



W B F CONVENTION CARD	
CATEGORY: GREEN	
PLAYERS	
	
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SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 OVER 1 GF.	
2♣ = FG » 21+ if bal; 17+ with long and solid suit (4 losers).	
2♦ = Multi. One major weak or strong (5 losers).	
2♥/♠ = 6 cards, 10-13.	
1NT = 15-17; 2NT = 18-20.	
3NT = Gambling.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Inverted minors.	
Strong and limited splinters.	
Invitational and FG check-back.	
Modified Bergen supports.	
Modified Michael's cue-bids.	
Kickback RKCB (30-41). Exclusion Blackwood, 6 cards	
Blackwood, when declared double fit.	
Walsh over 1♣.	
SPECIAL FORCING PASS SEQUENCES	
After suit overcall by opps.	
Pass in competition when opps interfere on FG actions.	
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	Inverted minors. Walsh.	2 way check-back over 1NT (note 1). After 1♣ – 1M – 2M, same trials as 1M-2M	
1♦		3	4♥	Natural, 3+ cards	Inverted minors.(note 3).	2 way check-back over 1NT. After 1♦ – 1M – 2M, same trials as 1M-2M	
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT= F1; limited and strong Splinters (note 5). Short and long trials (note 6) Modified Bergen Support; 2NT=15+, 2+ cards ♥.	Gazzilli (note 7).	Drury (only 2♣).
1♠		5	4♦	Natural, 5+ cards	1NT= F1; 2NT=15+, 2+ cards ♠ (note8).		
INT				15-17, if 15 may have 5 M	(note 9). Stayman, transfers 2♠= Stayman for minors; 4♣=5-5 major, w/o slam interest; 4♦♥=transfers w/o slam interest; 4♠=Blackwood.		
2♣	X			FG, except if 21-23 bal	Italian Controls; 2♦=max a King; 2♥=1A or 2K; 2N=3+IC; 3x=5+cards, 3+IC.	After 2♦-2♥ requires 2♠, if 2NT follows= 21-23; Muppet sequences.	
2♦	X			Multi, one Major suit, 6+ cards, weak (<10) or strong (5 losers)	2N=relay forcing; 2♥♠=P/C if weak.		
2♥		6		10-13, 6+ cards	2NT=Relay FG; 3♣=inv in the major or FG if clubs; 3♦=Natural, FG.	After 2N opener defines strength and distribution.	
2♠		6					
2NT				18-20, may have 5M	Muppet; transfers.		
3♣		(6)7 cards		Pre-emptive	New suit=F1; new suit jump=CAB.	After CAB» 1 st step=no control; 2 nd step=2 nd control; 3 rd step=1 st control.	
3♦							
3♥		(6)7 cards		Pre-emptive	After 3♥»4♠=CAB.		
3♠							
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	
						Kickback blackwood; Exclusion Blackwood; trump asking in 5 level; 5NT=trump asking for grand slam; anti-controls when partner denies a previous control=control on suit denied by partner, no control on suit named.	

NOTE 1 – TWO WAY CHECKBACK

1m 1M
1NT 2♣ = asks for 2♦. May be sign off in diamonds or any invitational hand

1m 1M
1NT 2♦ = FG, asks attitude for majors. Other minor=3-4 in majors

1m 1M
1NT 2NT= asks for 3♣. Sign off in clubs or FG with a shortness

NOTE 2 –

NOTE 3 – INVERTED MINORS

1m 2m = not GF (invitational or more)
1m o/m jump = 8-10
1m 3m = pre, limited to 7HCP

NOTE 4 –

NOTE 5 – LIMITED AND STRONG SPLINTERS

1♥ 3♠=strong any shortness - 3NT= asks
1♥ 3NT/4♣/4♦ = ♠/♣4♦ shortness, limited

1♠ 3NT= strong any shortness - 4♣= asks (answers in gradino)
1♠ 3♥/4m=limited shortness

NOTE 6 – SHORT AND LONG TRIALS

1♥ 2♥
2♠= any shortness – 2NT asks (answers in gradino)

1♠ 2♠
2NT= any shortness - 3♣ asks (answers in gradino)

Other new suit over support = long trial

NOTE 7 – GAZZILLI

Any strong hand (17+) by opener, after 1NT forcing or 1♠ forcing over **1♥**, bids **2♣**. Maybe a natural bid, any balanced hand or any strong hand.
After 2♣, 2♦ by responder=8+HCP,

NOTE 8 – 1M -2NT

15+HCP balanced. May have 2 to 4 cards in opener suit.
Opener may bid shortness with 6+ cards.

NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT

STAYMAN
After 2♦ » 3♣ asks for minors and 3M=smolen
After 2♦ » 3♦ shows a major shortness
After 2M » 3♣ asks for minors and 3♦ shows major fit and asks for controls

TRANSFER FOR MAJORS

1NT 2♦
2♥ 2♠= 5-5 major, slam try

1NT 2♥
2♠ 3♥= 5-5 major, invitational

1NT 4♣= 5-5 major no slam interest
1NT 4♦/♥=transfer to ♥/♠, no slam interest
1NT 4♠=Blackwood

TRANSFER FOR MINORS

1NT 2♠=asks for 4 card minor

1NT 2NT=asks for 3♣, maybe sign off in ♣or FG with one minor suit any shortness

1NT 3♣=sign off in ♦ or slam try in ♦

1NT 3♦=slam try in hearts
3♥=slam try in spades
3♠=slam try in clubs

SPECIAL AUCTIONS ON COMPETITION

After partner overcall in suit, jump level in a suit under overcall is support with strength below direct cuebid.

Over strong NT » double=5+m4M
Over weak NT » transfers overcalls

GOOD-BAD in competitive auctions by opener » 2NT=zone 2+ opening bid, Direct suit just for competition.

Rubensohl after overcall over 1NT

2NT scrambling in competition.

Power double in competition.