WBF Convention Card 2.16

Category:	Green System
Country:	Australia
Event:	10th World Youth Team Championship
Players:	Daniel GEROMBOUX and Griffith WARE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Weak NT. 1-level openings normally 11+HCP. Mostly open 4-card suits up-the-line.
1C = 3+ C. Will only be 3 if 4333 on a major with 15-19 HCP. 1D = 4+ D.
1H = 4+ H. Will only be 4 if 4432 with both majors and 15-19 HCP. 1S = 5+ S.
2C and 2NT are the only strong openings. 2NT = 20-22, may contain 5-card major.
Aggressive overcalling style over natural 1-minor openings (see note 1).
'Journalist' opening leads. Reverse Attitude and Count. Suit Pref Discards.
1NT Openings: 11-14 NV, 12-14 VUL, may contain 5-card major.
2 OVER 1 Responses: Forcing for 1 round, will rebid below game unless raised.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2H opening = weak hand with 4+ H and 4+ S, about 5-10 HCP.
3NT in 1st/2nd = 4-level minor preempt. 4C/4D in 1st/2nd = strong preempts in H/S.
1NT overcall over natural 1-minor opening = 6-14 HCP, take out shape. *
X of natural 1-minor opening = 15+ HCP, not neccessarily take out shape. *
1st two jump overcalls over a natural 1-minor opening show two-suiters in the suit bid and the suit above with 6-14 HCP. *
* See note 1.
Over our 1NT openings and overcalls: 2C is NOT Stayman. It (almost) forces opener to bid 2D after which further descriptive/asking bids can be made by responder. 2C is bid on a variety of game forcing and invitational hands, as well as hands that simply want to play in 2D.
X of a strong NT shows a good single-suited hand.
'Multi over multi' after opponents' multi 2D opening:
2H = 15-18 bal; 3C/D = natural and competitive;
2S/NT = stronger transfer to C/D; X = H or S overcall or 19+.

SPECIAL FORCING PASS SEQUENCES

(1NT) - X - (/) - / sets up a force at the 2=level if the opponents run.
A 4-level fit showing jump when VUL vs NV sets up a force if the opponents bid.
A game bid to make in a non-competitve situation sets up a force if the opps bid.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Cue raises and fit showing jumps in competition.
4th suit artificial and forcing to game. (Except 1C-1D-1H-1S).
When opener rebids his suit, the cheapest unbid suit is an artificial game force.
Psychics: Rare in high-level competition. Only 2 cases in important events in the past 4 years. Occasional psyches in lesser events.

DEFENSIVE AND COMPETITIVE BIDDING

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

Over natural 1-minor openings we play an aggressive 4-card 6+ HCP overcalling style. See note 1 for further details.
Over other openings our overcalling style is more standard: overcalls show good suits and hands with about 10-16(17) HCP. Changes of suit after a standard overcall are non-forcing (fit showing by passed hands).
2NT after an overcall is a good 4-card raise if our suit is a major, natural if it is a minor.

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

Over a natural 1-minor opening, in the direct seat 1NT shows a take out shape with at least 4 in the other minor, and 6-14 HCP. See notes for more information.
Over a natural 1-major opening, in the direct seat 1NT shows a balanced hand with a stopper and 15-18 HCP. Same responses as to an opening 1NT apply.
In reopening position 1NT = 11-14 HCP balanced, with responses as for 1NT opening.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak jumps, except for the first two jumps over natural 1-minor (note 1).
2-Suit: 4C/D = Leaping Michaels. Jumps to game = to play.
Other jumps = forcing over preempts, preemptive otherwise.
Reopen: Intermediate/Strong jump shifts

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

(1-minor) - 2 minor = 5+ in the other minor and 4+ in the touching major, 6-14 HCP
(1-major) - 2-major = 5+ in the other major and 5+ in a minor, weak or very strong.
(1-suit) - (3-suit) = Asks for stopper for 3NT, normally with a long running suit.

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

After strong NT opening, in direct or reopening seat: X = good single-suiter
2C = H & another suit; 2D = S & another suit; 2H/S = natural; 2NT = minors
After weak NT opening, in direct seat: X = penalty oriented, values (about 16+ HCP)
(X sets up forcing pass to the level of 2H) 2C+ = as for strong NT
After weak NT opening, in reopening seat: X = values (about 14+ HCP)
2C+ = as for strong NT

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

2-level: X = take-out; 2NT = 16-18; cuebid asks for stopper; 4C/D = Leaping Michaels.
3-level: X = take-out; 3NT = to play; cuebid = Michaels.
4-level: X = take-out; 4NT = 2-suited.

VS. ARTIFICIAL STRONG OPENINGS

Over strong 1C opening: X = 16+ HCP; 1D = D & H; 1H = H & S; 1S = S & C;
1NT = C & D; 2C = C & H; 2D = D & S; 2NT = strong 2-suiter; Other = natural, pre.
Over strong 2C/2D openings:
X = H & S; 2/4NT = C & D; 3NT = major & minor; Other = natural, preemptive.

OVER OPPONENTS' TAKE OUT DOUBLE

1-suit - (X) - XX = 10+HCP, no fit; jumps = fit showing; 2NT = limit+ raise.
Over higher level take out Xs, XX shows values and the desire to play for penalties.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd. Underlead hons.	Overlead all but AK &
NT	Attitude leads. 'Journalist' style.	J,T,9 show 0/2 higher
Subseq	Generally attitude / overlead	Count

Other: High from doubletons. Lead from 3 small depends on exact holding.
Vs NT, Js / 9s show T with no higher honour; T promises interior sequence.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Denies K (except AK doubleton)	Demands unblock of K/Q or count
King	Promises A or at most 2	Shows AK or KQ, no unblock desired
Queen	Promises K or at most 2	Normally from QJ or AQJ
Jack	Promises Q or at most 2	Promises T and no higher honour
10	Promises J or at most 2	Promises an interior sequence
9	Promises T or at most 2 (or KJ9(x))	Promises T and no higher honour
Hi-x	3rd best from even, lowest from odd	Discourages continuation
Lo-x	3rd best from even, lowest from odd	Encourages continuation

SIGNALS IN ORDER OF PRIORITY

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

Signals (including Trumps): High-low in trumps shows 3 and the desire to get a ruff.
If this is impossible then suit preference in trumps.
When leading partner's suit our agreements differ.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Over 1-minor openings, X = 15+ HCP, not neccessarily a take out shape.
Over 1-major and higher natural openings, we play fairly classical take out, negative and responsive doubles to the level of 4S, with normal responses and Lebensohl.
Over a multi-2D opening, X shows an overcall in H or S, or 19+ HCP.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

X of a natural 1-minor opening shows 15+ HCP, not neccessarily a take out shape.
X of a weak NT shows values (about 16+), X of a strong NT shows a good single suit.
After our 1-level overcall of a natural 1-minor opening we play support doubles.
After we bid and respond, a double of an intervening bid in a suit higher than the opened suit is a support double.
Xs of a player's own suit in non-competitive auctions request a different lead.
Xs of partner's suit in non-competitive auctions show tolerance for a lead of that suit.
1NT - (X) - XX = single-suited run-out.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3C	4S	Natural, normally 11+ HCP.	Natural non-jumps. See notes for raises/jumps.	1C - 1H - 2S = artificial 3-card raise with 6C.	Double jumps change to being fit-showing.
1♦	No	4D	4S	Natural, normally 11+ HCP.	Natural non-jumps. See notes for raises/jumps.	1D - 1H - 2S = artificial 3-card raise with 6D.	Double jumps change to being fit-showing.
1♥	No	4H	4S	Natural, normally 11+ HCP.	Natural non-jumps. See notes for raises/jumps.	2C rebid = artificial: either 16+ HCP or normal 2H rebid.	Double jumps change to being fit-showing.
1♠	No	5S	4H	Natural, normally 11+ HCP.	Natural non-jumps. See notes for raises/jumps.	2C rebid = artificial: either 16+ HCP or normal 2S rebid.	Double jumps change to being fit-showing.
1NT	No		N/A	12-14 VUL, 11-14 NV, may contain 5-major	See notes.		As normal.
2♣	Yes		4S	23+ HCP balanced OR Game Force	2D = 0-1 controls (A=2, K =1), other = step controls	2C - 2D - 2H = Kokish relay.	As normal.
2♦	No	5D	N/A	1st/3rd: 5+ D, weak. 2nd/4th 6+D, 9-13 HCP	Over weak 2: 2NT = enquiry, other = natural non-forcing		2NT = good raise.
2♥	Yes	4H and 4S	N/A	4+H and 4+S, weak (approx 6-10 HCP)	2NT = enquiry, other = natural non-forcing		2NT = good raise with double fit.
2♠	No	5S	N/A	5+S, weak (approx 6-10 HCP)	2NT = enquiry, other = natural non-forcing		2NT = good raise.
2NT	No		N/A	20-22 HCP, balanced, may contain 5-major	3C modified puppet stayman. 3D/H transfers. 3S minors		As normal.
3♣	No	6(5)C	N/A	Natural preempt. May be 5 card in 3rd seat	3D = artificial trump quality ask		3D by passed hand natural.
3♦	No	6D	N/A	Natural preempt	4C = artificial trump quality ask		4C by passed hand natural.
3♥	No	6H	N/A	Natural preempt	4C = artificial trump quality ask		4C by passed hand natural.
3♠	No	7(6)S	N/A	Natural preempt	4C = artificial trump quality ask		4C by passed hand natural.
3NT	Yes	7 C or D	N/A	4-minor preempt (1st/2nd). To play (3rd/4th)	C/D = correctable.		
4♣	Yes	7H (C in 3rd)	N/A	Good 4H preempt (1st/2nd). C preempt (3rd)	4D enquires, 4H to play.		
4♦	Yes	7S (D in 3rd)	N/A	Good 4S preempt (1st/2nd). D preempt (3rd)	4H enquires, 4S to play.		
4♥	No	7H	N/A	Natural preempt			
4♠	No	7S	N/A	Natural preempt			
4NT	Yes	6/5 in C/D	N/A	Extreme shape with both minors, preempt.			
5♣	No	8C	N/A	Natural preempt			
5♦	No	8D	N/A	Natural preempt			
5♥	No		N/A	Asks to be raised 1/2 levels with 1/2 AH/KH			
5♠	No		N/A	Asks to be raised 1/2 levels with 1/2 AS/KS			
5NT	No		N/A	Asks to be raised 1/2 levels with 1/2 A/K			

HIGH LEVEL BIDDING

4NT over suit bids other than H = 14/30 Roman Keycard Blackwood.

4S when H is the trump suit = 14/30 Roman Keycard Blackwood.

Control (cue) bidding is Italian, showing 1st or 2nd round controls indiscriminantly.

In a cueing auction, 5NT is a trump ask.

4C is Gerber only after a 1NT rebid or in the auction 1NT - 2S - 2NT.

In certain auctions, very high level jump shifts are Exclusion Keycard Blackwood.

When we have bid a game to make in a non-competitive situation, pass is forcing.

D0P1 and DEPO after interference over Blackwood.

[1] AFTER A NATURAL 1-MINOR OPENING BY THE OPPONENTS:

In this situation we play a very aggressive 4-card overcalling style that has no suit-quality requirements. Additionally, we use 1NT as a take out bid that can also be very weak. X is used to show 15+ HCP, and does not promise a take out shape. The cuebid and first two jump shifts show specific 2-suiters; other jumps are natural and weak. The full structure is:

(m = minor opened by the opponents, om = other minor)

After 1m by an opponent:

X 15+ HCP.

1-suit 4+ card overcall, 6-14 HCP, might be a bad suit, will never be a 4333 shape. Overcalls also deny the ability to make a 1NT for take out bid.

1NT 6-14 HCP, take out of m, promising at least 4 cards in om, 3 cards in each major and at most 2 cards in m.

2C over 1D 'Normal' overcall: reasonable 5-card suit, 10-14 HCP.

2m 5+ om, 4+ in the touching major, 0-2 in other major, 6+ HCP.

2D over 1C 5+D, 4+H, 0-2S, 6-14 HCP.

2H 5+H, 4+S, 6-14 HCP.

2S over 1D 4+S, 5+C, 0-2H, 6-14 HCP.

2NT Strong 2-suiter with 5+ in non-touching suit to m and 5+ in another suit.

3m Asks for stopper for 3NT, normally with a long running suit.

3NT To play.

Other jumps Weak jump overcalls.

After our 1-suit overcall over 1m by an opponent:

If the next opponent passes, we use 1NT through to 2 of the suit below ours as ‘transfers’, where a transfer to m shows a good hand without support and a transfer to om shows either 5+om or a medium strength 3-card raise. A transfer to our suit shows a good 4-card raise, bidding our suit shows a bad 4-card raise, 2NT shows a really good 4-card raise. Jumps are 6/3 fit showing jumps.

If the next opponent bids or Xs, we play support Xs and XXs, 2NT shows a good 4-card raise and jumps are 6/3 fit showing jumps.

NB over 1-major openings by the opponents our overcalling style is fairly standard.

[2] RAISE AND JUMP RESPONSE STRUCTURE AFTER OUR 1-MINOR OPENING:

(m = minor we opened, om = other minor)

After 1m, assuming no interference:

2m ‘Inverted raise’: 10+ HCP, 4+m, denies 5 cards in a major.

2D over 1C 5+C, 7-9 HCP, denies 5 cards in a major.

2H 5+H and 5+S, 3-7 HCP.

2S 6+S, 3-7 HCP.

2NT 10-12 HCP, balanced with no major, normally 4333 with 4om.

3C over 1D 5+D, 8-9 HCP, denies 4 cards in a major.

3m 5+m, 4-7 HCP.

3D over 1C Splinter.

3H/S Splinters.

3NT 13-15 HCP, balanced with no major, normally 4333 with 4om.

4m Pre-emptive raise.

4om Splinter.

[3] RAISE AND JUMP RESPONSE STRUCTURE AFTER OUR 1H OPENING:

After 1H, assuming no interference:

2H 3+H, 6-10 HCP.

2S 4+H, unspecified splinter, 7.5-8.5 losers OR less than 5 losers.

2NT 4+H, no singletons or voids, 8-11 HCP or 16+ HCP.

3C 3H, balanced, denies 4S, 10+ HCP.

3D 4+H, unspecified splinter, 5-6 losers.

3H 4+H, pre-emptive, about 4-7 HCP.

3S 4+H, unspecified splinter, 6.5-7 losers.

3NT 4+H, no singletons or voids, 12-15HCP, 2 keycards.

4C 4+H, no singletons or voids, 12-15HCP, 1/4 keycards.

4D 4+H, no singletons or voids, 12-15HCP, 0/3 keycards.

4H Pre-emptive raise.

[4] RAISE AND JUMP RESPONSE STRUCTURE AFTER OUR 1S OPENING:

After 1S, assuming no interference:

2S 3+S, 6-10 HCP.

2NT 4+S, unspecified splinter, 7.5-8.5 losers OR less than 5 losers.

3C 4+S, no singletons or voids, 8-11 HCP or 16+ HCP.

3D 3S, balanced, denies 4H, 10+ HCP.

3H 4+S, unspecified splinter, 5-6 losers.

3S 4+S, pre-emptive, about 4-7 HCP.

3NT 4+S, unspecified splinter, 6.5-7 losers.

4C 4+S, no singletons or voids, 12-15HCP, 2 keycards.

4D 4+S, no singletons or voids, 12-15HCP, 1/4 keycards.

4H 4+S, no singletons or voids, 12-15HCP, 0/3 keycards.

4S Pre-emptive raise.

[5] RESPONSE STRUCTURE AFTER OUR 1NT OPENING:

After 1NT, assuming no interference:

2C Forces partner to bid 2D almost always (except when maximum with 5D). Responder either has a hand wishing to play in 2D or a variety of invitational and game forcing hands, not necessarily with D.

2D Transfer to H. Possibility of having only 4H if invitational or better with 4H & 5+S.

2H Transfer to S. Possibility of having only 4S if game forcing with 4S & 5+H.

2S Range probe. Used on invitational hands and single-suited / balanced slam trys.

2NT Transfer to C. Possibility of having only 4C if 5/4 in the minors.

3C Singleton or void D, game forcing, usually 3-suited.

3D Singleton or void H, game forcing, usually 3-suited.

3H Singleton or void S, game forcing, usually 3-suited.

3S Singleton or void C, game forcing, usually 3-suited.

3NT To play.

4C 5+H and 5+S, slam interest.

4D 5+H and 5+S, no slam interest.

4H To play.

4S To play.