WBF Convention Card 2.18

Category:	Natural (Green)
Country:	Canada
Event:	2006 World Youth Team Championship (Thailand)
Players:	Matthew Mason and Samantha Nystrom

DEFENSIVE AND COMPETITIVE BIDDING

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

Sound overcalling style at all levels. Almost never 4-card overcalls. Extremely sound a

No upper-range on 1-level or 2-level overcalls. Ax KJTxxx AKx Ax is a suitable 1♡ (or 2

CUE BID RESPONSE promises support, and at least game invitational values. Forcing

NOTRUMP RESPONSES at 1-level 8-11 HCP, 2NT 12-14 HCP, 3NT to play to 2-lev

JUMPS IN NEW SUITS ARE FIT, INV+. DOUBLE JUMPS ARE SPL

Simple raises are wide-ranging, from fairly weak to constructive. Jump raise is PRE. M

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

1NT OVERCALL (15+)16-19 VUL, 15-18 NV DIRECT, (15+)16-19 "LIVE"

Passout 1NT shows 12-16- / 1M, 10-14 / 1m. Reopening 2NT 18-19.

1M-P-2M-2NT any two suits, usually 5-5+. 1m-P-2m-2NT natural.

After natural notrump overcalls, full notrumpkit applies. EXCEPTION: 1x-1NT-2x (raise

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak, but could be wider ranging opposite PH.

2-Suit: 2NT two lowest suits, mini/maxi. If maxi, committed to doubling or bidding ag

Reopen: Constructive minimum opening bid 6/7 cards. (e.g. AKJTxx Axx xxx x)

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

direct cuebid MICHAELS,(5-9 or 3-level-drive+ NV), (8-12 or 3-level-drive+ VUL).

JUMP CUEBID asks for NOTRUMP CONVERSION, implies 7.5+ tricks and solid suit.

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

Vs STR "HELLO" (DBL = 4M 5+m; 2♣= ♢ or M+m or ♡+♠, STR; 2♢=♡; 2♡=♡+♠; 2♠=

After DBL, all 2-level advance is P/C. After 2♣, 2♢ is P/C, 2M nat.

2NT always F1. Doubling Stayman or transfer = lead direct. 1NT-(P)-3NT-(DBL) shows

vs WEAK: same as above, except DBL = PEN 13-15 or lower is considered weak.

After 1NT(wk)-(DBL), we are forced through 2♢ unless we pull immediately or pull a st

By Passed hand, 1NT(wk)-(DBL) is 5+m, 4M similar to 1NT(STR)-(DBL).

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

DBLS takeout through 4♡, Co-operative takeout 4♠ and higher.

LEAPING MICHAELS over weak 2's (4♣ = ♣+OM, 4♢= ♢ + OM), over 2♢ (4♣=♣+OM

Lebensohl 2NT over 2x-(DBL)-P ; Lebensohl 2NT vs 1M-X-2M; responsive doubles thr

VS. ARTIFICIAL STRONG OPENINGS

TRANSFER WONDERBIDS at all levels (♢ overcall = ♡; ♣ overcall = ♢; ♡ overcall = ♠

After ♠ overcall (ANY 2), advancer bids are P/C. After DBL, advancer's bids are P/C.

Tend to have at least 5-4, often 5-5. Tend to pass with 13+ HCP.

OVER OPPONENTS' TAKE OUT DOUBLE

"JORDAN" 2NT/1MX = limit+; 2NT/1mX = weak; 3M/1MX = weak; 3m/1mX = limit

RDBL = 10+ HCP, force through 2NT, unless opener pulls showing weakness

2/1 advance is forcing; FIT JUMPS with inv+ values apply.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/LOW, ACE	if supported, Sxx, else, xxS, xxSx. Hx
NT	4th, Sxx, xSxx(x..)	xxS or Sxx, HxS, HxxS
Subseq	Attitude, but 3rd/low when count is re	same

Other: Vs NT, Ace asks unblock/count, K asks ATT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(xxx), Ax, A	AQJx(x..), AKJT(x...), Ax
King	KQ(xxx..), Kx, K, KQ, AK	AKJ(x..), KQT(x..), KQJ(x..), KQJT(x..
Queen	AKQ(xxxx), QJT(xx), QJ(xx), Qx, QJ	QJ9(x..), QJT(x..), QJx, Qx, KQT9(x..)
Jack	J, Jx, JT(xxx)	AJT(x..), KJT(x..), JT8(x..), JT9(x..), Jx
10	T9(xxx), T9, Tx	AT9(x..), KT9(x..), QT9(x..), Tx, Txx[n
9	9x, 9, (9xx(x) in a raised suit)	9xx, J98(x..), Q98(x..), 9x
Hi-x	Sx, x	xSxx, xSxxx, xSxxxx, Sx, Sxx
Lo-x	3rd/LOW, xxS, xxSx	4th, but usually not xxxS(x..)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Hi=Discourage, Lo=Enc	Hi=Odd	Hi=Discourage
2nd	Suit Preference	Suit Preference	
3rd	Count		
NT: 1st	Hi=Discourage	Hi=Odd	Hi=Discourage
2nd	Count	Reverse Smith (low enc	Suit Preference
3rd	Suit Preference		Std Remainder Count

Signals (including Trumps): UPSIDE DOWN SIGNALS

Trump suit Preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Classic patterns, occasionally 2-cd support for minor

1m-(DBL)-1M-(2M) NATURAL

CUEBID (minimum 11 HCP, forcing to suit agreement, promises a rebid).

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣-(1♢)-DBL is at least 4-4 majors, sometimes 5-4

1m-(1♡)-DBL shows 4 spades exactly

1m-(1♠)-DBL suggests strongly at least 4 hearts; 1m-(P)-1♢-(1♠)-DBL shows 4 hearts

NEG DBLs beyond 2♠ do not guarantee any special shape, but do suggest 10+ HCP a

Support Doubles show 3-card support for the major and do not differentiate hand stren

A double of an opponent's bid in our suit asks for the suit lead ONLY when: a) partner

Doubles by opener at his second turn (through 4♠) imply extra high card values and no

IN GENERAL, Doubles under the bidder are takeout and doubles over the bidder are p

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, free-wheeling, 5 card majors (F 1NT), respond light; "FIT" bids in competition;

Open shapely 11's and some 10's (especially 5-5 with a major). ALLOWED to open lig

Four card majors are allowed in 3rd and 4th but are again fairly infrequent. 1NT is forci

May bypass a 4-card major to bid 2NT (forcing) or raise a minor (forcing).

1NT Openings: 15-17 (A good 14 occasionally)

2 OVER 1 Responses: FG/1M, 1♢-2♣ F2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT opening bid is GAMBLING, showing 7 or 8 solid minor with at most queens outsid

SPECIAL FORCING PASS SEQUENCES

Forced through 2♠ after doubling a weak notrump, unless we run immediately or from

Forced through 2NT after 1x-(DBL)-RDBL unless openers shows weakness.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Occasionally open 1♢ with 4♢s and 5♣s. Tend to open 1♣ with 4♢ and 4♣.

May rebid 1NT with a singleton (eg 1=3=4=5 1♣-1♠-1NT). If 4♣ over NT can be natura

MAY BYPASS A FOUR CARD MAJOR, ESPECIALLY IF WEAK, OR BALANCED GF,

Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3	4♠	usually open 4=4 ♣+◊ with 1♣. Usua	Can skip diamonds if desired (usually with less than 10 H	1♣-1M-1NT- "TWO WAY NEW MINOR FORCING" After	1♣-2◊ LIMIT, 1♣-2♣ CONSTRUCTIVE, other jumps are
1◊	No	3	4♠	Occasionally 4=5 in the minors if fac	2◊ GF (may contain 4cM); 2♡/♠=weak; 2NT=Forcing, N	1◊-2♣-2◊-?, only 2NT and 3♣ do not create a GF. 1◊-2♣	1◊-3♣ LIMIT, other jumps are FIT (invitational). 1-way NT
1♡	No	5	4♠	5+	1♠= 4♠+, may skip a bad 4-card ♠; 1NT=F1; 2♣/2◊/2♡ G	1x-1y-2NT 18-19, BAL: sign-off/slam-try 3♣, Checkback 3	2♣ 4-card support, any str; 2◊ advance asks. 2◊ 3 card l
1♠	No	5	4♠	5+	1NT=F1; 2♣/2◊/2♡ GF NAT; 2NT Forcing Nat; 3♣=Forcin	1♠-3♣-3◊ can be a "grope".	2♣ 4-card support, any str; 2◊ advance asks. 2◊ 3 card l
1NT	No		3♣->4♡	15-17 (occasionally 14). May contain	2♣ stayman; 2◊/2♡ transfer; 2♠=♣; 2NT=◊; 3♣=5-5 minc	1NT-2◊-2♡-4♡ and 1NT-2♡-2♠-4♠ mild slam try. Smolen	
2♣	Yes	0		22+ HCP or 18+ HCP with extreme p	2◊ waiting, any hand; 2♡/2♠/3♣/3◊ positive with at least	2♣-2◊-2♡ is Kokish, requesting 2♠; Cheaper minor is 2n	
2◊	No	5		Preemptive, can be 5 or 6 depending	2NT requests information.	2x-(DBL)-BID can be lead directing in nature rather than	
2♡	No	5		Preemptive, can be 5 or 6 depending	2NT requests information.	RDBL over preempts involves opener in a doubling decis	
2♠	No	5		Preemptive, can be 5 or 6 depending	2NT requests information.	2x-(DBL)-2NT is a get-out in responder's suit (RARE).	
2NT	No		3♣->4♡	20-21 BAL	3♣ stayman; 3◊/3♡ transfer; 3♠ --> 3NT; 3NT --> 4♣; 4♣	Smolen (2NT-3♣-3◊-3M shows 4M and 5+OM)	
3♣	No	6		PRE, usually good suit or 7+.	3M forcing. 4♣ NF	3x-(DBL)-BID can be lead-directing in nature as much as	
3◊	No	6		PRE, usually good suit or 7+.	3M forcing.		
3♡	No	6		PRE, usually good suit or 7+.			
3♠	No	6		PRE, usually good suit or 7+.			
3NT	Yes	7m		"GAMBLING", 7 or 8 card solid suit w	4♣ P/C; 4◊ requests singleton; 4♡/4♠ NAT; 4NT invites 6		
4♣	No	7		PRE, more distribution and playing s	4M nat, 4NT RKC 1430		
4◊	No	7		PRE, more distribution and playing s	4M nat, 4NT RKC 1430		
4♡	No	7		PRE, but vulnerability dependent(NO	4NT RKC 1430	4M-5x is a request for help in that suit for slam	4♡/4♠ have a higher upper limit opposite a passed hand
4♠	No	7		PRE, but vulnerability dependent(NO	4NT RKC 1430		
4NT	Yes			Ace-asking	5♣ = no ace; 5◊ = ◊A, 5♡= ♡A; 5♠ = ♣A OR ♠A; 5NT =	4NT-5♠-5NT asks: 6♣ shows ♣A, 6◊ shows ♠A.	
5♣	No			Preemptive, but could be based on a			
5◊	No			Preemptive, but could be based on a			
5♡	No			Requesting 6♡ with ♡A or ♡K, 7♡ w			
5♠	No			Requesting 6♠ with ♠A or ♠K, 7♠ w			
5NT	No						

HIGH LEVEL BIDDING

Can show controls in any order (Aces, Kings, shortness) but tend to go in order unless

SPL where obvious, otherwise single below-game jumps are FIT JUMPS (inv+) in com

4NT is 1430 always, unless it is natural

4NT is natural, quantitative only when a) no suit is agreed or implied, and b) it was con

Over notrump auctions, wherever 4♣ could be natural or systemic and 5♣ is non-sensi

Serious 3NT is used in major-suit-fit auctions.

Exclusion Blackwood applies when obvious (usually a triple-jump); 3014 is used.