WBF Convention Card 2.18

Category:	Green
Country:	CHILE
Event:	10TH WORLD YOUTH TEAMS CHAMPIONSHIP,SIDNEY 2005
Players:	Paula RIEDEL - Jack SMITH

DEFENSIVE AND COMPETITIVE BIDDING

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

6-18hcp, NAT, generally 5 card,can be 4 card with a good suit

Responses Nat, Cue=F1, Jumps=INV

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

15-18 hcp, SYS ON

4th position=11-14 hcp Nat Responses

May contain lower hcp with a long suit

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: 4-12hcp, weak to intermediate

2-Suit: 2NT= 2 lower unbid suits

Reopen: Same

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

Direct Cue=Michaels, over a M=other M+m, over a m=Majors

2NT=ASKS

Jump Cue asks for stopper, 1M-4M=strong minors,1m-4m = Majors

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

2♣ = Majors all positions all NT ranges

2NT= transfer to 3♣ to pass or show ♣+♡/♠,◊+♠

2◊//♡/♠=NAT

3♣= minors, 3◊=◊+♡

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

dbl=NAT, Cue=Michaels, Cue over m=Majors

2NT=15-18 hcp SYS ON, same in 4th position

VS. ARTIFICIAL STRONG OPENINGS

DBL= PEN

NAT

OVER OPPONENTS' TAKE OUT DOUBLE

rdbl=9+ hcp, all bids are in transfer if partner opened 1M

1M-dbl-2/3(M-1)= 6-8 with M support

1M-dbl-2NT=Limit Raise

Nat

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	2/4	3/5
Subseq	Nat	Nat

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax,	AKJ10+,
King	KQ+, AK+	AK+
Queen	QJ+, Qx	KQ10+, QJ+, AQJ+
Jack	KJ10+,J10+,Jx	J10+,Jx
10	H109+,10x,109+	H109+,HH10+,10x,
9	98x,98+	1098+,9x,98x,987+
Hi-x	EVEN	EVEN
Lo-x	ODD	ODD

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	preference	count	preference
2nd	count	preference	count
3rd			
NT: 1st	preference	echo smith	preference
2nd	count	count	count
3rd			

Signals (including Trumps): preference

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Nat, can be 9+ with favorable VUL , reopen 7+ hcp

Responses=Nat, Cue F1, Jumps= INV

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Supp x and xx's until 2♠, Resp. dbls until 3♠

t/o dbls in competition

SOS rdbls

1NT-DBL-RDBL=TRANSFER TO 2 ♣ to pass or show 2 suited hands

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 card M, 2♣ Strong, Forcing NT

Weak 2♡,2♠

2◊ = weak flannery, 4-9 HCP 4/5 +- 1 card

4 card ◊, ♣ open 2+ cards

1NT Openings: 14+ 17-

2 OVER 1 Responses:Forcing at least until 2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2◊ weak flannery 4-9 HCP 4/5 ♡/♠ +- 1 card

3NT opening = 8/9 card open m

4♣/4◊ open = 8 tricks in ♡/♠

SPECIAL FORCING PASS SEQUENCES

1NT-DBL-PASS = TRANSFER TO XX TO SHOW 2 SUITED HANDS

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

DRURY 2♣ with 3 supp. cards

DRURY 2◊ with 4 supp. cards

Lebensohl over 1NT, weak 2's and competition, Smollen over our NT open

Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♡	11-21 hcp	2♣=6-9, 3♣=LIMIT, dbl jump=SPL, Jump=Weak	1m-pass-1X-pass-1NT/2NT-pass-2♣/3♣= checkback	Weak Jumps if there is an overcall
1◊		4	4♡		2◊=6-9 , 3◊=LIMIT, as above	Stayman asking for major cards.	
1♡		5	4♡	in 4th position can be 4 card	1NT=F, semiforcing with passed hand,2M=6-9,Limit		2NT= super drury
1♠		5	4♡	As above	2NT=Jac. , 3NT= 14-16 hcp 4333		
1NT				14+ 17-, may contain 5M or 6m	4 way Transfers, STAY,3♣=weak m's, 3◊=strg	Smollen, M and m transfer accept or super accept,SPL	
1NT					m's,3♡/♠ = INV		
2♣	yes			Strong, 22+hcp, FG,9+tricks	2◊=6+hcp,2♡=0-5hcp,2NT=♡,others nat 6+ hcp with	SYS ON over NT rebid	
2♣					good suit		
2◊	yes			weak flannery 4-9 hcp 4/5 +- 1 card	2NT=asks for quality and distribution,2M=sign off	after 2NT, 3♣=bad open,3◊=3 card m,3♡=reg.	Jumps=preemptive
2◊						4/5,3♠=4/6	
2♡		5		weak, can be 5 good card	2NT= Ougust	3♣=bad hand,3◊=bad suit good hcp,3M=normal	
2♠		5		as above	as above	3 other M = good suit good open,3NT=closed suit	
2NT				20-21 hcp, may contain 5M or 6m	M Transfers, PUPPET STAY, 3♠=m ask,4nt = quant	2NT-PASS-3♣-PASS-3◊-PASS-3M(4 cards of the other	
2NT						M)	
3♣		6		Nat			
3◊		6		Nat			
3♡		6		Nat			
3♠		6		Nat			
3NT	yes			8/9 card open m	4/5m = p/c		
4♣	yes			8 ♡ tricks, may have side A	4◊ asks		
4◊	yes			8 ♠ tricks, may have side A	4♡ asks		
4♡							
4♠							
4NT				minors preemptive			
5♣							
5◊							
5♡							
5♠							
5NT							

HIGH LEVEL BIDDING

RKCB 1430, Specific Kings, Gerber 1430, DOPI ROPI DEPO, Exclussion RKCB 1430

SUPLEMENTARY NOTES **RIEDEL-SMITH, CHILE JR TEAM**

10TH WORLD YOUTH TEAMS CHAMPIOSNHIP,SIDNEY 2005

NOTE Nº 1 OUGUST Sequence 2M PASS 2NT and JUMP OVERCALL of 2X PASS 2NT
3♣= BAD OPENING AND SUIT
3♦= BAD SUIT, 7-10 HCP
3M = NAT, 5-7 HCP
3 other M = GOOD SUIT, MAX
3ST = CLOSED SUIT

NOTE Nº 2 CHECK BACK STAYMAN Sequence: 1m **PASS 1X PASS 1 NT / 2 NT PASS** 2♣**/3♣**
2♦= 43 ó 44 in M's
2 of the M=3 supp cards
2 other M = 4 cards in that M, no supp to the other M
2NT = no M, no supp
Jumps= Same info with MAX hands

NOTE Nº 3 ESCAPE OVER 1NT or 2NT DBL
PASS = TRF to RDBL to play or to show 2 suit consecutive hand
RDBL = TRF to 2♣ to play or to show 2 suit alternated hand
2X,3X,4X = TRF
When DBL comes at my right responder bids NAT and RDBL's for SOS.

NOTE Nº 4 DEFENSE AGAINST 2♦ MULTI OPEN
DBL = 15+ HCP
2♥/2♠= NAT 10-15 HCP
2NT= 16-18 HCP SYS ON
3♦/♣= NAT 10-15 HCP

NOTE Nº 5 DEFENSE AGAINST WEAK 2 OPENINGS
DBL = INFORMATIVE with the other M. Continues with LEBENSOHL where 2NT is TRF to 3♣ to SIGN OFF or to do STAY with stopper.
2NT = 16-18 HCP SYS ON
3X = NAT
3 of opening M=good 2 suiter with the other M and 1 m
4 of opening M=Minors Strong
4ST=minors

NOTE Nº13 DEFENSE AGAINST CAPPELETTI AND LANDY OVER OUR 1NT OPENING

1NT-2♣ (1 suit) - ?
PASS and then DBL = PEN
DBL=pen to ♣, then 3♣=NF
2♦=sign off
2♥=sign off
2♠=sign off
2ST=transfer to 3♣ to pass 3♣ or show INV hands
3♣=stayman
3♦/♥/♠=NAT Forcing
If I pass and then bid opp's suit, asks for stopper.

1NT-2♦ (majors) - ?

PASS and then DBL = penalty
DBL = pen to ♦
2♥= ♥ stopper
2♠= ♠ stopper
2NT= INV to 3NT
3♣/♦ = Nat F
3♥=splinter with at least 5/4 in minors, 12+HCP
3♠= splinter with at least 5/4 in minors, 12+HCP
3NT= to play, doesnt promise both M stopper

1NT-2♥/♠ (suit + 1 m)-?

DBL=penalty
2NT= LEBENSOHL
3M=stayman with no stopper

1NT-2♣ (Majors)- ?

PASS and then DBL = penalty
DBL = penalty to ♣
2♥= ♥ stopper
2♠= ♠ stopper
2NT= INV to 3NT
3♣/♦ = Nat F
3♥= splinter with at least 5/4 in minors, 12+HCP
3♠= splinter with at least 5/4 in minors, 12+HCP
3NT= to play, doesnt promise both M stopper

Against 3 level preemptives we play NEG DBL