

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; Reverse Bergen raises & Jacoby. 3NT= 13-15 without doubletons.		Drury (2♣ with 3 cards support Note 7). Reverse Bergen with 4+ cards (Note 3).
1♠		5	4♦	Natural, 5+ cards If 5♠ + 5♣ open 1♠	1NT= F1; Reverse 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♥ - 3NT = 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 – REVERSE BERGEN RAISES & JACOBY & MIXED RAISE

3♣ = a limit raise (typically 10-11 high card points) with four-card support; invitational to game
3♦ = weak (typically 7-9 high card points) with four-card support
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

MIXED RAISE

4 cards with 7-9 HCP after opps intervention

1♥ - Double - 3♣

1♥ - 1♠ - 3♣

1♥ - 2♣ - 3♦

1♥ - 2♦ - 3♥(*)

1♠ - Double - 3♣

1♠ - 2♣ - 3♦

1♠ - 2♦ - 3♥

1♠ - 2♥ - 3♠(*)

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 – ASPTRO

DBL: Penalty

2♣: 4 cards de ♥ + 5 another which could be ♠

2♦: 4 cards de ♠ + 5 another

2♥: 6+ cards ♥

2♠: 6+ cards ♠

2NT: 5-5 Minors

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♥ = Min. 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

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 - RUBENSOHL

DBL = Suit known = Stayman

Suit unknown = Penalty

2♥ = Natural, signoff

2♠ = Natural, signoff

2ST = transfer 3♣ / Stayman in known suit

3♣ = transfer p/ 3♦ / Stayman in known suit

3♦ = transfer p/ 3♥ / Stayman in known suit

3♥ = transfer p/ 3♠ / Stayman in known suit

3♠ = Minor 2 suiter

3ST = To play

NOTE 14 - VS PREEEMPTIVES

Defence to weak 2 openings

Double = 13+ HCP 4-4-3

2NT = 16-18 HCP + 1> stopper in Opps suit, **Gladiator**

3NT = 21-22 points + 1> stopper in Opps suit

3♣/♦/♥/♠ = 6+ cards 13+ HCP

4♥/♠ = natural to play.

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

Gladiator

3♣ = transfer to 3♦

3♦ = Stayman

3♥ = transfer to ♠

3♠ = transfer to ♥

Responding to partners double of a weak 2

Level 2 bid = <=7 HCP - signoff

Level 3 = <=7 HCP – signoff - Lebenshohl:

2NT = <8HCP – doubler bids 3♣ - Pass or correct. (However, if doubler has a self-supporting suit, may bid that suit or with a 2suiter bid lower ranking.)

Level 3 bid = >8 HCP – forcing

Cue bid = 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, **Gladiator**

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).

Last Update: 20 June 2025

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 & SHORT TRIAL BIDS

Long Trial Bid

1♥ – 2♥ (3 cards ♥ 8-10 PH, could have 4♠)

2NT = trial in ♠

3♣ = trial in ♣

3♦ = trial in ♦

1♠ – 2♠ (3 cards ♠, 8-10 PH)

3♣ = trial in ♣

3♦ = trial in ♦

3♥ = trial in ♥

Short Trial Bid

1♥ – 2♥ (3 cards ♥ 8-10 PH, could have 4♠)

2♠ (have a singleton) – 2NT (asks singleton)

Responses sequence:

3♣ = singleton ♣

3♦ = singleton ♦

3♥ = singleton ♥

1♠ – 2♠ (3 cards ♠, 8-10 PH)

2NT (have a singleton) – 3♣ (asks singleton)

Responses sequence:

3♦ = singleton ♦

3♥ = singleton ♥

3♠ = singleton ♠

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

3♦/♥/♠ -- 4♣ = asks for lateral control

4NT = Blackwood

3♣ -- 4♦ = asks for lateral control

4NT = Blackwood

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

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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

NOTE 24 – OPPS 1NT OVERCALL

1M – 1nt – DBL = 9+ HCP no fit
1M – 1nt – Transfer
1M – 1nt – 2NT = minors 2 suiter

1m – 1nt – DBL = 9+ HCP no fit
1m – 1nt - 2♣ = 4-4 majors

NOTE 25 – OPPS WEAK OVERCALL

1M – 2 weak – level 2 NF; level 3 F1; 2NT Lebenshol

NOTE 26 – OPPS 2 SUITER OVERCALL

1M – 2NT – Cue bid of highest rank = have a 4th suit F1
1M – 2NT – Cue bid of lowest rank = invitational with fit
1M – 2NT – 3M = no points with fit
1M – 2NT – 3 other M = no points w/out fit

NOTE 27 – SCRAMBLING

Level 2 TO by partner, 2NT shows 2 suits with 4 cards.

Bid the lower ranking suit, if the respondent does not have that suit, bids the next ranking suit.

e.g. (1♠) - DBL – (2♠) – P

(P) – DBL – (P) – 2NT = have 4-4

(P) – 3♣ – (P) – 3♦ = don’t have ♣ bid the next one, i.e. choose from my 4-4 in ♦ and ♥

(P) – 3♥ – (P) – P