

WBF Convention Card



Category: GREEN
NBO (Country): THE NETHERLANDS
Event: European Bridge Team Championship 2014, Opatija
Players: Magdaléna TICHÁ & Richard RITMEIJER
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SYSTEM SUMMARY
 5 card major, 1♣ = 2+ card, 1♦ = 5+ card (except 4441),
 1 NT = 15-17

GENERAL APPROACH AND STYLE:
 1-level openings are 11+hcp
 Inverted minors
 1M – 2 NT inv+ with fit
 2C & 2NT opening = always strong
 2D = MULTI (weak 6 card M or strong), 2H/S = 5+4+weak
 3NT-opening = Gambling
1NT opening: 15-17 (possible 5M, 6m, 2254/2245)
2 over 1 Response: GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 2D = multi with strong options
 2H = 5+H 4+other, 2S = 5+S 4+minor

SPECIAL FORCING PASS SEQUENCES
 In competitive bidding where our line showed clear majority of points, pass requires double or overbidding opps

IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE
 Good-Bad 2NT in competition
 Transfer-Lebensohl in competitive situations e.g. 1NT (2x)

Psychics: Seldom

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: approx. 8-17 hcp; the less points, the better the suit
Responses: NS constructive, not forcing, except on 1- level.
Reopening: Jump in new suit is 10-14 and 6+card suit.
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: 15-18
Responses: System on
4th position: after 1m: 11-14, after 1M: 12-16
Responses: Range-check stayman and transfers
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak: in red 6+card, in green can be rather light (5+card)
Responses: raise is usually unbalanced
Unusual notrump: 2 NT = 5+5+ lowest remaining suits
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: 8-17 in green, 10-17 in red; (1m)-2m=H+S, (1H)-2H=S+C; (1S)-2S=H+C
Responses: natural
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: Multi Landy: 2C=majors, 2D=1 major, 2M=5M 4+m, 2NT=minors
Double against weak 1NT = 13+
Double against strong 1NT = 6+m or 5+m and 4M
Reopening: same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Leaping Michaels (only with a jump or as a cuebid)
After weak two: 2NT = 15-18
After weak two and double by partner: Transfer-Lebensohl
VS. ARTIFICIAL STRONG OPENINGS
Dbl = majors. 1NT = minors. Otherwise natural.
OVER OPPONENTS' TAKE OUT DOUBLE
Rdbl = showing points (usually 10+)

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	4th + attitude	4th + attitude	
NT	4th + attitude	4th + attitude	
Subseq	Attitude	Attitude	
Other:			
LEADS			
	Lead	vs. Suit	vs. NT
Ace	AK(+), Ax	AKQ(+), AKJ(+), Ax	
King	AK, KQ(+), Kx	KQJ(+), KQ10(+), Kx	
Queen	QJ(+), Qx	(A)QJ10(+), QJ9(+), Qx	
Jack	(H)J10(+), Jx	(H)J10(+), J108(+), Jx	
10	(H)109(+), 10x	(H)109(+), 10x	
9	9x, Q98(xx), J98(xx)	9x, Q98(xx), J98(xx)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Attitude (low=enc)	Count (low=even)	Odd=enc, Even can be lavinthal
2 ND	Count		
NT: 1 ST	Attitude (low = enc)	Oddball (high=enc)	Odd = enc, Even can be lavinthal
2 ND	Count		
If partner leads an honour → attitude (in spec situations Lavinthal)			
Lavinthal in opponents trump suit, Oddball in NT (high=enc)			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: normal			
Responses: natural			
Reopening: 8+			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support x and xx			
Lightner double			
Double in competitive bidding on 2/3 level shows interest to bid game if there is no space for other bid showing interest			
Competitive auctions: most doubles are T/O or showing values			

Op.	Artificial	HCP	Neg. Double	Description	Response	Subsequent Auction	Passed hand
1♣	2+	11+	4♥	2+♣ (may have 4♦)	2♣ = inv; 2♦ = 6-9 and 5+♣, 2M = 8-11 good 6-suit; 3♣ = weak, 3x = splinter, 4♣/4♦ = solid 7♥/♠	1♣-1x-1NT-2♣/2♦=two-way CBS Transfers after 1♣-1x-2NT	
1♦	4+	11+	4♥	5+♦ or 4441	2♦ = inv; 2M = 8-11 good 6-card; 3♣ = 6-9 and 4+♦, 3♦ = weak, 3M = splinter	1♦-1x-1NT-2♣/2♦=two-way CBS Transfers after 1♦-1x-2NT	
1♥	5+	11+	4♦	5+card ♥	1NT=NF, 2♣= GF (can be with fit), 3/4M = preempt (flexible), 2 NT = inv+ 3+card fit, jump to new suit = 8-11 and good 6-card, double jump to new suit = splinter.	1M-2NT-3♣ = relay	2-way Drury
1♠	5+	11+	4♥	5+card ♠		1M-2NT-3x = shortness	2-way Drury
1NT		15-17	4♥	Possibly semi-balanced	Stayman, transfers (4x), 3♥/♠ = shortness, 5+4+ in minors; 4♣/♦ = ♥/♠, 4♥/♠ = RKCB ♣/♦	Smolen	
2♣	yes	strong	4♥	SF/GF major, GF minor or 24+ balanced	2♦=relay, 2♥/♠ and 3♣/♦ = good 5+card suit	Natural	
2♦	yes	5-10 or strong	2♥	Weak 6M, 22-24 bal or 21+ 4441/5440	2♥ = pass/correct; 2♠ = pass with spades, correct to ♥ with hearts; 2 NT = strong relay	2♦-2NT-3♣=min+♥; 3♦=min+♠;3♥=max+♠;3♠=max+♥	
2♥	5+	5-10		5+♥ 4+ other	2♠ = pass/correct; 2NT = strong relay(13+); 3♦ = game/slam invite with fit	Natural	
2♠	5+	5-10		5+♠ 4+ minor	3♣ = pass/correct; 2NT = strong relay (13+); 3♦ = game/slam invite with fit	Natural	
2NT				20-22 balanced	Puppet stayman, transfers, 3♠=minors, 4♣/♦ = ♥/♠, 4♥/♠ = RKCB ♣/♦	Natural	
3♣	(6)7+			Preempt	3♦ = asking for 3 card M (can be SI with ♣), 3M = GF good suit	Natural	
3♦	(6)7+			Preempt	3M = GF good suit, 4♣ = SI with ♦	Natural	
3♥	(6)7+			Preempt	3♠ = GF good suit; 4m is cue and SI for ♥	Natural	
3♠	(6)7+			Preempt	4m is cue and SI for ♠	Natural	
3NT	yes			Gambling (solid minor) flexible in 3rd/4th seat	4♣=pass/correct; 4♦=strong, ask for shape; 4M = to play	3NT-4♦-4M=short; 4NT=7222; 5♣=short♦ 5♦=short♣	
4♣/♦	(7)8+			Preempt	4M = to play	Natural	
4♥/♠	(7)8+			Preempt	Non-cue	Natural	
4NT	yes			preempt with minors		HIGH LEVEL BIDDING	
5♣	(7)8+			Preempt		cuebids (we are often first showing shortness) 4NT = Blackwood 1430 when we found fit, otherwise quantitative 5x = Voidwood 3014, asking for aces outside the void 5 in trump suit = asking for good trumps, general invite or asking for missing cue. DOPI ROPI	
5♦	(8)9+			Preempt			
5♥	(8)9+			Preempt			
5♠	(8)9+			Preempt			
5NT	yes			Preempt with minors			