WBF Convention Card 2.18

Category:	GREEN
Country:	CANADA
Event:	World Schools Bridge Championships 2006
Players:	Anton Blagov - Malcolm McColl

DEFENSIVE AND COMPETITIVE BIDDING

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

Sound at 2 level; New Suit Forcing (by unpassed hand); CUE agrees suit an forces 1 round; jump in a new suit = FIT

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

Good 15-18; System on

(Suit) - P - (Suit) - 1NT = Takeout for other suits

Balancing 1NT (after 1x-P-P) = 10-16. 2♣ asks about range & majors; 2◊=MIN + no major; 2♡ = MIN + ♡; 2♠ = MIN + ♠; 2NT = 15-16 and now 3♣ = Stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE, 6+, sound VUL

2-Suit: 2NT = lowest 2 unbid suits

Reopen: Intermediate, good suit

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

Direct CUE = MIN/MAX MICHAELS: 1m-2m = MAJORS; 1M-2M = other M and m

Jump CUE asks for NT stopper

Direct CUE over weak 2 bid asks for NT stopper

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

DBL = PEN; 2♣ = one suit; 2◊ = Majors; 2M = that M + m; 2NT = minors

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

Lebensohl after (WK 2) - DBL - P

CUE asks for stopper after WK 2 by opponents

VS. ARTIFICIAL STRONG OPENINGS

vs 1♣ STRONG: DBL = 2 suits same colour; 1◊ = 2 suits same rank;

1♡/♠ = NT; 1NT = 2 suits same shape; all others = NAT

After 1♣ (STR) - P - 1◊ (NEG): DBL = 2 suits same colour; 1♡/♠ = NAT;

1NT = 2 suits same rank; 2♣ = 2 suits same shape

OVER OPPONENTS' TAKE OUT DOUBLE

2NT = limit raise or better (usually 4+ in major and 5+ in minor)

REDBL = 10+ without a good fit, balanced

New suit natural and forcing

LEADS AND SIGNALS

OPENING LEADS STYLE

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

Other: vs NT: A ASKS ATT; K=UNB/CT; Q=UNB/CT

Standard Remainder Count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+); AK(+)	AKx(+); Ax(+); ASKS ATT
King	Kx; KQJ(+); KQx(+); AK	AKJ10(+); KQJ(+)
Queen	Qx; QJ(+)	KQ109(+); QJ(+); QJ10(+); AQJ(+)
Jack	Jx; J10(+); KJ10(+)	J10(+); AJ10(+); KJ10(+)
10	10x; 109(+); H109(+)	H109(+); 109(+)
9	9x	9xx; 9x
Hi-x	Sx; xxSx	Sxx; xSxx
Lo-x	xxS; xxxxS; xxxxxxS	HxS; HxxS; xxxS; xxS

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Hi =DISCRG	Hi-Lo=ODD	Hi-DISCRG
2nd	Hi-Lo=EVEN	S/P	Hi-Lo = EVEN
3rd	S/P		S/P
NT: 1st	Hi =DISCRG	Hi-Lo=ODD	Hi=DISCRG
2nd	Hi-Lo = EVEN	S/P	Hi-Lo = EVEN
3rd	S/P		S/P

Signals (including Trumps): S/P

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

12+, less with better shape possible

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Responsive through 4◊

Support DBL/REDBL thru 2 of our major (except 1NT strong)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong NT; 5-card major with 1NT forcing; sound initial action, light responses

2/1 game force

1NT Openings: 15-17, 5M is OK

2 OVER 1 Responses: Game Force by unpassed hand

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

After opponent's 2NT unusual: lower CUE for lower suit, higher CUE for higher

Same after other cue bids (such as Michaels) when 2 suits are known.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Defence to 2♣ STR and ARTIFICIAL - see defense to 1♣ Forcing

Psychics:

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♢	1♣ usually if 3-3 minors	Natural; 2♣ = imit+; 2♢ = CONSTR raise, 5+♣;	After 1NT rebid-2♣=forces 2♢; 2♢=GF Stayman	FIT jumps
1♣					3♣ = WK; 2M = FIT	After 2NT rebid-3♣=forces 3♢; 3♢=GF Stayman	
1♢		3	4♢	2-3-4-4 otherwise 4+	Natural; 2♢=limit+; 3♣ = CONSTR raise, 5+;	Same	FIT jumps
1♢					3♢ = WK; 2M = FIT		
1♡		5 (4)	4♢	Natural	1NT=F; 3♣=CONSTR raise; 3♢=LIMIT raise; 2NT=F	After 2NT: 3M=best; 3NT=good; 4M=bad; other=SPL	2♣=REV DRURY at least 3+ limit or 4+ constr
1♡					raise; 3NT raise to 4♡ + outside card; SPL=12+	Jump in new suit=5, good suit	1NT semi-forcing; FIT jumps
1♠		5 (4)	4♢	Natural	same	same	same
1NT			3♠	15-17 balanced	2♣ = Stayman; 2♢/2♡/2♠/2NT/4♢/4♡ = transfers;	1NT-2♣-2♢-3M=4M+5OM (SMOLEN)	
1NT					3♣ = Puppet Stayman 3♢=5-5+ minors;	1NT-2♣-2♢-4♢=pick a major	
1NT					3M = SPL, 5-4 minors; 4♣ = Gerber	SPL after transfers	
2♣	x	0		22+ balanced, or strong	2♢=waiting; 2♡=NEG; 2NT=♡	same as 2NT opening	
2♣				unbalanced		If opponent interferes after 2♣, PASS=positive	
2♣						and DBL=negative	
2♢		6 (5)		5-9	2NT asks feature; NSF		
2♡		6 (5)		5-9	2NT asks feature; NSF		
2♠		6 (5)		5-9	2NT asks feature; NSF		
2NT				20-21 balanced	3♣=Stayman; 3♢/3♡/4♢/4♡=TFR; 3♠=minor Stayman	2NT-3♣-3♢-3M=4M+5OM (SMOLEN)	
3♣		6		PRE	NSF		
3♢		6		PRE	NSF		
3♡		6		PRE	NSF		
3♠		6		PRE	NSF		
3NT				7 card solid minor + 1 outside card	4♣/5♣/6♣=Pass or Correct; 4♢ asks for outside card		
4♣		7		PRE			
4♢		7		PRE			
4♡		7		PRE			
4♠		7		PRE			
4NT				Blackwood			
5♣				PRE			
5♢				PRE			
5♡				Natural	Asks for A or K = bid 6		
5♠				Natural	same		
5NT							

HIGH LEVEL BIDDING

RKCB (1430)

D1PO / DEPO

Exclusion RKCB (1430)