W B F CONVENTION CARD

CATEGORY: Green
NCBO: IBU Ireland
EVENT: U26
PLAYERS: Luca Crone & Matthew O'Farrell

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
Transfer advances to overcall

1NT OVERCALL

14-18 2nd seat and 10-14 in 4th
Systems on over any 1NT (including protective)

JUMP OVERCALLS

Jump overcalls – Weak
Unusual 2NT – Lowest 2 naturally unbid suits

DIRECT & JUMP CUE BIDS

Cue = Michaels (1m, 2m = ♠ + ♥)
1M, 2M = OM + minor
Jump cue – solid suit stopper ask

VS. NT

Cappalletti(weak)	Cappalletti(strong)
Dbl = Penalty	Dbl = Single-suited
2♣ = Single suited	2♣ = mm
2♦ = MM	2♦ = MM
2♥ = ♥ + m	2♥ = ♥ + m
2♠ = ♠ + m	2♠ = ♠ + m
2NT = mm	

VS.PRE-EMTS

Take-out double up to 4♥
Double 4♥-5♦ = values/take-out(ish)
Leaping & Non-Leaping Michaels **(Note 9)**

VS. ARTIFICIAL STRONG OPENINGS

Dbl = MM
Club bids = natural
Lowest NT = mm
All jumps natural pre-emptive

OVER OPPONENTS' TAKEOUT DOUBLE

1's and 3's forcing
Transfers & Stenberg over 1M **(Note 8 & Note 3)**
Inverted Minors ON

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	Attitude
NT	2/4	Attitude
Subsequent	2/4	Attitude
Other:		

LEADS

	Vs. Suit	Vs. NT
Ace	Att (Ax, AK)	Att (Ax, AK)
King	Count (AK, KQ)	Unblock (AK, KQ)
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)
Jack	AJT, KJT, JTx	AJT, KJT, JTx
10	HT9x, T9x, Tx	HT9x, T9x, Tx
9	H98x, 98x, 9x	H98x, 98x, 9x
Hi-X	Attitude	Attitude
Lo-X	Attitude	Attitude

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	O=Enc/ E = Sp	Count (Hi/Lo=Even)	O=Enc/ E = Sp
Suit	2	Count (Hi/Lo=Even)	Suit preference	Count (Hi/Lo=Even)
	3	Suit preference	-	Suit preference
	1	O=Enc/ E = Sp	Count (Hi/Lo=Even)	O=Enc/ E = Sp
NT	2	Count (Hi/Lo=Even)	Suit preference	Count (Hi/Lo=Even)
	3	Suit preference	-	Suit preference

Signals:

No smith

DOUBLES

TAKEOUT DOUBLES

Up to 3♠(excluding 3♠) = take-out
3♠ and above = penalty

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles / Redouble 2 level only **(Note 11)**
Redouble of opponents double of RKC/cue 1st round control
Meckwell Escape over 1NTx(penalty) **(Note 6)**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

2/1, Aggressive
RKC 1430 over M Minorwood over m **(Note 6)**
1NT = 14 – 16, may contain a 5CM or 6 minor
Transfers over 1♣ **(Note 1)**
Gazzilli over 1M and 1♦ **(Note 4)**
Stenberg over 1M **(Note 3)**

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ 1/2nd = multi 3/4th = 5+ weak
2♥/2♠ = 5+ weak (8-10 1/2nd, 5-10 3/4th)
Transfers over 1♣ **(Note 1)**
Lebensohl (also over reverse) & Transfer Lebensohl **(Note 4)**
Gazzilli **(Note 4)**
Stenberg **(Note 3)**

SPECIAL FORCING PASS SEQUENCES

Over GF sequence Pass Forcing

IMPORTANT NOTES

Minorwood over m **(Note 7)**
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG DBL THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♦	11+ 2+♣'s may contain 5♦ if 5332	Transfer Responses (Note 1) 2♣ = 10+ 5+♣, 2♦ = 9-11 6+♦, 2M = 0-6 6+M, 2NT = relay 3♣, 3♣ = 6-9 5+♣	1♣-1X-1X+1 = 11-13 bal 2/3X+1 Bid stops up over inverted minor	Jump shifts are fit jumps
1♦		4+	4♦	11+ 4+♦'s unbalanced 5+♦ unless 4441	2♦ = 10+ 4+♦, 3♦ = 10/11 6 card suit 2M = 0-6 6+M, 2NT = relay to 3♣, 3♦ = 6-9 4+♦	Bid stops up over inverted minor Transfer rebids (Note 12)	Jump shifts are fit jumps
1♥		5+	4♦	5+♥'s 11+	1NT = 6-11 SF, 2NT = Stenberg (Note 3) 3♣ = 7-10 4♥, 3♦ = 7-10 6+♦, 2♠ = 0-6 6+♠	Gazzilli	Jump Shifts are fit jumps
1♠		5+	4♦	5+♠'s 11+	1NT – 6-11 SF, 2NT = Stenberg (Note 3) 3♣ = 7-10 4♥, 3♦/♥ = 7-10 6+♦/♥, 1♠ - 4♥ = splinter	Gazzilli	Jump shifts are fit jumps
INT		bal	4♦	14-16 balanced	2♣ = INV+ Enquiry, 2♦/2♥ = transfers, 2♠ = ♣ or INV balanced, 2NT = ♦ or both m, 4♦/4♥ = transfer	Break Major transfer = super accept Break minor transfer = like suit	
2♣	✓			23+	2♦ = relay, Any other bid natural GF Kokish	2NT rebid = Good 22-24 Bal Suit natural F	3♣ = Puppet Stayman (Note 10) 3♦/♥ = transfer 3♠ = Relay 3NT
2♦	✓			1st/2nd = weak only multi(Note 2) 3rd/4th = weak 2 in ♦s	2NT art enquiry. New suit forcing, double Jump Splinter 4♣ = Trump Ask (3/4th) 4NT = RKC		
2♥		5(6+)		1st/2nd = good weak 2(8-10) 3rd/4th = weak 2 in ♥s	2NT art enquiry. New suit forcing, double Jump Splinter 4♣ = Trump Ask 4NT = RKC		
2♠		5(6+)		1st/2nd = good weak 2(8-10) 3rd/4th = weak 2 in ♠s	2NT art enquiry. New suit forcing, double Jump Splinter 4♣ = Trump Ask 4NT = RKC		
2NT		bal		20-22	3♣ = Puppet (Note 10), 3♦/3♥ = transfers 3♠ = Relay to 3NT, 3NT = 5♠ 4♥		
3♣		6(7+)		6+♣'s 5-10	3♦ = Trump Ask, 3x = Natural 1RF, 3NT to play		
3♦		6(7+)		6+♦'s 5-10	3x natural 1RF, 3NT to play, 4♣ = Trump Ask		
3♥		6(7+)		6+♥'s 5-10	3♠ natural 1RF, 3NT to play, 4♣ = Trump Ask 4NT = RKC (1430)		
3♠		6(7+)		6+♠'s 5-10	3NT to play, 4♣ = Trump Ask, 4NT = RKC (1430) 4♥ = Natural		
3NT	✓	7+		Long solid minor no outside stop	4♣ = pass or correct. 4♦ = ask for singleton. 5♣ = pass or correct. 6♣ = pass or correct		
4♣/4♦		7(8+)		7+ suit 5-12			High Level Bidding
4♥/4♠							Fit Jumps
5♣/5♦		8(9+)		8+ suit 7-12			Forcing Pass in GF auctions
							DOPI DEPO ROPI

SUPPLEMENTARY NOTES

Note 1: Transfers over 1♣

1♣ (2+ may contain 5♦ if 5332)

    1♦ = 4+♥ (same as 1♥ response)

        1♥ = 2/3♥ 11-13 balanced or 1345 11-13

        1NT = 17-19 balanced

        2♥ = 4♥ 11-15

        2NT = 16+ any of the following;

            1. 16+ Long ♣ better than 3♣
            2. 6+♣ 3♥
            3. 5♣ 4♥
        All other bids are natural denying 4♥

    1♥ = 4+♠ (same as 1♠ response)

        Responses same as above

    1♠ = No 4CM 5-11

        1NT=11-13 balanced but may also be 4414 not able to reverse

        2♣ = 5+♣ unbalanced

        2♦ = 17-19 balanced or a ♦ reverse

        2♥ = Natural reverse

        2♠ = Natural reverse

        2NT = GF, Long ♣

        3♣ = 6+♣ 16-18 NF

    1NT = GF with 5+♦ or bal GF without 5♣

        2♣ = 6+♣ 11-14

            2M = 5+♦ 4M unbalanced GF

        2♦ = 4+♦ 11-14

        2M = 5+♣ 4+M not necessarily extras

        2NT = 11-13/17-19 bal

        3♣ = 6+♣ 15+

        3♦ = 4+♦ 15+

        3M = Splinter 4+♦ not necessarily extras

After 1X response and opener rebids 1X+1 (11-13 Bal) then 2♣ by responder is two-way checkback style (invitational or sign off in ♦) and 2♦ is GF checkback

Same with 1NT Rebid (17-19) 2♣ is invitational or sign off in ♦ and 2♦ is GF checkback

Transfers continue over low level interference (X, 1♦, 1♥)

Note 2: Multi

2♦ opening 1st or 2nd seat is a bad weak 2 in ♥ or ♠ with roughly 5-7 points, it may be a 5 card suit

2M is now a good weak 2 showing roughly 8-10 points

Responses:

      2♥ = P/C

      2♠ = P/C

      2NT = Artificial Enquiry

            3♣ = 5 card min

            3♦ = 5 card max

            3♥ = 6 card min

            3♠ = 6 card max

      3m = Nat F

      3M = P/C

      4♣ = Transfer to your major

      4♦ = Bid your major

      4M = Nat to play

Note 3: Stenberg

1M-2NT = Invitational with 3+M or GF with 4+M **(on over double and competition)**

      3♣ Min 11-14

            3♦ Further shortage ask

      3♦ Max 15+ no shortage: asking for responder's shortage

      3♥ short ♣ 15+

      3♠ short ♦ 15+

      3NT short other major 15+

      4♣/4♦ void min or max

      4♥ void OM min

      4♠ void OM max

Note 4: Gazzilli

On the following sequences 1♥ - 1♠, 1♥/1♠ - 1NT a rebid of 2♣ by opener is ART F

Responder bids:

    2♦ is GF 8+

        2♥ = 5♠ 4♥ 16+ GF

        2M = 5M 4+♣ 11-14 NF

        2NT = Natural 17-19 GF(direct 2NT= any 64 14-16)

        3♣ = 5M 4+♣ 16+ GF

        3♦ = 5M 4+♦ 16+ GF

        3M = 6+M 16+ GF

        3♥ = 5♠ 5♥ 16+ GF

        3NT = Solid 6+M 16+GF

        4x = 6+M 4+x 16+GF

    2M = weak preference 5-7

    2♠/2NT = 3 suited hand (short in openers major) 5-7

    3♣/♦ = Natural 6+ suit 5-7

    1♥ - 1♠; 2♣ - 2♠ = 5/6♠ 5-7 < 2♥

Over 1♦-1M 1NT 16+ and 2♣ by responder 8+ with similar responses

Note 5: Transfer Lebensohl(FANS)

Transfer lebensohl(FANS) over 1NT interference but ordinary lebensohl(FANS) over weak 2 double and reverse.

1NT - 2♠

    X = t/o 6+ pts

    2NT = Relay to 3♣

    2NT-3♣:

        PASS/3♦/3♥ = to play sign-off

        3♠ = Stayman and ♠ stopper

        3NT = Spade stopper

    3♣/3♦/3♠ = INV+ transfers showing 9+ pts

    3♥ = Transfer cue bid is GF Stayman without ♠ stop

    3NT = Denies a ♠ stop

Note 6: Meckwell Escape

1NT X(penalty)

    Rdbl = Natural, penalty orientated

    Pass = Puppet to 2♣, either a minor one-suiter or both major suits

        Pass = ♣ suit, usually 5 cards

        2♦ = ♦ suit, usually 5 cards

        2♥ = 4+/4+ cards in both major suits

            Opener may Pass or Correct to ♠

        2♠ = 6+♠ constructive

    2♣ = 4+ ♣ and 4+ higher suit

        2♦ = P/C.

    2♦ = 4+ ♦ and 4+ higher suit

        2♥ = P/C

    2M = Natural, sign-off

Note 7: Minorwood

In GF auctions when a m is agreed

4♣ = Keycard in ♣

    4♦ = 1 or 4 Keycards

    4♥ = 3 or 0 Keycards

    4♠ = 2 Keycards without the ♣ Queen

    4NT = 2 Keycards with the ♣ Queen

        5♦ = Specific king ask

4♦ = Keycard in ♦

    4♥ = 1 or 4 Keycards

    4♠ = 3 or 0 Keycards

    4NT = 2 Keycards without the ♦ Queen

    5♣ = 2 Keycards with the ♦ Queen

        5♥ = Specific king ask

Note 8: Transfers over 1Mx

   1♥ X

       XX = 10+ No support

       1♠ = 4+♠ 6+ 1F

       1NT = 6+♣ 5-9

       2♣ = 6+♦ 5-9

       2♦ = Constructive Raise (7-10(bad)) 3/4♥

       2♥ = Bad Raise (3-6) 3/4♥

       2NT = Stenberg

       3♣/3♦ = Fit Jumps

       3♥ = 5-9(bad) 4♥ Distributional

   1♠ X

       XX = 10+ No support

       1NT = 6+♣ 5-9

       2♣ = 6+♦ 5-9

       2♦ = 6+♥ 5-9

       2♥ = Constructive Raise (7-10(bad)) 3/4♠

       2♠ = Bad Raise (3-6) 3/4♠

       2NT = Stenberg

       3♣/3♦/3♥ = Fit Jumps

       3♠ = 5-9(bad) 4♠ Distributional

Note 9: Leaping & Non-Leaping Michaels

Over 2♥/2♠(weak 2):

       4♣ = ♣ + OM 17+ NF

       4♦ = ♦ + OM 17+ NF

Over 2♦ (weak 2) 4♣ = ♣ + M & 3♣ 4♦ = ♦ + M

Over 3♥/3♠:

       4♣ = ♣ + OM 17+ NF

       4♦ = ♦ + OM 17+ NF

Note 10: Puppet Stayman

2♣-2♦-2NT-3♣/2NT-3♣:

    3♦ = No 5CM

        3♥ = 4♠

        3♠ = 4♥

        4♣ = Both M slam try

        4♦ = Both M no slam interest

    3♥ = 5♥

    3♠ = 5♠

    3NT = No 4 or 5CM

Note 11 Support Dbl/Redouble:

When opponents interfere below 2 of our M and after 1X(opener) - 1M(responder)

X = 3 of our M 11+

2M = 4 of our M 11-14

Support redoubles applicable after the opponent has X after 1X(opener) - 1M(responder)

XX = 3 of our M 11+

2M = 4 of our M 11-14

Note 12 Transfer rebids over 1♦:

1♦ - 1M:

    1NT = 11-14 5+♦ 4+♣ or any 17+

    2♣ = 11-14 5+♦

    2♦ = 11-14 6+♦ 3M

    2M = 11-14 5+♦ 4M