

W B F CONVENTION CARD	
CATEGORY: Green	
PLAYERS	
Maria de Lurdes CENTENO POR2239	M ^a Manuela MANSO POR3816
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 OVER 1 GF and 1NT F1 over M, see Note 6	
Minor: 1 ♣ is 2+cards ; 1 ♦ is 4+ cards	
2 ♣=FG Answers =Italiens Controls	
2 ♦ = Multicolor (one weak major, strong minor or 22-23 HCP bal)	
2 ♥/♠ = Strong	
1NT = 15-17; Can have 6 in a minor and also a single Ace	
2NT = 20-21; Can have 5 in a major	
3NT = Gambling	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Walsh	
Inverted minors FG	
Bergen raises	
Precision Michael's cue-bids (note 1)	
2 ♦ Multicolor	
2 ♥/♠ Strong	
Lebensohl: after an overcall of a 1NT of the partner; Reverses of the partner; double of the partner of a weak opening;	
Drury: 2 ♣ with 3 cards	
Helvic after x of 1NT	
Minorwood in FG	
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, 2+ cards	Walsh. Inverted minors , FG (note 2). After X, 2NT is pre-emptive and 3♣=9-11	Duplo Check-back (note 4) após 1NT e Check-back após 2NT. After 1♣ – 1M – 2M, same trials as 1M-2M	
1♦		3	4♥	Natural, 4+ cards	Inverted minors , FG (note 2). After X, 2NT is pre-emptive and 3♦=9-11	Check-back over 1NT. After 1♦ – 1M – 2M, same trials as 1M-2M	
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT= F1; 2/1 FG; Splinters Bergen raises. 2ST Jacoby	After direct support, long and shorts trial bids (note 3).	Drury (2♣ with 3 cards support and Bergen with 4 ⁺)
1♠		5	4♦	Natural, 5+ cards	1NT= F1; 2/1 FG Splinters. Bergen raises. 2ST Jacoby		
1NT				15-17 bal, may have 5M	Stayman and Puppet, Transfers, 2♠= Minors, 2NT = Minor suit, 4♦= Majors; 3♥/♠ with 6+cards, invitation for slam, 3♣/♦ invitational to 3NT with 6+c AR, RD or AD, 4♥/♠ to play, 4♣= Gerber, 4NT= Quantitative	1ST - 2♦- 2♥- 2♠= Slam, com 5-5 ricos 1ST - 2♥- 2♠- 3♥= Convite, com 5-5 ricos	
2♣	X			Any distribution, 18+ and at most 4 losers, 24 + if bal	FG Italiens Controls:2♦ = 0 or 1 CI, 2♥ = 2 CI, 2♠ = 5 or + ♠ with 3 ou + CI, 2NT = 3 or + CI bal, 3X = 5 or + cards with 3 or + CI)	After 2NT, same as 2NT opening	
2♦	X			Multi, one Major suit, 6+ cards, weak (7-11) or 5- losers in a minor or 22-23 balanced	2NT= relay forcing; 4♣= ask to bid suit in transfer; 4♦= ask to bid suit.	After 2♥/♠-2NT, same as 2NT opening	
2♥		5-6		5♥ strong= 5 losers			
2♠		5-6		5♠ strong= 5 losers			
2NT				20-21, may have 5M	See note 5		
3♣/♦/♥/♠		(6)7		Pre-emptive			
3NT				7 cards solid minor	4♣= Pass or Correct; 4♦= ask for shortness.		
4♣/♦/♥/♠		8(7)		Pre-emptive			
4NT	X			Minor two suit			
						HIGH LEVEL BIDDING	
						R5KCB (41-30, 5NT= 2 KC w/ useful void, 6X= 1 KC w/ void in X, 6 in trump suit= 1 KC w/ void above suit); Exclusion Blackwood; after 5NT (ask kings), 30-41; D=0,P=1 after opp overcall.	

NOTE 1 – PRECISION MICHAEL’S CUE-BIDS

Over 1♣: 2♣ natural; 2♦ = ♥+♠; 2NT= ♦+♥; 3♣= ♦+♠
Over 1♦: 2♦ = ♥+♠; 2NT= ♣+♥; 3♣= ♣+♠, 3♦ = ♣+♠ but very strong
Over 1♥: 2♥= ♣+♠; 2NT= ♣+♦; 3♣= ♦+♠
Over 1♠: 2♠= ♣+♥; 2NT= ♣+♦; 3♣= ♦+♥

NOTE 2 – INVERTED MINORS

1m - 2m = GF
1♣-2♦ = 9-11 HCP
1♦-3♣ = 9-10 HCP
1m - 3m = pre-emptive, limited to 8 HCP

NOTE 3 – LONG & SHORT TRIAL BIDS

Opner (1st or 2nd position)

1♠

- 3♣/♦/♥, normal trial bid normal
- 3♠, generalized trial bid with bad ♠
- 3ST, 18 - 19 bal
- 4♣/♦/♥, splinter
- 4♠, to play
- 2ST, trial bid with singleton
 - 3♦/♥- singleton ♦/♥
 - 3♠- singleton in ♣

Response

2♠ (8-10, 3 cards, NF)

0-1 figure, pass, with 2-3, 4♠

3♣, asks for singleton

Opner (1st or 2nd position)

1♥

- 3♣/♦- normal trial bid
- 3♥- generalized trial bid with bad ♥
- 3ST, 18 - 19 bal
- 3♠- splinter
- 4♣/♦- splinter
- 4♥- to play
- 2ST- trial bid in ♠
 - 2♠- trial bid with singleton
 - 3♣/♦- singleton ♣/♦
 - 3♥- singleton in ♠

Response

2♥ (8-10, 3 cards, NF)

0-1 figure, pass, with 2-3, 4♥

2NT asks for singleton

NOTE 4 – TWO-WAY CHECKBACK SEQUENCES AFTER OPENER REBIDS 1NT

- 1X – 1Y – 1NT → 2♦ = Forcing game
- 1X – 1Y – 1NT → 2♣ = Artificial (does not show clubs), any invitational hand OR Diamonds and weak. The opener is forced to bid 2♦

Sequences not requiring any Checkback, after 1X – 1Y- 1NT		
Responder after 1NT	Meaning	Opner’s Options
Pass	I am balanced and 6-10 pts	---
2Y, when Y is a major	<10 pts 5+cards in Y	Usually will pass
2 of the second major, when Y is a major	Weak, 5-4 or 4-4 in the Majors	Pass or correct
2NT	Weak with clubs	3♣
3NT	14 Pts balanced	Pass
Bids 4 of Y, when Y is a major	>12 Pts and 6 on the major	Pass
3Y	Invite to Slam in Y	Explore for slam or bids 4Y
3 in another suit (can be X)	Invite to Slam in Y and the last suit	Explore for slam or bids game
4NT	Quantitative	Pass or bids 6NT

Invitational Sequences: 2♣ by responder’s forces opener to 2♦ relay		
After 2♦ responders bids	Meaning	Opner’s Options
Pass	Weak with diamonds	---
2 of his Major (Opener will prefer 5-2 major fit over 2NT)	I have a 5 card Major or a weak 6 major and unbalaced	With 3 support, pass, raise or bid game w/14 pts. No support, pass or bid NT
Raises opener’s minor	Minor support, 11 pts, unbalanced	Pass, raise, double raise or bid 3NT with maximum
3 of his Major	Good 6 card suit	Pass or raise to game
New Major	5-4 in the Majors	Pass, correct or bid game
Jump in Second Major, starting by Spades	5-5 in the Majors	Pass, correct or bid game
Raise opener 1♥-1♠-1NT-2♣-2♦- 2♥	3 cards support, invite	Pass, raise or bid game
2NT	Balanced	Pass or raise to game

Game forcing sequences: 2♦ after 1NT	
Opener’s rebid by priority	Responder’s further options
Show unbid 4 card Major	Raise that major with 4 cards (slow or fast), rebid original major with 6 cards or bid 2NT
Show 3 cards-support from responder	Raise Major or bid 2NT with a balanced hand or explore for slam
Rebid quality 5-card Major	Support, bid NT, or control bid for slam
Raise Responder’s diamonds	Raise, try NT or explore for slam
Show unbid 4 card minor	Raise, try NT or explore for slam
Rebid quality opener minor	Raise minor with 4 or rebid 6 card major
2NT	Possible raise to 3NT or bid opener’s minor

NOTE 5
After opening in 2ST (or 2ST after an opening of 2♣ or 2♦)

Opener	Response
Puppet Stayman • 3♥ has 5♥ • 3♠ has 5♠ • 3♦ = (one or 2 M fourth)	• 3♣(Puppet) or transfer 3NT Answers to 3♦ • 3♥ (has 4♠) • 3♠ (has 4♥) • 4♦ (has both Majors)
• 3♥: With 2♥ • 3♠: With 2♥ and 5♠ • 3NT: With 3♥ • 4♣/♦: With 4♥ and A♣/♦	• 3♦ = Transfer to ♥
• 3♠: With 2-3♠ • 3NT: With 4♠ • 4♣/♦: With 4♠ and A♣/♦	• 3♥ = Transfer to ♠
	• 3♠ = ♣ or ♦
	• 3ST = 5♠ + 4♥ (only to play game)
	• 4♣ = Gerber
	• 4♦ = Both Majors
	• 4♥ = slam try ♣
	• 4♠ = slam try ♦
	• 4ST = Quantitative

NOTE 6: Catch All Developments
In the sequence 1♠ - 2♣ - ? the possible rebids are:
2♦: 4+ ♦, 14+ HCP
2♥: 4+ ♥, 14+ HCP
2♠: *catch all* = 6 ♠, 11-15 or 5+ ♠ and 4+ cards of another suit with 11-13
2ST: 12-14 or 18-19 balanced (5332)
3♣: 4+ ♣, 14+ HCP
3♠: 6+ ♠, 16+ HCP
3ST: 15-17 bal (5332)

After the opener rebids 2♠ (catch all), the respondent can ask for clarification with 2ST. The answers are:
3♣: 4+ ♣, 11-13 DP
3♦: 4+ ♦, 11-13 DP
3♥: 4+ ♥, 11-13 DP
3♠: 6+ cartas de ♥, 11-13 HCP

NOTE 7: Defense over Weak 2M
2nd position – 2NT (16-18 HCP) balanced
4th position – 2NT (14-16 HCP) balanced
Leaping Michaels: 3M – 5/5 in minors; 4m – 5 in m and 5 in the other major

NOTE 8: Overcall over 2NT
3♣ - Majors

NOTE 9: Inverted Minors, after double
2 in the minor is 12+ points with 4+ cards with figures
3 in the minor is the intermediate bid (9-11)
2NT – weak with fit
With 12+ points and 3 cards support cuebid or xx
With defence on the adversary suit and without fit we start by doubling and after bid 2NT

NOTE 10: Defense against Bicolours

1X – (Bicolour) - ?	• x (double): punish at least one of the suits • Cue bid on the lowest suit: fit in X, 10+ • Cue bid on the superior suit: 4th suit, 10+ • 4th suit: natural, NF • 3X: Fit em X, 6-10 pts
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NOTE 11: SPECIAL AUCTIONS IN COMPETITION

- LEBENSOHL
- 2NT WITH 4+ CARDS SUPPORT
- MIXED RAISES