

Note:..3:1C-2S(14-15HCP BAL)
2NT-3C=C+Any suit
-3D=D+H
-3H=H+S
-3S=S+D

Note:..4:(4)A. 1D-1M-1NT-2C(PUP To 2D)
2D-Pass=To Play
2H=5+H,INV
2NT=NAT INV,Maybe 4M
3C/D=5C/D+4+M,INV
3NT=NAT,5M
1D-1M-1NT-2D(FG,Any Shape)
1D-1M-1NT-2NT(PUP 3C)
1D-1M-1NT-3C/D/OM=5C/D/OM+5M,FG
3M=6+M,Good Suit,FG
B. 1D-1H-1S-2C/D=CHECK-BACKS

Note:..5:After Trump ASKING,New suit rebid= Control ASKING about the
suit: RESP add 1 step=No H in the suit
2 step=Q or doubleton
3 step=K or singleton
4 step=A or void
5 step=AK or AQ

Note:..6:4NT=RKCB RESP 5C=1 or 4 keycard
5D=3 or 0 keycard
5H=2 or 5 without trump Queen
5S=2 or 5 with trump Queen
5NT=2 + Void
6X=1 or 3 + Viod

Note:..8:2C-2D ASKING
2H/S-2NT continu ASKING

Note:..9:2D-4C=Trans to bid Major Suit
2D-4D=Direct bid Major Suit

Note:..10:2D-2NT ASKING
3C=Max WK 2H
3D=Max WK 2S
3H=Min WK 2H
3S=Min WK 2S

Note:..11:2H/S-2NT=ASK
3C/D=C/D Min
3H/S=C/D Max
2H-2NT-3C-3H=INV
3S=FG,USU fit M

4C=INV
4D=RKCB ABOUT C
2H/S-2NT-3D-4D=INV
4C=RKCB ABOUT D

Note:..12:1M-2NT
3C=C or BAL MAX 3C-3D
3H=C Min
3S=C Max
3NT=BAL Max
1M-2NT
3NT=BAL Min

Note:..13:1H - 2S(STR Raise)
2NT=Max BAL
3C/D/S=NAT
3H=6322 or 7222
3NT/4C/D=S/C/D SPL
4H=Min
1H - 3C (9-11HCP Raise)
3D=Game Try
3S/4C/D=Max,SPL
3NT=55 or 64 suit's