WBF Convention Card 2.18

Category:	SRONG CLUB - BLUE
Country:	Latvia
Event:	World Youth Teams
Players:	Juris Balashovs & Janis Bethers

DEFENSIVE AND COMPETITIVE BIDDING

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

NAT 5+ suit, (8)10-15 hcp 1/2-level

after overcall, 2♣ =Drury (After 1M)

vs. art. 1♣: 1◊=4+4+Majors; 1♡=6-11, ♣+♡ or ◊+♠; 1♠=6-11, ♣+♠ or ◊+♡;

1NT=8-14, ♣ or ◊; 2♣=8-14. 5+4+minors; 2◊=8-14. 5+M; 2♡♠=8-14. ♡♠ & 4+ minor;

2NT=5+5+ minors

Vs. art 1◊ same defence, but 2♣=4+4+ Majors

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

15-17 w/ stop. Responses the same as after 1NT opening (SYS ON)

in 4th live 1NT=11-15, w/ stopper, SYS ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Nat. preempt

2-Suit:

Reopen: in 4th live = 6+suit and 4,5 - 5,5 losers, one-suiter

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

MICHAELS CUE:(1M)2M = 5OM + 5m

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

vs. weak NT (includes less tahn 14hcp) DBL=13+hcp, suit=nat, 11-15

vs. strong NT: Pint-point Astro: 2♣=♣+♡, 2◊=◊+♡, 2♡=♡+♠, 2♠=♠+m, 2NT= minors.

at least 9 cards in promised suits, 8-13 hcp.

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

DBL: for Take-out

Leaping Michaels vs. 2♡♠ openings.

(2M)-3M asks stopper

VS. ARTIFICIAL STRONG OPENINGS

Vs. Strong1 ♣: CRASH: DBL=◊+♡ or ♣+♠, 1◊=♣+◊ or ♡+♠, 1NT=♣+♡ or ◊+♠

subsequent bids are P/C

OVER OPPONENTS' TAKE OUT DOUBLE

RDBL=10+ HCP

1M-(DBL): 1NT2♣◊ are transfers

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th, low from Hxx	same
NT	2nd/4th	same
Subseq	attitude (high=passive)	same

Other: top from 2 cards

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AKx(+), Ax
King	AKx(+),KQx(+),	AKx(+),AKJ10(+),KQ10(+)
Queen	QJx(+),AQJx(+),	QJx(+),AQJx(+),
Jack	J10x(+), KJ10x(+), AJ10x(+)	J10x(+), KJ10x(+), AJ10x(+)
10	10x, 109x	10x, 1098x
9	9x	9x, 109x
Hi-x	xSxx,xSx,Sx	xSxx,xSx,Sx
Lo-x	HxxSx,HxxS,HxS	HxxSx,HxxS,HxS

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	count (low/hi=even)	count	Lavinthal
2nd	attitude (lo=enc)	Lavinthal	Italian
3rd	Lavinthal		
NT: 1st	count	count	Lavinthal
2nd	attitude	Lavinthal	Italian
3rd	Lavinthal		

Signals (including Trumps): high-low in trumps shows ruffing potential

SMITH SIGNAL vs NT (small ENC)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

in take-out position - 11-15 HCP w/ classic TO or 16+ any hand

Reopening from 8 HCP if good distribution for TO

Responses - nat, NF; OPP suit =GF. After art. 1♣◊ openings (1♣)-X-(p)-2♣ is GF

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL, then new suit=F1

1◊-(1 ♡)-DBL is w/o 4♠, 9+ HCP

Lightner DBL

Reopen DBL in competitive auctions

Slam double (X=1 trick, P=0 or 2 tricks)

1♣-(1◊♡♠)-DBL=5-7 HCP

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision Club

strong club w/ natural responses (1NT and 1♠ switched)

1◊ =4+◊ unbal

5-card M

jump shift answers to 1♡♠ openings are natural with SUPP in opening suit

1NT Openings: 12-15(16) HCP (441(◊)4 possible)

2 OVER 1 Responses:F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1NT=12-15

2◊=6+ cards in M, 6-10 HCP

2♡=5♡, 4+m, 6-10 HCP

2♠=5♠, 4+m, 6-10 HCP

2NT=5+5+ minors, 6-10 HCP

3NT=Gambling can be w/ outside stopper

4♣ =good ♡ PRE, 7.5 - 8.5 tricks

4◊=good ♠ PRE, 7.5 - 8.5 tricks

Michaels que bid and unusual 2NT. Leaping Michaels after opps open 2♡♠

Lebensohl in competitive auctions

Special defence vs. opponents ART 1♣◊ openings

SPECIAL FORCING PASS SEQUENCES

in GF sitations; when OPP runs from PEN DBL; after INV w/ SUPP;

in high-level, after our strong bidding or freely bid VUL game;

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1◊ opening may include 4◊5♣ distribution

lebensohl in competitive auctions

(1m)-DBL-(1M)-2M=NAT

Psychics: rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	7♡	16 +, any distr.	1◊=0-7; 1♡,2m=8+ 5+,FG; 1NT=8+ 5+♠,FG; 1♠= 8+ bal. distr., FG;	1♣-1♡/1NT-2M=asks suit quality	
1♣					2M=4-7 6+; 2NT3♣◊♡=8+, 4441 S/S ♣◊♡♠, FG	1♣-2NT3♣◊♡: +1 asks controls; other suit below game=RKCB	
1◊	No	4	3♠	11-15 HCP 5+◊; 4◊5♣; 4◊441	2◊=F1(inverted minors); 2M=FG	1◊-1M-1NT-2♣=Gadget;1◊-2♡-2♠=min,S/S;1◊-2♠-3♡=min,S/	
1♡	No	5	4◊	11-15 HCP	jump bids= natural, promise SUPP in opener's suit. Double jump= splinte		Drury
1♡					2NT=INV or better	1♡-2NT-3♡ = min	
1♠	No	5	4♡	11-15 HCP	same as 1♡		Drury
1NT	No			12-15 HCP (441(◊)4 possible)	STAY; JACOBY TRF; 2♠ to ♣ or LIMIT RAISE; 2NT to ◊	1NT-2♠-2NT=min, 3♣=max; 1NT-2NT-3♣=max, 3◊=min	
1NT					3x-shortness,FG	1NT-2◊-2NT=max good supp., 3H=min 4♡; after 1NT-2♡=sam	
2♣	No	5	4♡	11-15,5♣4M or 6+♣	2◊=ART F1; 2M=NF;2NT=transfer to C or (5-5)M; 3♣ 7-10 3+♣	2♣-2NT-3C-3D=FG (5-5)M	
2◊	Yes	0		6-10 HCP 6+M	2♡,2♠,3♡,3♠,4♡,4♠=Pass correct; 2NT Relay	2◊-2NT-3♣=min♡,3◊=min♠, 3♡=max♡, 3♠=max♠	
2♡	Yes	5		6-10 HCP 5♡ 4+m	2S=Nat, NF; 2NT Relay; 3♣=Pass correct; 3◊=invit in ♡; 3♡ NF	2♡-2NT: 3♣◊=min w/ ♣◊; 3♡♠=max w/ ♣◊	
2♠	Yes	5		6-10 HCP 5♠ 4+m	2NT Relay; 3♣=Pass correct; 3◊=trans. to ♡; 3♡=invit in ♠; 3♠ NF	2♡-2NT: 3♣◊=min w/ ♣◊; 3♡♠=max w/ ♣◊	
2NT	Yes			6-10 hcp (5-5)m	3H F1 QUESTION ABOUT DISTR IN M	2NT-3♡: 3♠(2-1);3NT(1-2);4♣(1-1);4◊(3-0);4♡(0-3)	
3♣	No	6		PRE	new suit F1		
3◊	No	6		PRE	new suit F1; 4♣=asks S/S	3◊-4♣: 4◊= no S/S; 4♡♠5♣=S/S	
3♡	No	7		classic	new suit F1; 4♣=RKCB		
3♠	No	7		classic	new suit F1; 4♣=RKCB		
3NT	Yes			GAMBLING	4◊=ASK	3NT-4◊: 4♡♠=s/s; 4NT=7222; 5♣◊=NAT, s/s in other minor	
4♣	Yes	0		PRE in ♡, Strong	4◊=ask controls; 5♡ ask suit quality		
4◊	Yes	0		PRE in ♠, Strong	4♡=ask controls; 5♠ ask suit quality		
4♡	No	7		PRE, no side CTRL			
4♠	No	7		PRE, no side CTRL			
4NT	Yes			(6+-6+)m			
5♣	No	7					
5◊	No	7					
5♡							
5♠							
5NT							

HIGH LEVEL BIDDING

RKCB 1403; 5A+Q

Splinter bids

Cue-bids

DOPI-ROPI