WBF Convention Card 2.18

Category:	Green
Country:	Canada
Event:	World Junior Bridge Championships 2005
Players:	Gavin Wolpert - Vincent Demuy

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Fit Jumps in competition Note#1

1NT resp:semi-F/1M

Intermediate jump overcalls vulnerable, all others weak

Sound 1m openings, Light 1M openings

3rd chair light openings

Frequent non-PEN dbl, frequent ART COMP 2NT bids.

1NT Openings: 15/17 Balanced, usually no 5 card major

2 OVER 1 Responses GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Kantar 3NT solid 7+ card major with at most a K or 2 Q's on the side

1C-1D may be short (no 4-card M, about 3-8 HCP)

Lots of competative transfers after overcalls [1] Note#1

Fair preemptive jump raises in competition

Transfer Lebensohl

M suit raises: 2NT = FG, 3C = 4 card 7/9, 3D 4 card 10/11

Fit Jumps in competition and by passed hand

Mixed Raise (Jump cue)

SPECIAL FORCING PASS SEQUENCES

Whenever we are forced to a certain level pass is forcing below that level

2C (any) Pass = F

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

DEFENSIVE AND COMPETITIVE BIDDING

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

Wide Range 1-level; Sound 2-level; New Suits Forcing, Cue = limit+

New Suit Jumps are fit showing

Jump cue = mixed raise

After opp's neg X; TRSF starting at 1NT, 2NT = 4 card limit raise+

SPECIAL: We may pass a negative double with a 3 card limit raise,

if we then balance with 2M it shows a limit raise balanced 3 card support

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

15+/18, direct or (bid) - P - (bid) - 1NT

(1m) - P - P - 1NT = 10/14

(1M) - P - P - 1NT = 10/16

PH 4th position LIVE: distributional 2 suiter

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: NVUL - PRE 5+ cards; 2NT asks feature; VUL 2M = Intermediate

2-Suit: (1x) - 2NT = 2 lowest unbid

Reopen: 6+ suit, solid opening values

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

direct cue shows 5+ in un bid major(s) if cuing (1M) 2M 5+oM 5+m

1(m) 3m = preemptive

1(M) 3M = Asking for stopper

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

Vs STR NT: 2C = Both Majors; 2D = 5M 4+m; 2H/2S = Nat, X = 4M 5+m

vs WK NT: Same, X = Penalty

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

Lebensohl after (Wk2)- X- (P) -

Jump to 4m = STRONG 5+oM 5+m Forcing

Cue = michaels

VS. ARTIFICIAL STRONG OPENINGS

vs STR 1C: X = Majors 1NT = minors, All others natural, weak jump overcalls

OVER OPPONENTS' TAKE OUT DOUBLE

Transfers after 1M - (X) - ? starting at 1NT

2NT = 4 card limit raise + after 1M, 5 cards limit raise + after 1m

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even;low=odd	same
NT	4th	3rd=even;low=odd
Subseq	3rd=even;low=odd	same

Other: Other: Vs NT: K asks CT/UB; A asks ATT; RNOW

Js and Ts are 0-2 when dummy has Qxx(+) or Kxx(+)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+); AKx(+)	AKx(+);Ax(+); ASKS ATT
King	KQ; AK; KQJ(+); KQx(+)	AKJ10(+); KQ109(+); CT/UB
Queen	Qx; QJ(+)	KQx(+); KQ(J/10)x; KQ
Jack	Jx; J10(+); KJT(+)	QJ(+); QJT(+) AQJx(+)
10	10x; 109(+); H109x(+)	J10(+); J109(+); HJ10x(+)
9	9x;	109(+)
Hi-x	Sx; xxSx	8xx; Sxx; xSxx;xSx
Lo-x	xxS; xxSx; xxxxS; xxxxxxS	HxS; HxxS; xxxS; xxS

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	HI= DISCRG	Hi/lo=O	HI=DISCRG
2nd	Hi/lo=O	S/P	Hi/Lo=O
3rd	S/P		S/P
NT: 1st	Hi=DISCRG	Hi/Lo= DISCRG LEAD	Hi= DISCRG
2nd	S/P	Hi/Lo= O	Hi/Lo= O
3rd		S/P	S/P

Signals (including Trumps): Reverse Smith (at trick two when declarer wins lead)

Remainder Count = Stnd

Rare Trump suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape; CUE-BiD F1

Scramblind 2NT after responsive X

after XX; Jump is PRE; Pass is neutral

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

RARE penalty doubles, most low level doubles are takeout

Support X only when LHO makes a t/o X and RHO takes action

1m - (1R) - X = Transfer [1]

Maximal doubles when there is no room for INV to 4M

XX of negative X is (7)8+ HCP with doubleton support

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		2	7S	11-23; 12-14 if Balanced	1D denies 4cM unless INV+, may be 3 (3/7 no Major)	xyz after 1NT rebid [2]	may open very light (9+ even balanced)
1C					1M = 4+, 1NT = 8/10 No major;	2NT rebid by opener = 6+C 16+	transfers after 1D and 1H overcalls
1C					2C = BAL GF (2+C) or 5+C 4M GF [3]	1C - 1x - 3y/z = 6-5 NF	
1C					2D = limit + may have 4+D, [4]	Special Reverse Structure [5]	
1C					2H = 5+S 4+H 6/9, 2S = 5+S 4+H 10/11 [6]	special structure after 1C - 1D - 1H [7]	
1D		4	7S	11-23; 12-14 if Balanced	1M = 4+, 1NT = 6/9 no Major; 2C = GF, 2D = limit + [4]	xyz after 1NT rebid and after 1D - 1H - 1S [2]	transfers after 1H overcalls
1D					2H = 5+S 4+H 6/9 2S = 5+S4+H 10/11 [6] 3C = NAT INV	2NT rebid by opener = 6+D 16+; 1D - 1H - 2S = 3+H 17+	
1H		5		11-23;	1S = 4+S 1NT = SF, 2C/D (C may be 2) = GF, 2S = (6)7/10	special bids after 1H - 1S [8]	2C response = constructive raise or better
1H					2NT = GF 4+H, 3C = 7/9 4+H, 3D = 10/11 4+H	Can bid 1H - 3C/D with intention to bid game over 3H	
1H					3H = 0/6 4+H, 3S = unspecified SPL 9/11,	After 1H - 1NT - 2C, 2D = relay to 2H, wk or INV anywhere	
1H					3NT = 12-14 S SPL 4C/4D = 12/14 SPL	1H - 1NT - 2C - 2H = 8/10 with 2H	
1S		5		11-23	1S 3H = NAT INV. 1S 3NT = unspecified SPL 9/11	1S - 1NT - 2C - 2D = H, 2H = Relay, 2S = 8/10 with 2S	2C response = constructive raise or better
1S					all other auctions same	1S - 1NT - 2D - 2H = relay (wk or INV anywhere) 2S = 8/10	
1NT			3S	15/17 BAL	2C either weak or GF stayman, or INV with 5S	1NT 2C 2R 2S = 5S INV	
1NT					2D either H transfer or INV stayman	1NT 2D; 2H; 2NT = 4S INV, 1NT 2D 2S = 4H	
1NT					3C = minors GF, 3D = majors INV+, 3M = short 5/4 minors		
2C	yes	0		23+ BAL or GF	2D waiting, 2H negative, 2N = Hearts	2C - 2D - 2H = relay to 2S a) 25+ BAL b) H	
2D	yes	2		18/19 Balanced, no 5cM or 6cm	2H = S or 1 suit slam try, 2S = NT or H, 2NT = C or H		
2H		5		5-10 Preemptive	2NT asks for outside A or K, 4C is special keycard		
2S		5		5-10 Preemptive	Same as 2H		
2NT			3S	20-22 BAL	3C = special puppet [9], 3D/3H TRSF, 3S Minors or D		
3C		6		5-10 Preemptive	4D = special keycard		
3D		6		5-10 Preemptive	4C = special keycard		
3H		6		same	same as 3D		
3S		6		same	same as 3D/3H		
3NT	yes			Solid 7 card major, max 2 Qs or 1 K			
4C		7		5-10 Preemptive			
4D				5-10 Preemptive			
4H				5-10 Preemptive			
4S				5-10 Preemptive			
4NT							
5C							
5D							
5H							
5S							
5NT							

HIGH LEVEL BIDDING

Canada: Wolpert – Demuy Supplementary Notes:

[1] Transfers after opponents overcalls:

1♣ (1♦) X = 4/5 ♥s
1♥ = 4/5 ♠s
1♠ = No major, values
1N = Natural
2♣ = limit raise +
2♦ = 6+♥ or 5♥ GF
2♥ = 6+♠ or 5♠ GF
2♠ = 4♠ 5+♣ 7/10
2N = 5+♠ 5+♥ 7/10
3♣ =`4♥ 5+♣ 7/10

1♣/♦ (1♥) X = 4/5♠s
1♠ = 0/3 ♠s, values
1N = Natural
2♣ = (♦ weak or strong over 1♦) 5+♦ over 1♣
2♦ = ♣ INV+
2♥ = 6+♠
2♠ = (♦ limit raise over 1♦) INV+ balanced over 1♣
2N = 5+♠ 5+om 7/10
3m = 5+m 4♠ 7/10

1♣/♦ (1♠) X = 4/5 ♥s
1N = Natural
2♣ = (♦ weak or strong, or INV+ BAL over 1♦) 5+♦ over 1♣
2♦ = 5+ ♥s GF or 6+♥ Any
2♥ = ♣ INV+
2♠ = (♦ inv over 1♦) INV+ BAL over 1♣
2N = 5+♥ 5+om 7/10
3m = 5+m 4♥ 7/10

1M (2♣) 2♦ = oM
2oM = ♦

1m (2♠) 3om = ♥
3♥ = om

1M (3♣) 3♦ = oM
3oM = ♦

All unmentioned 2NT in comp 1M opening or overcall is limit + w/4+ card supp.

[2] xyz after 1NT rebid

1m 1M
1N 2♣ = relay to 2♦ a) INV anywhere, b) weak ♦
2♦ = GF stayman
2NT = relay to 3♣ to show 1) 5M 4+m 0/1oM, 2) 5M 4+m 0/1om
3) 5+m 4M 0/1oM, 4) 5+m 4M 0/1om

1♣ 1♦
1N 2♣ = same relay
2♦ = GF
2M = 44 INV

By passed hand, system off,
1m 1M
1N 2om = new minor forcing

[3] 1♣ 2♣ GF relay

1♣ 2♣ = a) 5+♣ 4M, b) 12+ BAL any 4432 or 4333

2♦ MIN
2♥ 5+♣ 4+♥/♠ 11+ ♥
2♠ ♣ 15+
2NT MIN BAL
3♣ 5+♣ 4♦ 15+
3♥ 6+♣ short ♥ medium suit quality 15+
3♠ 6+♣ short ♠ medium suit quality 15+

[4] 1m 2♦ = limit raise or better with no 4 card major

2♥ = Game forcing
2♠ = Game INV

[5] Special Reverse Structure

1♣ 1♠
2♦ = all reverse hands with fewer than 3♠
2♥ = all reverse hands with atleast 3♠

1m 1♥
2♠ = 17+ 3+♥

[6] Reverse Flannery Jumps

1m 2♥ = 5+♠ 4+♥ 6/9
1m 2♠ = 5+♠ 4+♥ 10/11

Over both of these, 2NT is forcing for 1 round, 3C is 54, 3D is 64 and 3M is high low shortness 55

[7] Special structure after 1♣ 1♦ 1♥

1♠ = a) 5-7 ANY, b) INV+ NAT, c) GF without 4♥
1NT/2♣/2♦/2♥ = 8/10

[8] Special bids after 1♥ 1♠

1NT = a) 5332 11+ b) 5+♥ 4+♦11+
2♦ = 6+♥ 11+
2♥ = 3+♠ 15+
these bids apply after 1♥ (X) 1♠

[9] Special Puppet Stayman:

2NT 3♣ = asks for 4 or 5 card major

3♦ = no major OR 5♠
3♥/♠ = 4♥/♠
3NT = 5♥

after 3♦ we must bid 3♥ to get to 3NT even if we dont care if partner has 5♠
3♠ over 3♦ = 5♥ 4♠, 3NT = 5♠ 4♥, direct 4m same as 3NT, fragment too good for 3NT