



WBF Convention Card

ZONAL 2021 -

Country: **REUNION**

Event: **Mixte**

Players: **WAN-HOI Régine LEMARINEL Michel**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Best minor - Inverted min support

1 m 2 ♥ = 5 ♠ + 4/5 ♥ (6 - 9 H)

1 NT (15 - 17 H) Maj/5 possible

2 ♠ = forcing game

2 ♦ = multi

2 NT = 20/21 H -Puppet stayman/transfer

2 ♥ = 5 ♥ & 4 minor+, less than opening 9H-

2 ♠ = 5 ♠ & 4 minor+, less than opening 9H-

3 NT = minor 7th

3 ♠ 3 ♦ 3 ♥ 3 ♣ = preempt

4 NT : 5/5 min

Landik : after intervention by 1 SA

Drury fit - Rubenshol-Roudi SEF

flexible in 3rd position

Forcing NT

Wesley Ghestem

Truscott only for Majors

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: rare

DEFENSIVE AND COMPETITIVE BIDDING

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

1 NT overcall

2nd = 15/18 HCP

4 th = 10/13 HCP

1NT OVERCALL (2nd/4th Live; Responses; Reopenin

1min - 1SA : 2♠ stayman, 2♦ -> 2SA : texas ♥, ♠,

1Maj - 1SA : 2♠ -> ♠ : texas ♦, ♥, ♠, ♣, imp=staym

JUMP OVERCALLS(Style; Responses; Unusual NT

2-3major/3♦ : preempt / Mikaël 1min-2♦ : 2maj

2NT : 2suiter / 3♠ : 2suiter (except over 1♦)

Reopening : 6 cards, 10-11 H

DIRECT and JUMP CUE BIDS (Style; Responses; F

1♠-2♠ : 5-4 major / 1Maj-2Maj : 5 other Maj - 5

1♦-2♦ : 5-5 major / 1♠-2♦ : 5-5 major

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

X = 5/6 minor + 4 major

2♠ : landy

2♦ = 6 cards major

2 NT = 2 minors

2♥ or 2♠ = 5 major & 4+ minor

Defense on weak NT

X = > 14 HCP + regular

partner : 2♠ 2♦ 2♥ 2♣ 3NT= natural NF

3♠ = stayman GF / 3♥ 3♣ = natural GF

2♦ 2♥ 2♠ 2NT = texas / 2♠ : landy

Defense on 3 minor preempt

3♠/3NT - 4♦ = 2 majors

3♠/3NT - 4♠ = 5♦ + 5♥

3♦ - 4♦ = 2 majors

3♦ - 4♠ = natural

Defense on 3 major preempt

Cue-bid = 5 minor + other major

4SA : 2 minors over 3♥ / unknowed 2suiter ov

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead **in Partner's Suit**

Suit odd even odd even

NT 4th best odd even

Subseq

Other:

LEADS

Lead **Vs.Suit** **Vs. NT**

Ace **K or Axxxx** **AKxx - AKJ**

King **AK KQ** **KQJ - KQ109**

Queen **QJ10 - QJ10X** **QJ10 - QJ9**

Jack **J109** **HJ10x-J109**

10 **10x - 1098 - 109x** **109x**

9 **9x** **9xx**

Hi-x

Lo-x

SIGNALS IN ORDER OF PRIORITY

Partner's Lead **Declarer's Lead** **Discarding**

Suit:1st **HI/LO even** **same** **same**

2nd **Hi ENCRG** **same**

3rd **suit preference** **suit preference**

NT: 1st **HI/LO even** **HI/LO even**

2nd **small ENCRG**

3rd **suit preference** **suit preference**

Signals (including Trun echo in trumps = S/P or ability to ruff

AQ = call (lo Vs NT, hi Vs suit)

K = Parity and unblocking NT

smith = low - ENCRG for two partners

Spoutnik until (4 ♥)

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLE

T/O double and redbl

Lead directing dbl

redbl after 1 NT = trf to ♠

redbl after 1 level opening = 10 + HCP

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣ / 1 ♦		3		11-21 H	1/1 : forcing / 1NT-2NT-3NT :	NAT	
				Best minor	1 minor - 2 ♥ : 5 ♠ & 4-5 ♥ (6-9 HLD)	NAT	
					1 minor - 2 ♠ : natural strong	NAT	
					1♣-2♦ & 1♦-3♣ : fit/4+ & ♦/♠ 5+, limit	NAT	
1 major		5		11-21 H	1 NT = forcing		
					2 NT = fit /4 + strong		
					3 NT = fit -13/15 HLD	NAT	
					2 over one = forcing game	NAT	
					1M 3♠:7-9 HLD 3♦: 9-12 HLD 4 cards	NAT	
1 NT				15-17 H, balanced	stayman 4 responses - transfer		
				Maj/ 5 possible	2NT bicolor minor		
					3 ♦ 6 cards NF		
					3♥ or 3♠ =5-4 minor, singleton ♥ or ♠		
2 ♣	X	0		Game-Forcing	Italian CTR : from 2 ♦ to 2 NT	NAT	
					0/1;2/3;4/5;6+		
2 ♦	x	0		MULTI	2 M = not forcing		
				major weak 6 cards	3 M = not forcing		
				balanced hand 22-23 H Maj/5	3 minor =forcing		
				minor strong 20-22 H	2 NT = artifical relay forcing		
2 ♥	X	5		5♥ & 4+ minor, less than	2 NT forcing		
					3 ♠ = to play a min		
					3♣ fit ♥ limit		
2 ♠	X	5		5 ♠ & 4+ minor, less than	2 NT forcing		
					3 ♠ = to play a min		
					3♣ fit ♠ limit		
2 NT				MAJ/ 5 possible	puppet stayman / transfer		
				20/21 H	3♠: unicolor or bicolor minor		
					3 NT : 5♠ + 4♥ game		
					4♣: 5♥+ 5♠ slam try		
					4♥: 5♠ + 4♥slam try		
3 ♣		6 or 7		preempt			
3 ♦		6 or 7		preempt			
3 ♥		6 or 7		preempt			
3 ♠		6 or 7		preempt			
3 NT		7		Gambling full in min	Max 1 Q in another suit		
4 NT				bicolor minor			
4 NT = RKCB				41/30			
5 NT after 4 NT DOPI				asking for Kings			