

W B F CONVENTION CARD	
CATEGORY: GREEN	
PLAYERS	
Eduarda Reis	Piedade Branco
FPB 2262	FPB 2149
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 OVER 1 GF and 1NT F1 over M	
2♣ = Strong	
2♦ = Multicolor (one major, weak)	
2♥/♠ = 10-13 HCP, with 6 or + cards	
1NT = 15-17; 2NT = 20-21.	
3NT = Gambling.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Walsh over 1♣.	
Inverted minors.	
Bergen raises.	
Modified Michael's cue-bids (note 1)	
Leaping Michael's (note 8)	
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	Walsh. Inverted minors (note 2). Reverse Flannery.	2 Way check-back over 1NT. (note 3). After 1♣ – 1M – 2M, same trials as 1M-2M	Reverse Flannery, after double and 1♦ overcall.
1♦		3	4♥	Natural, 3+ cards	Inverted minors (note 2). Reverse Flannery.	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 splinters Bergen raises. 3NT= 13-15 without doubletons.		Drury (2♣ with 3 cards and 2♦ with 4 cards support).
1♠		5	4♦	Natural, 5+ cards	Limited splinters. Bergen raises. 3NT= 13-15 without doubletons.		
INT				15-17 bal, may have 5 M	2♣= Stayman (may have no majors); 2♠= Transfer to ♣; 2NT = Transfer to ♦; 3♣= Puppet Stayman; 3♦= Minors; 3♥/♠ = 3154 with singl. ♥/♠; 4♣= Gerber; 4♦= Majors; 4NT= Quantitative.	After Stayman (note 4); after transfer for Majors (note 5); after transfer for minors (note 6); after Puppet Stayman (note 7).	
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 6 ⁺ ♣/♦.	After 2NT from opener, same as 2NT opening	
2♦	X			Multi, one Major suit, 6+ cards, weak (7-9)	2NT= relay forcing; 4♣= ask to bid suit in transfer; 4♦= ask to bid suit.		
2♥		6		10-13 HPC, 6+ cards	Ogust type after 2NT		
2♠		6					
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	
3♣		(6)7		Pre-emptive			
3♦		(6)7		Pre-emptive			
3♥		(6)7		Pre-emptive			
3♠		(6)7		Pre-emptive			
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 (Re: 41-30, 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; DEPO after opp overcall.	

NOTE 1 – 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 2 – INVERTED MINORS

1m - 2m = not GF (invitational or more)

1m - o/m with jump = 8-10 HCP

1m - 3m = pre, limited to 7 HCP

NOTE 3 – TWO 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 4 – STAYMAN SEQUENCES

After 2♦, 2♠ = 5♠ + 4♥, invitational

After 2♦, 3♣ =

After 2♦, 3♦ =

After 2♦, 3M = Smolen

After 2♥, 2♠ = Invitational w/out 4♠

After 2♥, 2NT = Invitational with 4♠

After 2♥, 3♠ = Slamish in ♥

After 2♠, 3♣/♦ = 5⁺♣/♦ + 4♥

After 2♠, 3♥ = Slamish in ♠

NOTE 5 – TRANSFER FOR MAJORS SEQUENCES

1NT - 2♦ - 2♥ - 2♠ = 5-5 majors, invitational (NF)

1NT - 2♥ - 2♠ - 3♥ = 5-5 majors, slamish

NOTE 6 – TRANSFER FOR MINORS SEQUENCES

1NT - 2♠ - 2NT = Super-accept in ♣

1NT - 2NT - 3♣ = Super-accept in ♦

NOTE 7 – AFTER PUPPET STAYMAN

1NT - 3♣ - 3♦ = Denies 5 cards in a Major (but has at least one with 4)

1NT - 3♣ - 3♦ - 3♥ = 4 cards in ♠

1NT - 3♣ - 3♦ - 3♠ = 4 cards in ♥

1NT - 3♣ - 3NT = No Majors

NOTE 8 - LEAPING MICHAELS

Over 2♦: 4♣ = ♣+1 major;

Over 2♥: 4♣/♦ = ♣/♦+♠;

Over 2♠: 4♣/♦ = ♣/♦+♥;

Over 3♣: 4♦ = ♦+1 major.

SPECIAL AUCTIONS IN COMPETITION

GOOD-BAD

LEBENSOHL

2NT SCRAMBLING

COLLANTE

2NT WITH 4⁺ CARDS SUPPORT