WBF Convention Card 2.18

Category:	Green
Country:	Australia
Event:	11th World Youth Teams Championships (Junior Series)
Players:	Mike DOECKE and Nye GRIFFITHS

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level overcalls can be very light, particularly in S. Can be a good 4 card suit.

2 level overcalls are usually constructive with a good suit

Responses to overcalls in new suits are non forcing

Jumps after overcalls are fit showing, splinters.

After a major opening/overcall, the Cuebid and 2NT tend to show support.

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

1NT overcalls show 14(+)-18(-) balanced or semi-balanced hands

1NT reopenings show 11(+)-14(-) balanced hands

2NT reopenings show 18(+)-20 balanced or semi-balanced hands

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak

2-Suit: Leaping Michaels

Reopen: Constructive

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Direct cuebids of a Minor show 5+/5+ in the Majors

Direct cuebids of a Major show 5+/5+ in the highest unbid suits

Jump cuebids are stopper asks, usually based on a long, solid suit

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

Weak NT: X=16+, 2C: Majors, 2D: Single suited Major, 2H/2S: H/S + Minor 5+/4+

Strong NT: X=4/6 H, 2C: Majors, 2D: 4/6 S, 2H: 5H+m, 2S: 5S+m

Jumps are preemptive and natural

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Doubles are for takeout. We play Lebensohl after a T/O double of a Weak 2.

Special defence to Multi 2D. Special defence to 3 level Minor preempts.

Non-Leaping Michaels over 3 level Major preempts.

VS. ARTIFICIAL STRONG OPENINGS

VS Strong C: X: 16+, 1D: 4+D 4+H, 1H: 4+H 4+S, 1S: 5+/4+ S/C, 1NT: 5+/4+ C/D

2C: 5+/4+ C/H 2D: 5+/4+ D/S 2H/S 5+ H/S

OVER OPPONENTS' TAKE OUT DOUBLE

XX is sometimes a transfer in low level competitive auctions

Transfers after a take our double of our 1-major opening

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Rusinow, 3rd and Low	Overlead, 3rd and Low
NT	Overlead, Attitude	Overlead, Attitude
Subseq	Overlead, Attitude	Overlead, Attitude

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Denies the K or from AK doubleton	Asks for Unblock or Count
King	Shows the A or at most 2	From AK or KQ, asks for Attitude
Queen	Shows the K or at most 2	Asks for Attitude or Unblock of the J
Jack	Shows the Q or at most 2	Shows the T, might have higher hon.
10	Shows the J or at most 2	Shows the 9, might have higher hon.
9	Shows the T or at most 2	Attitude (don't like the suit)
Hi-x	3rd from Even, Low from Odd	Attitude (don't like the suit)
Lo-x	3rd from Even, Low from Odd	Attitude (like the suit)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Reverse Attitude	Reverse Count	Reverse Attitude
2nd	Reverse Count	Suit Preference	Reverse Count
3rd	Suit Preference		Suit Preference
NT: 1st	Reverse Attitude	Reverse Smith Echo	Reverse Attitude
2nd	Reverse Count	Reverse Count	Reverse Count
3rd	Suit Preference	Suit Preference	Suit Preference

Signals (including Trumps): Reverse Attitude, Reverse Count, Suit Preference

Reverse Smith Echo against NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Most Doubles are for takeout. With correct shape, we will double quite light.

After our 1NT opening the first double by both players is takeout.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

In low level competitive auctions, a lot of responder's doubles are transfers.

Support doubles and redoubles up to 2 of our Major

Double after a 1D overcall shows 4+ H

Double after a 1H overcall shows 4 or 5 S

Doubles of transfers or Bergen Raises are takeout of the suit shown (not the suit bid)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong NT; short C with transfer responses; 5 card majors

Modified 2/1 game force (ART 2C response); semi-forcing NT

1C = ANY 11-14(-) BAL, or 10-21 with C, or any 17(+)-19 BAL

1D = 10-21 with 4+D, usually unbalanced

Weak 2s in D and S (5+ card suits); 2H openiing = weak with 4+H and 4+S

1NT Openings: 14(+)-17(-) BAL, may contain 5-card major

2 OVER 1 Responses: Natural GF, except 2C = Drury, GF BAL or GF with C

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Transfer-style bids after 1C openings and in many low-level COMP auctions

2H opening = weak with 4+H and 4+S

SPECIAL FORCING PASS SEQUENCES

Pass is forcing in game forcing auctions, if an invite has been accepted, if the auction sounds like pass is forcing, if we have voluntarily bid a game, or if a bid forces to a level which hasn't yet been reached.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Light openings and psychics are common in 3rd Seat, especially NV

Other psychics occur occasionally.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	5D	Natural or 11-14 bal or 17-19 bal	1D/H/S Transfers, 1NT inv, 2C inv+ C, 2D+ Weak	Mostly artificial	
1♢	No	4	5C	Natiral 4+ D, usually unbalanced	Inverted Minors, 2M weak, 3C: 7-9 4+D	1NT rebid artificial	
1♡	No	5	5D	Natural 5+ H	2C: inv raise or GF Bal or GF with Clubs		2C/D = 2 Way Drury
1♠	No	5	5D	Natural 5+ S	2C: inv raise or GF Bal or GF with Clubs		2C/D = 2 Way Drury
1NT	No		5D	14(+)-17(-) Balanced	Simple Stayman, Transfers, MSS, Splinters		
2♣	Yes	0	5D	Game Forcing or 23+ Balanced	2D: GF, 2H: Dbl Neg, 2S: H, 2NT: S, 3C: D, 3D : C		
2♢	No	5		Weak 2, 5+ D	2H/S/3C: NNF, 2NT: Enquiry (sometimes psychic)		
2♡	Yes	4		Weak with 4+ H and 4+ S	2S/3C/D: NNF, 2NT: Enquiry (sometimes psychic)		
2♠	No	5		Weak 2, 5+ S	3C/D/H: NNF, 2NT: Enquiry (sometimes psychic)		
2NT	No		5D	20-22(-) Balanced	Stayman, Transfers, Minor Suit Stayman		
3♣	No	6 (5)		Preemptive	Natural, Forcing		
3♢	No	6		Preemptive	Natural, Forcing		
3♡	No	6		Preemptive	Natural, Forcing		
3♠	No	6		Preemptive	Natural, Forcing		
3NT	Yes			Gambling: Solid 7 card suit	4C: Pass or Correct, 4D: Shortage Ask		
4♣	No	7(6)		Preemptive			
4♢	No	7(6)		Preemptive			
4♡	No	7(6)		Preemptive			
4♠	No	7(6)		Preemptive			
4NT	Yes			Preemptive with 6+/6+ Minors			
5♣	No	7		Preemptive			
5♢	No	7		Preemptive			
5♡	No	8		Preemptive			
5♠	No	8		Preemptive			
5NT	Yes			Preemptive with 6+/6+ Minors			

HIGH LEVEL BIDDING

When opponents double our splinter:

XX: No wastage, Pass: Encouraging, Cue: Encouraging + A in splinter suit

When opponents double our cuebid:

Pass: No help in the suit, XX: Ace, Cue: Q, K or singleton in cuebid suit

When opponents interfere with our RKCB bid: D0P1 up to 5H, DEPO 5S+

In auctions where we have agreed Hearts, 4S is RKCB and 4NT is a Spade cuebid