

W B F CONVENTION CARD	
CATEGORY: GREEN	
PLAYERS	
Matilde Branco POR1083	Isabel Correia POR2565
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 OVER 1 GF and 1NT F1 over M	
2♣ = Strong	
2♦ = Ekren (both majors, weak) (Note 1)	
2♥/♠ = NV 5-8 HPC; Vul 8-10 HPC, with 6 or + cards	
1NT = 15-17; 2NT = 20-21.	
3NT = Gambling.	
3 X = Preemts (Note 19)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Walsh over 1♣	
Inverted minors (Note 2)	
Bergen Raises and Jacoby (Note 3)	
Modified Michaels' cue-bids (Note 4)	
SPECIAL FORCING PASS SEQUENCES	
After suit overcall by opps, “pass” may be penalty.	
IMPORTANT NOTES	
PSYCHICS: Very unusual	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 3+ cards If 3-3 minors open 1♣	Walsh. Inverted minors (Note 2).	2 Way check-back over 1NT (Note 6A). After 1♣ – 1M – 2M, same trials as 1M-2M Check-back over 2NT (Note 6B)	
1♦		3	4♥	Natural, 3+ cards If 4-4 minors open 1♦	Inverted minors (note 2).	2 Way check-back over 1NT (Note 6A). After 1♦ – 1M – 2M, same trials as 1M-2M Check-back over 2NT (Note 6B)	
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT= F1; Bergen raises & Jacoby. 3NT= 13-15 without doubletons.		Drury (2♣ with 3 cards support Note 7). Bergen with 4+ cards (Note 3).
1♠		5	4♦	Natural, 5+ cards If 5♠ + 5♣ open 1♠	1NT= F1; Bergen raises. 3NT= 13-15		
1NT				15-17 bal, may have 5 M	2♣= Stayman (may have no majors); 2♠= Transfer to ♣; 2NT = Transfer to ♦; 3♣= Minors weak; 3♦= Minors strong; 3♥/♠ = 3154 with singl. ♥/♠; 4♣= Gerber; 4♦= Majors; 4NT= Quantitative.	After Stayman (Note 8); after transfer for Majors (Note 9); after transfer for minors (Note 10);	
2♣	X			Strong (maybe not FG); 22 or + if bal, 19 or + if one suit.	2♦= 0/1 IC; 2♥= 2 IC; 2♠ = 3+IC, com 5+♠; 2NT= 3+IC, bal; 3♥ = 3+IC, com 5+♥; 3♣/♦= 3+IC, com 6+♣/♦.	After 2NT from opener, same as 2NT opening 4♣ from opener, 2 majors suiter with more ♥ 4♦ from opener, 2 majors suiter with more ♠	
2♦	X			EKREN		(Note 1)	
2♥		6		NV 5-8 HPC; Vul 8-10 HPC, 6+ cards	Ogust type after 2NT	(Note 12)	
2♠		6		At least 1 honour			
2NT				20-21, may have 5M	3♣= Puppet Stayman; 3♦/♥= Transfer; 3♠= Minors; 3NT= 5♠+4♥ not forcing; 4♣= Gerber; 4♦= Majors; 4♥/♠= Slam try in ♣/♦. 4NT= Quantitative	2NT - 3♦ - 3♥ - 3♠ = denies 4♠ 2NT - 3♦ - 3♥ - 3ST = 5♥+4♠, not forcing after Puppet Stayman (Note 11).	
3♣		(6)7		Pre-emptive	(Note 19)		
3♦		(6)7		Pre-emptive	(Note 19)		
3♥		(6)7		Pre-emptive	(Note 19)		
3♠		(6)7		Pre-emptive	(Note 19)		
3NT				7 cards solid minor	4♣= Pass or Correct; 4♦= ask for shortness.		
4♣		8(7)		Pre-emptive			

4♦							
4♥							
4♠							
4NT	X			Minor two suit			
						HIGH LEVEL BIDDING	
						RKCB (Re: 30-41, 5NT= even KC w/ useful void, 6X= odd KC w/ void in X, 6 in trump suit= odd KC w/ void above suit); Exclusion Blackwood; if ♥ is agreed, RKCB is in 4♠ and 4NT is ♠ control; after 5NT (ask kings), responder names the first useful king. (Note 20)	

NOTE 1 -EKREN 2D

Non Vulnerable = at least 4-4 in the majors and 3-8 HCP
Vulnerable = at least a 5-4 in the majors and 8-10 HCP.

Responses to 2♦:

- 2♥ - Signoff.
- 2♠ - Signoff.
- 2NT - Strong, artificial inquiry of opener's distribution (see below).
- 3♣ - Natural, 6+ clubs, non-forcing.
- 3♦ - Invites game, 3-3 in ♥ and ♠.
- 3♥ - Weak, pre-emptive.
- 3♠ - Weak, pre-emptive.
- 3NT - To play.
- 4♥ - To play.
- 4♠ - To play

Opener's Rebids after 2♦ - 2NT

Opener's weak bid is 3♣. Any other rebid is GF.

3♣ - Showing a minimum.

Responder can bid 3♦ as a second relay, in which case opener's rebids are:

- 3♥ to show 5-4 in ♥ and ♠
- 3♠ to show 4-5 in ♥ and ♠
- 3NT to show 4-4 in ♥ and ♠
- 4♣ splinter in ♣ 5-5 in ♥ and ♠
- 4♦ splinter in ♦ 5-5 in ♥ and ♠

3♦ - 5-5 in the majors. A 3♥/♠ rebid by responder is slam-invitational and forcing.
3♥ - Maximum, 5-4 in ♥ and ♠.
3♠ - Maximum, 4-5 in ♥ and ♠.
3NT - Maximum, 4-4 in ♥ and ♠.

NOTE 2 – INVERTED MINORS

- 1m - 2m = 11+ HCP not GF (invitational or more)
- 1m - o/m with jump = 7-9 HCP
- 1m - 3m = pre, limited to 0-7 HCP
- 1m – 1NT = 8-10 HCP

Responses to 1♣ – 2♣ :

- 2♦ = ♦ defence
- 2NT = defence in the other 3 suits, 12-14 HCP or 18-19 balanced
- Forcing until 3♣

Responses to 1♣ – 2♦ ou 1♦ - 3♣ (7-9):

- 5♣/♦ = with unbalanced hand
- 3NT = 18-19 HCP

NOTE 3 –BERGEN RAISES & JACOBY

- 3♣ = weak (typically 7-9 high card points) with four-card support
- 3♦ = a limit raise (typically 10-11 high card points) with four-card support; invitational to game
- 3♥/3♠ = very weak (pre-emptive, < 7 HCP) and four-card support
- 4♥/4♠ = very weak (pre-emptive, < 7 HCP) and five-card support

2NT = Jacoby GF, asks for description and denies void singleton
Responses:

- 3♣/♦/other Major = splinter
- 3♥/♠ = 6+ ♥/♠, 16+ HCP
- 3NT = balanced 15-17 HCP
- 4♣/♦ = 2 suiter with ♣/♦
- 4♥/♠ = 12-14 HCP, signoff

NOTE 4 – MODIFIED MICHAEL’S CUE-BIDS

Over 1♣: 2♦ = ♥+♠; 2NT = ♦+♥; 3♣ = ♦+♠

Over 1♦: 2♦ = ♥+♠; 2NT = ♣+♥; 3♣ = ♣+♠ (weak); 3♦ = ♣+♠ (strong)

Over 1♥: 2♥ = ♣+♠; 2NT = ♣+♦; 3♣ = ♦+♠

Over 1♠: 2♠ = ♣+♥; 2NT = ♣+♦; 3♣ = ♦+♥

NOTE 5 – MULTILANDY

Over 1NT: 2♣ = ♥+♠; 5-4 or 5-5; 8+ HCP

Over 1NT: 2♦ = one suiter Major

Over 1NT: 2♥ = ♥+Minor

Over 1NT: 2♠ = ♠+Minor

Over 1NT: 2NT = ♣+♦

Over 1NT: Double = 4 M + 5+ ♣/♦

NOTE 6A – TWO WAY CHECK-BACK

1m - 1♦/1M – 1NT = 12-14 Bal

2♣ = asks to bid 2♦- sign-off in ♦ or any invitational

2♦ = GF

1m - 1♦/1M – 2NT = 18-19 Bal (3♣ = asks for majors)

3♦ = both; 3M = 3 cards; 3OM = 4 cards; 3NT = w/out M

NOTE 6B – CHECKBACK 3♣

3♦ = 3♠ + 4♥/ 4♠ + 3♥, have both

3♥/♠ = 3♠/♥

3NT = None

NOTE 7 – DRURY

As responder with a passed hand with 10+ points 1♥/♠-2♣ is Drury asking opener in 3rd or 4th seat to clarify his hand. Opener’s rebids are 2♥/♠ showing minimum opening (may only be a 5 card suit), with an invitational hand use a trial bid or accept by bidding contract.

After 1♥/♠ - 2♣

2♥/♠ = does not have opening – sign off

2X = trial bid – if you help me with this suit bid contract

4♥/♠ = invitation accepted

NOTE 8 – STAYMAN SEQUENCES

After 2♦, no 4-card major:

2♥ = 5♥ + 4♠, or 4♥ + 4♠, signoff

2♠ = 5♠ + 4♥, invitational

2NT = Invitational may not have majors

3♣ = 5+♣ + 4 major, F1

3♦ = 5+♦ + 4 major, F1

3♥ = 5+♠ + 4♥, GF

3♠ = 5+♥ + 4♠, GF

After 2♥, with 4♥, may have 4♠:

2♠ = Invitational w/out 4♠

2NT = Invitational with 4♠

3♣/♦ = 5+♣/♦ + 4♠GF

3♥ = Invitational with 4♥

3♠ = Slamish in ♥ (start controls)

3NT = Game with 4♠

4♣/♦ = Splinter

4NT = Quantitative (for RKCB, bid 3♠ first)

After 2♠, with 4♠, w/out 4♥:

2NT = Invitational may not have majors

3♣/♦ = 5+♣/♦ + 4♥GF

3♥ = Slamish in ♠ (start controls)

3♠ = Invitational with 4♠

3NT = Signoff

4♣/♦/♥ = Splinter

4NT = Quantitative (for RKCB, bid 3♥ first)

NOTE 9 – TRANSFER FOR MAJORS SEQUENCES

1NT - 2♦ (Transfer to ♥):

2♥ = accept transfer -> Responder’s options:

2♠ = 5-5 majors, invitational (NF)

2NT = Invitational with 5 cards (may have 4♠)

3♣/♦ = Natural GF

3♥ = Invitational with 6+♥

3♠ = Slamish with 6+♥

3NT = Signoff

4♣/♦ = Splinter

4♥ = Signoff

2♠ = Max. with 4♥, and ♠ doubleton, w/out honours -> Responder's options:
 3♦ = Retransfer (opener forced to bid 3♥)
 2NT = Max. with 4♥, with 1 honour in every suit -> Responder's options:
 3♦ = Retransfer (opener forced to bid 3♥)
 3♣ = Max. with 4♥, and ♣ doubleton, w/out honours -> Responder's options:
 3♦ = Retransfer (opener forced to bid 3♥)
 3♦ = Max. with 4♥, and ♦ doubleton, w/out honours -> Responder's options:
 4♦ = Retransfer (opener forced to bid 4♥)
 3♥ = Max. with 4♥

1NT - 2♥ (Transfer to ♠):
 2♠ = accept transfer -> Responder's options:
 2NT = Invitational with 5 cards (may have 4♥)
 3♣/♦ = Natural GF
 3♥ = 5♥+5♠, slamish
 3♠ = Invitational with 6+♠
 3NT = Signoff
 4♣/♦ = Splinter
 4♥ = Slamish with 6+♠
 4♠ = Signoff
 2NT = Max. with 4♠, with 1 honour in every suit -> Responder's options:
 3♥ = Retransfer (opener forced to bid 3♠)
 3♣ = Max. with 4♠, and ♣ doubleton, w/out honours -> Responder's options:
 3♥ = Retransfer (opener forced to bid 3♠)
 3♦ = Max. with 4♠, and ♦ doubleton, w/out honours -> Responder's options:
 3♥ = Retransfer (opener forced to bid 3♠)
 3♥ = Max. with 4♠, and ♥ doubleton, w/out honours -> Responder's options:
 3♠ = Signoff
 4♣/♦ = Slamish with ♣/♦ control
 4♥ = Retransfer (opener forced to bid 4♠)
 3♠ = Min. with 4♠

NOTE 10 – TRANSFER FOR MINORS SEQUENCES

1NT - 2♠ - 2NT = Super-accept in ♣
 1NT - 2NT - 3♣ = Super-accept in ♦

NOTE 11 – AFTER PUPPET STAYMAN

2NT - 3♣ - 3♦ = Denies 5 cards in a Major (but has at least one with 4)
 2NT - 3♣ - 3♦ - 3♥ = 4 cards in ♠
 2NT - 3♣ - 3♦ - 3♠ = 4 cards in ♥
 2NT - 3♣ - 3♦ - 4♣ = 4-4 majors, slam try
 2NT - 3♣ - 3♦ - 4♦ = 4-4 majors, signoff
 2NT - 3♣ - 3NT = No Majors

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NOTE 12 – OGUST

After Weak 2, 2NT is OGUST and shows game interest usually 15+:
 3♣ = low points, does not have 2 of top 3 honours;
 3♦ = low points with 2 of top 3 honours;
 3♥ = high points, does not have 2 of top 3 honours;
 3♠ = high points with 2 of top 3 honours;
 3NT = all top 3 honours.

NOTE 13 - LEBENSOHL

Lebensohl after suit overcall by opponents of 1NT – Fast arrival denies stopper.

Double of two level bid is for penalties.
 Double of three level bid is for take out.
 Bid of suit at 2 level, 5 cards natural and a sign off.
 Any 3 level bid is natural and game forcing showing at least a 5 card suit.
 2NT response is forcing and demands that opener to puppet 3♣. Responder can pass if weak hand in clubs or bid a suit below the rank of overcall then it is a signoff. If the suit bid is above the rank of the overcall then it is invitational showing a 5 card suit.
 3NT shows game values and denies a stopper in opponents suit and denies 4 of any unbid major. Opener either passes with stopper or bids better minor.
 2NT followed by 3NT shows game values and a stopper in opponent's suit.
 Cue bid of opponent's suit is Stayman without a stopper in opponent's suit. It is forcing to game unless no fit in a major suit and no stopper in opponents suit in which case opener bids 4 of better minor.
 2NT followed by a cue bid of opponents suit over openers 3♣ is also Stayman but promises a stopper in the opponent's suit. Lacking a major contract 3NT is finalised.

NOTE 14 - VS PREEEMPTIVES

Defence to weak 2 openings

Double = 13+ HCP 4-4-3
 2NT = 16-18 HCP + 1> stopper in opps suit
 3NT = 21-22 points + 1> stopper in opps suit
 4♥/♠ = natural to play.
 4♣/♦ = Leaping Michaels 5+cards ♣/♦ + Major

Responding to partners double of a weak 2

Level 2 bid = <=7 HCP - signoff
 Level 3 = <=7 HCP – signoff - Lebensohl:
 2NT = <8HCP – doubler bids 3♣ - Pass or correct. (However, if doubler has a self-supporting suit, may bid that suit or with a 2 suiter bid lower ranking.)
 Level 3 bid = >8 HCP – forcing
 Cuebid = GF

Defence to Multi 2♦ or Ekren

Double = 13-15 or 18+ any distribution

2♥/♠ = 13-15 non-forcing – Natural 5+cards♥/♠

2NT = 16-18 balanced, system on

3♣/♦ = non-forcing 6+cards ♣/♦

3♥/♠ = 15-17 - 6+♥/♠ cards – good suit

4♣/♦ = Leaping Michaels 5+cards ♣/♦ + Major

Defence to weak 3 openings

Double = 13+ HCP

3NT = 17+ HCP 1> stopper in opps suit

4♣/♦ = Leaping Michaels 5+cards ♣/♦ + Major

NOTE 15 – SPLINTER BIDS

Response of 3♠/4♣/4♦ to 1♥ opening or 4♣/4♦/3♥ and 4♥ (void) to 1♠ opening show a singleton in suit bid and agree major showing 4 card support. Will not be a singleton A. After a suit overcall by opposition only splinter in opposition suit (other suits are fit jumps).

NOTE 16 – Forcing 1NT over majors

After 1NT (5-11 points) bid by responder; opener must bid, and either bids second suit, NT (with 18+ HCP) or rebids 6+ card opening suit. Note 2♣ may be short and should be alerted over 1♥ bid. 2♦ may only be 3 cards. Actions by responder: Pass = weak prefers second suit, 2♦/♥/♠ = weak either supporting openers suit or showing a 6+ card suit of one's own. 2NT 11-12 points, 3♣/♦/♥/♠ is invitational. (NB 1♥/♠ - p - 2♥/♠ shows 8-10 HCP and precisely 3 card support. With 5-7 HCP and 3 card support bid Forcing 1NT and then rebid 2♥/♠, or with 11HCP and 3 card support bid Forcing 1NT and then jump bid 3♥/♠.)

NOTE 17 – LONG SUIT TRIAL BIDS

After suit agreement e.g. 1♥-p-2♥-p-?, then a bid one level up of a suit shows length and asks for help in that suit, either shortage or honours. Rebidding trumps asks for help via trump strength. Responder rebids trump suit at minimum level without support or bids game with support of 2 honours.

NOTE 18 – WEAK 2 RESPONSES

After Weak 2, 2NT is OGUST and shows game interest usually 15+:

3♣ = low points, does not have 2 of top 3 honours;

3♦ = low points with 2 of top 3 honours;

3♥ = high points, does not have 2 of top 3 honours;

3♠ = high points with 2 of top 3 honours;

3NT = all top 3 honours.

Weak Jump Over call, 2NT is OGUST The same system, as above, applies after a weak jump overcall by our side.

Change of suit after a weak 2 is forcing showing a 6+ card suit and responses show

With 3 cards bid a splinter

With 2+ cards bid contract

With < 2 cards

2NT = good suit

3X = bad suit

NOTE 19 – PREEMTS

Preemts In first or second seat or when vulnerable, 3 level (or higher) preemts promise 2 of top 3 honours.

Change of suit after a pre-emptive 3 is forcing showing a 6+ card suit and responses show

With 3 cards bid a splinter

With 2+ cards bid contract

With < 2 cards

3NT = good suit

4x = bad suit

NOTE 20 – SLAM CONVENTIONS

Minorwood - when ♣/♦ have been bid and agreed or rebid or over a natural NT bid 4♣/4♦ are looking for a minor suit slam. Responses upwards are as for RKCB. Can sign off in 4NT if insufficient “Aces”. Not Minorwood if in competitive bidding situation.

Sequence enquiries:

1ST Step = asks for Queen

2nd Step = asks for Kings

Grand Slam Force – Bidding 5NT without going through 4NT after a suit agreement is the Grand Slam Force asking for the number of top three trumps held – 6♣ = 0, 6♦ = 1, 6♥ = 2, 6♠ = 3

DOPI & ROPI -After opponent's suit bid over RKC Blackwood – Double 0 Pass 1, bid one up with 2 etc, after a double of 4NT ROPI – redbl = 0, pass = 1, bid 1 up with 2 etc.

NOTE 21 – VS ARTIFICIAL STRONG OPENINGS

Over 1♣:

Double = ♣ suit

1♦ = ♦ suit

1♥ = ♥ suit

1♠ = ♠ suit

1NT = Minors

2♣ = ♥+♠

2♦ = one suiter Major

2♥ = ♥+Minor

2♠ = ♠+Minor
2NT = undefined 2 suiter, 6-5

Over 2♣:
Double = ♣suit
2♦ = ♦suit
2♥ = ♥suit
2♠ = ♠suit
2NT = undefined 2 suiter
3♣ = NV pre-emptive, V constructive
3♦ = NV pre-emptive, V constructive
3♥ = NV pre-emptive, V constructive
3♠ = NV pre-emptive, V constructive
3NT = undefined 2 suiter, 6-5

NOTE 22 – 1NT DOUBLED

Pass = Opener has to redouble
2♣ = ♣ + ♦
2♦ = ♦ + ♥
2♥ = ♥ + ♠
2♠ = ♠ + ♣
Redouble = Opener bids 2♣
Over 2♣: 2♦ = ♦ + ♠
Over 2♣: 2♥ = ♥ + ♣

Over opener’s redouble: Pass = to play

Double in 4th position opener redoubles with a 5 card suit, responder bids 2♣, pass or correct

NOTE 23 – OVER OPPONENTS’ TAKEOUT DOUBLE

1M – Double – 1NT = 6+ HCP no fit
1M – Double – 2M = <8 HCP with fit
1M – Double – 2♣ = 8-10 HCP with fit
1M – Double – Redouble = 10+ HCP no fit