

WBF Convention Card

CATEGORY **RED 2**

EVENT 2021

FISU 8th WUC Bridge - Lodz (POL)

PLAYER1: THONGDHAMMACHAT PIYA

PLAYER2: JUNNAWECH CHAYANONT

SYSTEM SUMMARY: Modified STR 1C w/wk TRF Open O/C Resp

GENERAL APPROACH AND STYLE

1♣ = 16+ HCP F1 (12+ w/ good shape) RESP 1♦ = waiting 0+// others = may artificial bids //
 1♦ = 9t15HCP, ♦=2+ normally ♦ suit or Bal. if NonVUL normally w/ M=4 or 14t15
 1♥/1♠ = 11t15(may 9) HCP M4+ if M=4=L/D, 5t7(8) LSR, may have another longer m5+ cards
 1NT = 8t17hcp Unbal C4+ S<4 = A:Wk or Good Pre C6+// B: 2suit C5+D4+// C: S<2 H3t5 D=3 C3t7
 2♣ = 3t17hcp Unbal D4+ S<4 = A:Wk or Good Pre D6+// B: 2suit C4+D4+// C: S<2 H3t5 D4t7 C3t6
 2♦ = 3t13 S4+X4+//2♥=3t13 H6+/H4+m4+ or 3t17S<2H6(7)D3(4)C3(4)//2S=3t8 good S5+(may m4+)
 2NT=14t17H6+S<2 OR TRF PRE C6+(PH=C5+)/nX=<14hcp TRF PRE Y6+//3NT=m6+(Semi) Solid
 STYLE: 1M RONF, others = Artificial F1, BUT 1H1NT=NF// 1D RESP 1H=F1// others NF hcp<12

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Open1♣ = any 16+ may 14 + w/ M5+ or may 12+ w/ <6LSR // Open 1♦ = 9t15hcp ♦2+may 2227
 Open or O/C 1NT= C4+ S<4 = A:Wk or Good Pre C6+// B: 2suit C5+D4+// C: S<2 H3t5 D=3 C3t7
 Open/C O/C 1NT/2♣/2D/2H/2S/2NT/nX=similar as opening NEVER CARE WHAT RHO OPEN 1X=?
 O/C 1D/1H/1S=NAT4+ but 5t17hcp NEVER CARE WHAT RHO OPEN 1m=?
 1♣RESP1♦ = waiting 0+ HCP=A:Real Negative 0 or 1 WNR//B:5t8 no specific bid// 9t12 X<5
 1D RESP 2C=C5+NF// RESP 2♥♦♠//3♣//2NT= 3t8 HCP = TRF♥5+♠5+♣6+♦6+ // ♣5+♦4+(2NT)
 1M RONF 1next = 3+hcpF1// others RESP=TRF <9 or 7//1MRESP jump=M4+ FG//1H1(2)NT=C+D
 (RHO open nX) VUL DBL=T/O or T/O DBL RESP by Advancer "The Cheapest Available Suit" = <7(9) hcp X0+

. Free bid in competitive situation at level 1 & 2 = NF if NONVUL may be L/D w/ singleton or void
 . Free bid in competitive situation level >2 = F1 usually suit 5+ cards, or may be only L/D

SPECIAL FORCING PASS SEQUENCES

After 1♣ opener or responder was O/C w/1X or DBL or 2m, if opener 18+ or responder 9(7)+
 make the special forcing pass (SFP) to keep bidding low. (bids/DBL/RDBL= 16t17 or 5t8)
 While the asking convention was O/C...pass=1st step of answering (DBL or RDBL=2nd)
 After we bid game, then opponent sacrificed...Pass by 1st position = <2 LSR in opponent's suit

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Determine call by LTC (LSR), Defensive Trick(DFT), L/D, Seat, VUL, not HCP(may +/- 3)
 MIB=M 1st In Bidding, 4+suits Opening & O/C // sometimes bid M from 3 cards
 IMP tactics= Aggressive bids in NonVUL or Advantage VUL+ Always try game in VUL
 PEN PASS in level 1 or 2 = 3+ trump tricks and sufficient DFT// Level 3+ = 2+trump cards
 PSYISCS: RAR E (not intend, mostly mistaken bid, very sorry for such thing)

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE		
Style: NAT NF w/ 7+ hcp, 4+ suit, LSR <10(may10 if NVUL)		Lead	In Partner's Suit
RESP : To 1M = similar RESP as opening bids, could RESP from 0 HCP by cheapest suit	Suit	RNOW , UB , ATT, S/P, Advanced or Deception	Same + H or J or 10
1D or 2C=D4+ : Cheapest Available Suit = 0 t 8 hcp =Art.S/O, Any Distribution	NT	RNOW , UB , ATT, S/P, Advanced or Deception	Same + H or J or 10
Bids = 7 t 9 HCP = Nat 4+ & G/T	Subseq	Similar Principle for remaining cards	Same + H or J or 10
Cue Bids /DBL = 10(9) +HCP= F1	Other: Complete sequence w/A may 1st lead any H for S/P or deception // QJ led Quack		
Reopening : same as above but imply few cards in opponent 's suit, Defensive Tricks 3+	Incomplete sequence J=deny // 10=imply H // Lowest = +Attitude// Hi= S/P in higher suit		
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS		
2 nd : = NF C5+ hcp 5+	LEAD	Vs. Suit	Vs. NT
RESP : 2♣ = <9 hcp // Bids= 7t9 hcp NAT 4+ NF // Cue or DBL= 9+	Ace	AQx(+), AJx(+), A(+), AQJ10(+)//w/K=AK or AKJ10(+)+ 8(7)+ cards suit	
4 th LIVE : = same	King	AKQ(+), AK(+), KQJ(+), KJ10(+), KQ, KJ, Kx(+), K	
RESP : same	Queen	AKQ(+), AQJ10(+), KQ10(+), KQ(+), QJ(+), AQ10(+), Qx(+), QJ	
JUMP OVERCALL (Style; Responses; Unusual NT)	Jack	AJ9(+), AJ8(+), KJ9(+), KJ8(+), QJ(+), J109(+), J108(+), J10(+), J98(+), J(+)	
2X = same as opening 2nd/suit // jump PH > L2 = NAT PRE X6+	10	AJ10(+), KJ10(+), H109(+), K108(+), Q108(+), 1087(+), 10x(+), 10(+)	
RESP= Similar as opening by New suit 2N=S)=NF if max answer How Many Cards(HMC)	9	109(+), Q97(+), J97(+), 98(+), 9x(+), 9(+)	
	High-x	JSx(+), 10Sx(+), SSx(+), SSSx(+), Sx, may deceptive leads from H(H)Sx(+)	
	Low-x	Hx(+)+S = HxS, H(H)xS, H(H)xxS, Hx(xxx+++)+S // J9(+)+SSx, 10SSx(+)	
Unusual 2NT = 5t13 HCP w/ C 5+ may D4+	SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead (H,Att,S/P,UB)	Declarer's long suit
Direct cue bid 5t17hcp = (1C)2C=D4+/(1D)2D=S4+/(1H)2H=S5+m4+//1S(2S)=H6+ w/ H A	1st	ATT : lowest = ENC in led suit	1st (2nd) Discarding
RESP : Pass or Cheapest Available Suit=<9HCP =Art. S/O // SUPP=LTT/nX=NF //Cue =F1	2nd	S/P:highest=highest suit	1=ENC in discard suit
Jump Cue-bid = Ask for stopper, try 3NT //no stopper bid Cheapest Available Suit	3rd	S/P: not highest=not highest suit	Lowest Odd=A(K)
VS. NT (vs. Strong / Weak; Reopening; PH)	4th	S/P:2nd lowest=lowest suit	2=S/P;hi=higher suit
2nd Live : Vul Dependent Style (VUL =sound // NonVUL may very light)	5th	Deceptive // false card	Lowest even may Enc
DBL=PEN Oriented (advancer pass w/ 2+ tricks // escape 2♣ w/o X6+ or 2X w/ X6+)		Established suit & hold up by partner' s A : hi lo = even(2 or 4) // lo hi = odd(3 or 5)	Deceptive //false card
(1NT) DBL=PO1NT (Pass) escape 2♣(// or DBL)2NT=F1 to 3♣//others=NF(jump=INV)		Vinje Distribution Counting(VDC) : hi lo = 1even 3odd// lo hi = 1odd3even	
O/C by Bids = NonVUL= light bid promise only shape // BUT VUL = Value & shape for G/T			
2♣ = any4+4+ or TRF // bids = TRF X6+	DOUBLES		
4th Reopening = same Vul Dependent Style (VUL =sound // NonVUL may light)	TAKEOUT DOUBLES (Style; Responses; Reopening)		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)(2nd Live) 4th	Style: A: 9+M3+, ELC or B: any 16+		
2ndLiveVSNAT2X ; VUL DBL= T/O 9+// NVUL DBL=PEN //bids= 2+ways NAT15+ or TRF<16	RESP(+T/O Level 2) :=PEN, Cheapest Available Suit = 0t8 // bids = 7t9 NF//cue =10+ F1		
2ndLive VS Multi2D; DBL=12+ M4+ //2M=15+m5+ //2NT= 16+//3m=m5+<16	Reopening: VUL Dependent normally similar may a little bit light & RESP also similar		
2ndLive VS2NT(C+D) ; DBL=12+PEN oriented//3m=5+M >15//3M=5+M<16//4m=H5+S5+	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES		
2ndLive VS 3♣ VUL DBL= T/O 9+// NVUL DBL=PEN //bids= 2+ways NAT15+ or	Negative DBL up to 2♣ = 9+HCP may have 5+ suit (bid =NF)//from 2NT or 3X=PEN or OBAR		
VS 3♣ DBL=T/O 9+ or any15+ M=3t5//3M=M5+<15//3N=<15C5+M<4//4m=C/H5+S5	OBAR DBL up to 7♣ = I am unwilling to Pass ...normally = extra HCP or compensates		
VS 3♥ DBL=T/O12+//3♠=<15♠5+//3NT=<15m4♠ <4//4m=15+S4+m5+//4H=5044<15	Responder or Advancer DBL (XX) = 9+ HCP = 10+ or PEN from opponent' bid 1NT or 2X		
VS 3♠ DBL=T/O12+ //3NT= 16+/- mayH=4//4m=16+/- m4+♥4+//4H=16+/-♥5+	Opener's DBL(XX) = not minimum HCP, one more Defensive Trick		
4th=VUL & Situation dependent ; similar but Level 2=12+/- //Level 3=14+	Obviously Cue Bid Double = SHOULD NOT L/D in suit that our side had already shown.		
VS. ARTIFICIAL OPENINGS	DBL(XX) to answer the Interrupted Asking Convention = 1st or 2nd (if P=1st)step of answering		
(1m16+)DBL= Good 14+ or any4+4+ bids= same as O/C	NonVUL DBL By Weak hand = I have 1DFT, what we do? Defense or Sacrifice Bid?		
OVER OPPONENTS' TAKE OUT DOUBLE	DBL Trump Contract By Weak hand without support = I have 1DFT, few trumps & void.		
ReDBL= 9+HCP intent to PEN or G/T, free bids=NF//Artificial Raised or Convention ON++	DBL game or slam level after trap pass = first lead the first dummy's bid suit please.		

Opening	Tick Art.	Min. No. of Card	Neg DBL Thru	DESCRIPTIONS	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1 ♣	/ ART	0+	VUL 7S NVUL 1S	Any 16+HCP or 12+ w/ very good shape <6LSR	1 ♠=<13hcp = A:9t12 HCP no specific responses B: 5t8 HCP no specific responses C: 0t8HCP C:3t8HCP no 6 cards suit no m5+X5+ shape c:0t4HCP=Absolute negative < 1 K 1M=5t12 hcp A:7t12hcp M5+ & protected K in any suit B:5t8hcp M=<3 OM=5+ b:M=1&OM=3&m=(45) 1NT= 13+hcp any or 9+ hcp w/M5+&X5+ or 3suiters w/ 2K/1A1K/2A 2 ♣ = 3t12hcp m 5+ may ♣5 or ♠5	1 ♣+1 ♥=16t19HCP♥4+ or BAL NF SUPP1 1 ♣+1 S/2m=16t19hcp NAT NF normally 5+ (1C1D1S may S=4) NF 1 ♣+1 NT=20+hcp or LSR <5 SUPP2 1 ♣+2M=(may12)14t17 hcp 5+cards rebiddable suit 5+/- LSR NF 1 ♣+2NT=12+ hcp X5+Y5+ F1 LSR <6 SUPP3 1 ♣+3X=(may12)14t17 hcp 6+cards 4+/- LSR ASK ACE No X=0 1 ♣+3N/4C/D/H=(may12)14t17 hcp 6+cards C/D/H/S=0 & ASK ACE 1C1H1S=NF//1NT=ASK SUPP4 1C1S1N=ASK SUPP5 1 ♣1N2C=ASK// 2X=14t17X6+Y<4//3C=X5+Y5+ SUPP6 1 ♣2 ♣=2=ASK//2M3m=14t17X6+//2NT=♣5+&H5+ SUPP7	0=0.364//1=0.8//2=1.356(2.7) 3=2.5//4=3.8(6.3) 5=5.2//6=6.5(11.7) 7=8.03//8=8.89(16.9) 9=9.356 10=9.40//11=8.94(18.36) 12=8.03//13=6.91(14.94) 14=5.69//15=4.42(10.11) 16+=11.5 16t17=5.67(49%) 18t20=3.27(28%) >21=2.61(23%) Number .f. cards in any suit 2=20.6//3=28.6 4=23.9//5=12.5 CTRL Ask 1st = J+H 2nd = (J)xxx(+) 3rd = Q or xx 4th = K or x 5th = Ax(+) 6th >> A
1 ♦	/ ART	D2+	2 ♠	9t15HCP may have M4	1 ♥ = 7+&H4+ or any 12+hcp 1 ♠/1NT/2 ♣/2NT=NF 7t11hcp (1S=S4+//2C=C4+//1N=NF//2NT=C5+D4+) 2 ♣/2 ♥=<9hcpTRFM4+ similar as open2H(1C2D=H4+)&2D+2S(1C2H=S4+)] 2 ♠/3m/2N= 5t8hcp <2K 3suiters (0544) or (1444) S/m/H <2 AFTER O/C >1S ..similar as Defensive Bidding.(TRF LEB + Flishben Mod.)	1 ♣1M2M2 ♣/NT=MGT//1 ♣1M 3m=14t15//1 ♣1Mjump shift= M4D4+&IX 1D1H1S=14/15 or S4//1D..1S/2C...Pass=<14//bid=14/15except2D=<14 Any opener's rebid=NF//Except 2 ♣/2NT=ASK similar as open 2H/2S 1N=14t15 or S4+// 2 ♣=♣2+may R4+//2 ♣=♣3+C<2 H<4//2 ♥=♥4+C<2 1H1NTnX=NAT NF//1S1NT2C=C2+//2D=D4+&♣3//2H=H4+C3+//2S=S5+ 2TRF S/A=2+9t13//Escape=9t13 S/A TRF<2 //2NT=14t15//3Z=<14Y3Z3 1M2M= 3(4) 5t9HCP//1M3M NONVUL = PRE // VUL = M4+INV good 5t7 hcp 1M Jump2N/3m= M4+&12+hcp void in next suit (Indirect Exclusion KCA) 1 ♥2NT=may= C5+D5+	1D1H=NF . 1H1S=NF 1S1NT=NF 1M2m=NF . 1M Jump shift=<9 IXKCA 1 ♥2N=C5+D4+ <8HCP
1 NT	/ ART	C4+	PEN	9t17 A: =Approximate 3 suiter C4+H3t5+D=3&S<2 3t13 B: Biminores=C5+D4+ prefer C>D(prefer D>=2C) C=C wk or better than TRF PRE C6+ (=2NT)	2C=NF try t S/O [NONVUL = C2+ otherwise may Pass 1NT(P)] 2D =9+ F1 // 2NT= 14+ ask 2M= goodM5+ // >2NT=NAT NF	1NT2 ♣2D=D4+//2M=H3+S<2(8t3/14t17)//2N= xx(5+5+9t13hcp)//3C=C6 1NT2D2M=H3+S<2(8t3/14t17)//2N= xx(C5+D4+)//3C=C6 1NT2N3C=C6+//3D=9t13xx(C5+D4+)//3M=H3S<2(8t3/14t17)//3N=C5D4	
2 ♣	/ ART	C1+D4+	PEN	3t13 D4+ may C3t6 or H3t5 S<4 similar as open 1NT	2D/M=NF try t S/O [NONVUL = D2+ otherwise may Pass 2C(P)]//2N=ASK nH= P/C S if H<4 //nS=S4+NF //2NT=ASK//3m=m5+ S<3 H<3 NF 2S=ASK type//2N/3m=NF if max bid No of cards in S/m/nH=NF 2N=ASK type//3X=NF if max bid No of cards in X/nS=NF 3C=PI/C//3D=ASK TYPE	2 ♣2NT=ASK...3 ♣9t13C4+//3D=D6+//3M=H3S<2(8t3/14t17)//3N=C4<9 2D2NT=ASK...3 ♣m4+//3D=H4+ 9t13//3H=3t8H4+ 2H2S=ASK..2N=m4+//3m/H=H6min/max/mid//3S=m5+AKJ//3N=Best 2S2NT=ASK...3m=m4//3H=Good >QJ MAX=6t8hcp//3S=< Good MAX 2NT3 ♣ AnswerGame=Play//4 ♣=Play//4 ♣=KCA//4NT/5m=INV S/T	
2 ♦	/ ART	D0+ S4+	PEN	3t8 =S4+X4+at least4+5+//NONVUL9t13=any S4+H4+			
2H	WK	H4+	PEN	3t13 H4+ may have m4+ S<4 similar as open 1NT/2C			
2S	WK	S5+	PEN	3t8(10) Good S5+ >Q5432 may have m4+			
2NT	ART	if<14=C5+	PEN	3t13hcpC6+ OR 14t17H6(7)m3(4)S<2//PH = C5+D4+			
3X	ART	X0+//Y6+	PEN	TRFY6+ VUL dependent PH = NAT PRE X=6+	3X(P)nZ(P)F1 maybe4+, maybe L/D or LIB) 1st Z<2//2nd=Z=2//3rd=Z>2)	HIGH LEVEL BIDDING = 6RKCB or 5KCA or 5IXKCA	
3NT	ART	m7+	PEN	Solid(semi) m7+ w/o side A <14 HCP	PASS or 4M = Play // 4 ♣ = P/C // 4 ♠ = Ask K (4M = in M // 4N = in m)	Cheapest Available After S/T S/A = KCA(1st step = Ask back (< 4NT)	
4X	ART	X 0+Y6+	special	Y7+ VUL dependent PH = NAT PRE		<1A or 2A+KM//1A or 3A//2Ashape or 1A+KM//2A(Color/ Rank) or >3A New suit not CAV=CTRL Ask//5NT=Pick Slam//Jump=Exclusion KCA	

