

Michael Strizhevsky's Lecture DBAA Game – June 13, 2018

The XYZ Convention (Australian)

Bidding is going through an exciting period, with many new ideas. One of my favourites is Two-Way Checkback, where after opener's 1NT rebid, 2♣ forces 2♦, and 2♦ is an artificial game force. The XYZ Convention goes one big step further, making responder's 2♣ and 2♦ Checkback, no matter what opener rebids at the one-level. After all these sequences, 2♣ and 2♦ are Two-Way Checkback:

1♣ - 1♦ - 1♥; 1♣ - 1♦ - 1♠; 1♣ - 1♦ - 1NT;
1♣ - 1♥ - 1♠; 1♣ - 1♥ - 1NT; 1♣ - 1♠ - 1NT;
1♦ - 1♥ - 1♠; 1♦ - 1♥ - 1NT; 1♦ - 1♠ - 1NT;
1♥ - 1♠ - 1NT.

No matter how many passes, bids, doubles or redoubles occur, XYZ still applies. If responder continues with 2♣, opener is requested to bid 2♦, which responder passes with a sign-off in diamonds. If responder bids 2♣ and then continues over 2♦, responder is showing an invitation-to-game hand. If responder continues with 2♦ in the above sequences that is an artificial game force.

1♣ - D - RD - P - 1NT - P - ?

2♣ requests 2♦, and 2♦ is an artificial game force.

In the second sequence, opener bids features up-the-line: 1♣ - 1♥ - 1NT - 2♦ - ?

2♥: three-card support;

2♠: four spades but not three hearts (though I would bid 1♠ over 1♥ with four spades); 2NT: 3-2-4-4 in that order;

3♣: five clubs, not four spades, not three hearts.

To sign off in clubs, responder jumps to 3♣: 1♦ - 1♥ - 1♠ - 3♣: sign off in clubs.

Try this quiz after 1♣ - 1♥ - 1♠ - ?

1. ♠ KQ76, ♥ K873, ♦ 96, ♣ J72
2. ♠ QJ98, ♥ 8752, ♦ A9, ♣ K75

3. ♠ KJ87, ♥ A98754, ♦ Q3, ♣ 2
4. ♠ QJ103, ♥ A764, ♦ AK, ♣ 873
5. ♠ K6, ♥ K876, ♦ J98763, ♣ 8
6. ♠ 86, ♥ AQJ76, ♦ K76, ♣ J105
7. ♠ 76, ♥ AQJ1087, ♦ K65, ♣ J8
8. ♠ A6, ♥ AKQJ876, ♦ KJ103, ♣ --

1. 2♠. With less than an invitation to game normal bidding applies. Note that if opener had bypassed spades and bid 1NT with a balanced hand, the 4-4 spade fit would have been missed.
2. 3♠. A limit raise, inviting 4♠.
3. 4♠. You don't know whether you will make 4♠, and there is no way to find out. You simply bid 4♠, and hope partner makes it.
4. 2♦. There is too much chance of slam to simply jump to 4♠, so start with a game force 2♦ and support spades at your first opportunity.
5. 2♣. Requesting opener to bid 2♦, which you intend to pass.
6. 2♣. With an invitational hand start with 2♣, and bid 2♥ over opener's 2♦.
7. 2♣. And over 2♦ jump to 3♥, invitation with a good six-card suit.
8. 2♦. Artificial game force. Now you can investigate grand slam in comfort with all the extra space available.

Micheal's Modified Micheals

You right hand opponent bid 1♦. What do you bid with ♠AQ987, ♥87, ♦6, ♣QJ1097?

Michaels convention doesn't cover such hands.

I suggest the following modification:

Cuebid shows the next suit + another suit. 2NT shows two-suiter missing the next suit.

With the above hand bid 2NT, showing clubs and spades.

With ♠KJ1087, ♥A10987, ♦6, ♣96 bid 2NT after your opponent opens 1♣, and bid 2♦

after your opponent opens 1♦.

With ♠6, ♥KQ1085, ♦74, ♣A10874 bid 2♠ after your opponent opens 1♠, and bid 2♦ after your opponent opens 1♦

With ♠ Q109754, ♥ —, ♦ 94, ♣ AQ986 bid 2NT after your opponent opens 1♦, and bid 2♥ after your opponent opens 1♥.
This convention covers any two-suiter hands.