

W B F CONVENTION CARD	
CATEGORY: GREEN	
PLAYERS	
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SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 OVER 1 GF and 1NT F1 over M	
2♣ = Strong, maybe not GF	
2♦ = One major, weak	
2♥/♠ = 11-14.	
1NT = 15-17; 2NT = 18-19.	
3NT = Gambling.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Transfer Walsh over 1♣	
XYZ sequences	
Inverted minors (not GF)	
Bergen raises	
Modified Michael's cue-bids (note 1)	
Rubensohl after opps overcall over 1NT	
Power doubles	
Leaping Michaels (until 3♣)	
2NT Lebensohl and Scrambling	
SLAM APPROACHES	
NON SERIOUS 3NT (3♠ if ♥)	
TURBO	
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	Transfer Walsh. Inverted minors (note 2). 2M= 6 cards, 9 to 11 HCP.	2 way check-back over 1NT (note 3).	After RHO double, transfers. After 1♥ overcall (note 10)
1♦		3	4♥	Natural, 3+ cards	Inverted minors (note 2). 2M= 6 cards, 9 to 11 HCP.	2 way check-back over 1NT (note 3).	After 1♥ overcall (note 11)
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1. 1NT= F1. Limited splinters. Bergen raises. 2NT Jacoby.	After direct support, long and shorts trial bids (note 4). After 2NT Jacoby, 3♣ =any minimum, others FLMH.	Drury (2♣ with 3 cards support). Special supports with 4+ cards (note 5). 2♦= max with Hx.
1♠		5	4♦	Natural, 5+ cards	Limited splinters. Bergen raises. 2NT Jacoby,		
INT				15-17 bal, may have 5 M	2♣= Stayman, 2♠= ♣ or minors strong. 2NT = ♦ or minors weak. 3♣= Puppet Stayman. 3♦= Majors GF. 3♥/♠= 3154/1354 with singleton ♥/♠. 4♣= Quant. 4♦/♥= 6+♥/♠, slamish. 4♠=? Aces.	After Stayman (note 6); after transfer for Majors (note 7); after transfer for minors (note 8); after Puppet Stayman (note 9).	
2♣	X			Strong, maybe not FG. Ask for IC; 20 or + if balanced	2♦= 0/1 CI; 2♥= 2 CI; 2♠= 3+CI, with 5+♠; 2NT= 3+CI, bal; 3♣/♦= 3+CI, com 6+♣/♦, 3♥= 3+CI, with 5+♥.	After 2♣-2♦, 2♥ ask to bid 2♠ (Inv. Kokish)	After opp overcall, double = weak (0/1 IC) bal; pass = positive (2 or + IC) bal or weak unbalanced.
2♦	X			One Major suit, 6+ cards, weak (6-10 HCP)	2NT= relay forcing. 4♣= ask to bid suit in transfer. 4♦= ask to bid suit.		
2♥		6		11-14 HPC	2NT= relay, FG. 3♣= Invitational in ♥/♠ or FG with 5+♣.	After 2NT, 3♣= 6♥/♠+4 any, 3♦= 6322 or any minimum, others = maximum with singleton/void.	
2♠		6					
2NT				18-19, may have 5M	3♣= Puppet Stayman. 3♦/♥= Transfer. 3♠= Relay to 3NT (to play or strong). 3NT= 5♠+4♥ not forcing. 4♣= Gerber. 4♦= Majors. 4NT= Quantitative.	2NT - 3♦ - 3♥ - 3♠ = denies 4♣ 2NT - 3♦ - 3♥ - 3ST = 5♥+4♠, not forcing 2NT - 3♦/♥ - 3NT = 3 or + cards in M 2NT - 3♦ - 3♠ = 5♠ + 2♥	
3♣		(6)7		Pre-emptive	4♦= Conditioned Blackwood	Responses with 6 steps	
3♦		(6)7		Pre-emptive	4♣= Conditioned Blackwood		
3♥		(6)7		Pre-emptive	4♣= Conditioned Blackwood		
3♠		(6)7		Pre-emptive	4♣= Conditioned Blackwood		
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 (65 or +, weak)			
						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; Sometimes TURBO; after king asking, responder names the first useful king, or other 2; 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: 2 WAY CHECK BACK

After 1m - 1♦/1M – 1NT = 12-14 Bal:

2♣ = asks for **2♦**, sign-off or invitational

2♦ = asks for majors, 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: LONG & SHORT TRIAL BIDS

1♥ - 2♥ - 2♠ = any shortness; 2NT asks, answers by steps

1♥ - 2♥ - 2NT = trial bid in ♠

1♠ - 2♠ - 2NT = any shortness; **3♣** asks, answers by steps

Other new suit over support = long trial

NOTE 5: 4+ CARDS SUPPORT, AFTER PASS

1♥ - 2NT = 8 to 11 HCP, without singletons

1♥ - 2♠/3♣/3♦ = 8 to 11 HCP, with singleton

1♥ - 3♥ = 5-7 HCP

1♠ - 2NT = 8 to 11 HCP, without singletons

1♠ - 3♣/3♦/3♥ = 8 to 11 HCP, with singleton

1♠ - 3♠ = 5-7 HCP

NOTE 6: STAYMAN SEQUENCES

After 2♦, 2♠ = 5♠ + 4♥, invitational

After 2♦, 3♣ = ask minors

After 2♦, 3♦ = singleton in one M

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 7: TRANSFER FOR MAJORS SEQUENCES

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

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

1NT - 4♦/♥ = slamish in ♥/♠

NOTE 8: TRANSFER FOR MINORS SEQUENCES

1NT - 2♠ - 2NT = Super-accept in ♣

1NT - 2♠ - 2NT/3♣ - 3♦ = minors, strong

1NT - 2NT - 3♦ = Prefers ♦

NOTE 9: AFTER PUPPET STAYMAN

1NT - 3♣ - 3♦ = Denies 5 cards in a Major (may have 1/2 with 4)

1NT - 3♣ - 3♦ - 3♥ = 4 cards in ♠

1NT - 3♣ - 3♦ - 3♠ = 4 cards in ♥

NOTE 10: AFTER 1♠ - (1♥):

Double = 4 or 5♠

1♠ = maximum 3♠ (may be strong with ♣)

1NT = natural

2♣ = 4♣, limited to 7 HCP

2♦ = natural, F1

2♥ = 6♠, weak or FG

2♠ = 6♠, invitational

2NT = natural

3♣ = pre-emptive

3♦ = pre-emptive

3♥ = 4-1-4-4, FG

3♠ = pre-emptive

3NT = to play

4♣ = 5♣+5♠

4♦ = 5♦+5♠

4♠ = to play

NOTE 11: AFTER 1♦ - (1♥):

Double = 4 or 5♠

1♠ = maximum 3♠ (may be strong with ♦)

1NT = natural

2♣ = natural, F1

2♦ = 4♦, limited to 7 HCP

2♥ = 6♠, weak or FG

2♠ = 6♠, invitational

2NT = natural

3♣ = mixed raise

3♦ = pre-emptive

3♥ = 4-1-4-4, FG

3♠ = pre-emptive

3NT = to play

4♣ = 5♣+5♠

4♦ = 5♦+5♠

4♠ = to play