

W B F CONVENTION CARD
August 2023
CATEGORY: RED
NCBO: NORTHERN IRELAND
PLAYERS: REX ANDERSON - DAVID GREENWOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS; PREPARED 1♣ OPENING (2+ cards)
2/1 GF EXCEPT 1m – 2m
TRANSFER RESPONSES TO 1♣ OPENING (may be canapé)
14-16 INT 1/2; 15-17 3/4 - MAY BE OFF-SHAPE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT TYPE
ACOL 2♥/2♠ OPENINGS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT RESPONSE
2♦ MULTI WEAK 2M; STRONG m; 19-21/20-21BALANCED
TRANSFER RESPONSES TO 1♣ OPENING (1♠ = ♦s)
4♣/4♦ OPENINGS = GOOD 4♥/4♠ OPENING
4♣/4♦ JUMP OVERCALLS = GOOD 4♥/4♠ OPENING
JUMP FITS
TRANSFERS AFTER 1♣ -X/ 1♦/1♥ OVERCALL (8)
DEFENCE TO INT OVERCALL (9)
CNTROL ASK RESPONSES TO 3 LEVEL PRE-EMPT
SPECIAL FORCING PASS SEQUENCES
Where we have shown the balance of strength. EG through an unassuming cue bid. When ‘obvious’ save situations.
In forcing situations at game level we reverse the meaning of X and pass.
When opponens pre-empt to game at green.
IMPORTANT NOTES
In GF auctions; either side’s third suit is usually shortage even if supporting. (Not in response to 4th suit or preference.)
In competitive auctions 2NT is usually a competitive manoeuvre and a direct free bid invitational. (7)
Defence to a 1NT overcall (9)
Free bids non-forcing at the 2-level. Except 1♣ - [1♥] - 2♦
1♣ - [1♥] - 2♣ shows ♦s and limited
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or balanced	1♦=4+♥s; 1♥=4+♠s; 1♠=4+♦s; 1NT 6-10	Trf accept=3cards; jumps 4 cards/shortage (1)	Completing transfer may be
				Open 1♣ with 4-4m usually	2♣ F to 2NT 3♣; 2 any GF;	Over 2♣, 2♦ relay any minimum (2)	4 cards min facing passed hand
1♦		4			2NT 16+ balanced; 3 any pre-empt	Over 2♦, 2♥ relay any minimum	
1♥		5(4)	4♦	Occasionally 4 good in 3rd	1♠ = FNT style (3); 1NT 4+♠s, 2♥ 8-10HCP	1NT-2m may be 3; 2any-2♥ waiting;	2♣ = 8-10HCP 3 card support
					2NT 16+ Balanced may have support	2 any-2NT 17-19 Bal; Short suit tries;	2♦ = 8-10 HCP 4 card support
					2 any GF; 3♣/♦ 6 cards Inv to 3NT; 3/4♥ weak	2 any 3any non-jump is 5-5 any strength	2NT 4 card support + single
1♠		5(4)	4♦	Occasionally 4 good in 3rd	1NT Forcing; others analogous to above		As above
INT			2♠	(13)14-16 1/2 15-17 3/4	2♣ asks M/raise 2NT(4); 2♦/♥ trf; 2♠ 15+ Bal (5)	Break into xx with 4 cards; 2NT HHX or	
				May be off-shape	or 4-4-4-1; 2NT asks 3♣ may be weak or strong (6)	4 cards with no xx non-min; 3M min 4 cards	
				Occasional singleton	3 any invitational; 4♣/♦ SATexas, mild try	1NT-2♥♦/♥; 3♥/♠ slam try	
2♣	X	0	3♠	Game Forcing	2♦ +ve; 2♥ 0-7; 2♠ Bal +ve; 2NT/3 ♣♦/♥trf 5-8	2NT rebid may be 'off-shape'	
				may be weaker than std	fair 6 cards; 3♠ Bal +ve; 4 any trf 6+ 1 loser suit	Trf accept =Hx+	
2♦	X	0	2♠	Weak 2M-4-10 on pos and vul	2♥ - 3♠ =Pass or Convert;	Over 2NT 3m shows cipher M; then 3♦ asks	
				Acol 2 in a Minor	2NT enquiry (occasionally psychic)	3M = Acol 2 cypher minor	
				19/21 1/2 20/21 3/4 Balanced	3m = cypher M game try	Puppet after 2NT rebid	
2♥		5		8 playing tricks; 15+HCP	2♠ Neg; 2NT +ve in ♠s. 3♥ - 4♥ support +ve	2♥ - 2♠; 2NT balanced	
2♠		5		8 playing tricks; 15+HCP	2NT negative; 3 suit +ve; 3♠ - 4♠ support +ve		
2NT				22/23 Balanced	3♣ Puppet, 3♦/♥ Transfers; 3♠ minor(s)		
					4m/M mild slam try cipher major/minor		
3♣		6		2/4 good suit 8-11HCP	new suit F1; 4♦ - 4♠ control asking that suit	Next suit no control etc	
3♦		6		2/4 good suit 8-11HCP	new suit F1; 4♣ - 4♠ control asking that suit		
3♥		6		Sound in 2 nd position	new suit F1; 4♣ - 4♠ control ask		
3♠		6		Sound in 2 nd position	new suit F1; 4♣/4♦ control ask		
3NT	X			Solid minor <K outside	4♣ pass/convert; 4♦ singleton ask		
4♣	X	0		Good 4♥ opening	Typically a solid suit or semi solid + outside A	4♦ slam try	
4♦	X	0		Good 4♠ opening	Typically a solid suit or semi solid + outside A	4♥ slam try	
4♥		6		Less strength than 4♣	New suit is control ask		
4♠		6		Less strength than 4♦	New suit is control ask		
4NT				Specific Ace ask			
5♣						HIGH LEVEL BIDDING	
5♦						KCB14/30; Double KCB where two suits are supported	
5♥						We reverse the meaning of X and pass in forcing high level auctions	
5♠						Cue style: first or second round controls up the line or require cue in suit above	

1 Transfer Responses to 1♣ Opening

- 1♦ 4+HCP, 4+ Hearts [rarely 3]
 1♥ 3 cards specifically, any strength
 Then
 2♦ by responder artificial game try+
 2♥ 6-8 5 cards
 3♥ 9-11 5 cards
 1♠ 4+ cards, 4+ clubs, not 3 hearts any strength
 1NT 11-13(14) less than 3 hearts
 Then
 2♦ by responder artificial relay; invitational plus
 2♣ Natural 6(5)+ cards less than 3 hearts
 2♦ Reverse 15+ less than 3 hearts
 2♥ Four cards, 11-13HCP
 2♠ single, four hearts, raise to 3♥
 2NT 17-19; denies 3 hearts in principle
 3♣ Natural invitational
 3♦ single, limit raise in hearts
 3♥ 16–18 balanced limit raise
 3♠/4♦ Splinters; game values
 4♥ 19 balanced
- 1♥ 4+HCP; 4+ Spades [rarely 3]
 Responses analogous to above
- 1♠ 6+HCP; 4+ Diamonds
 1NT 11-13 balanced <4 diamonds
 Then
 2♣ artificial relay; invitational+
 2M Natural reverse GF
 2♣ 6(5) cards
 2♦ 4 cards or 3 cards with singleton
 Then 2M may be 3 cards
 2M Reverse 15+HCP
 Then 2♠/2NT less than 9 HCP
 3♦ Limit Raise
 3M Singleton; 4 card support

3 1♠ Response to a 1♥ Opening

Shows either: -
 5-12 Balanced or quasi-balanced; may have 3 card support if 5-7HCP
 Balanced limit raise to 3/4♥ or Mini-splinter
 Opener may rebid a three-card minor with 4-5-(3-1)
 Weak long minor

1NT Response to 1♠

Shows similar hand types to the above

4 2♣ Response to 1NT

Can show raise to 2NT without major.
 Generally constructive although may be weak with both majors.
 When followed with 3♣/♦ is game forcing and may not have major.

5 2♠ Response to 1NT

15+ balanced or 4-4-4-1
 Opener shows a 5/6 card suit, bids 2NT with any 4-4, 3NT with 4-3-3-3 non-maximum and 4 suit with 4-3-3-3 maximum.

6 2NT Response to 1NT

Demands 3♣ from opener and then shows either: -
 weak minor to play 3m
 3♥/3♠ show 5+ - 4+ minors singleton bid major
 3NT 2-2-(5-4) mild slam try
 4♣/♦ is a one-suited slam try in that minor.
 4♥/♠ voids, both minors
 4NT 2-2-(5-4) slam try

7 2NT in Competitive Situations

Will generally show a hand that wishes to compete rather than invite game.
 E.g. 1♦ - [1♠] - 2♥(nf) - [2♠]; 2NT demands 3♣ from responder and opener then bids 3♦ or 3♥ to play. (an immediate 3♦ or 3♥ would be invitational.)
 After we open 1NT and they intervene, 2NT may also show various strong hand types.

After Intervention

1♣ [P] 1♦ [X]
XX
ignored 4 cards in diamonds to 2 top honours Otherwise

1♣ [P] 1♦ [1♥]
X
Three card support

1♣ [P] 1♦ [suit]
X
17+ Balanced

1a Facing Passed Hand

Opener with complete minimum (8 losers) may not jump support with 4 cards in responder's suit.

2 Inverted Minor Raises

1♣ 2♣ 4+(5) clubs; 11(10) HCP Forcing to 2NT
2♦ Relay 11-13(14)HCP Then
2♥ Artificial GF Relay; Opener describes distribution
2♠ GF natural
2NT/3♣ Non forcing

1♦ 2♦ 4+ card support; 10+HCP Forcing to 2NT
2♥ Relay 11-13(14)HCP. Then
2♠ Artificial GF Relay; Opener describes distribution
2NT/3♦ Non forcing

1♦ 2♣ 4+ clubs; 11+HCP
2♦ Relay 11-13(14)HCP Then
2♥ Artificial GF Relay; Opener describes distribution
2♠ GF natural
2NT/3♣/♦ Non forcing

8 1♣ Opening is Overcalled by 1♦/1♥

1♦ X = 4+ hearts
1♥ = 4+ spades
1♠ = balanced, no ♦ stop

1♥ X = 4+ spades
1♠ = balanced; no stop; may be 4+ clubs or 4 diamonds

Opener's re-bids analogous to '1' above.

9 Defence to 1NT Overcall

1 any – [1NT] - 2♣ one-suited; may be constructive raise.
1m - [1NT] - 2♦ both majors
2M 5M – 4+ either m
1M - 1NT - 2♦ 5 other M, 4+ diamonds
2 other M 5 other M; 4+ clubs

10 Opponents overcall our 1NT

System off after penalty X

X of natural 2 level bid t/o 5-7 or strong

X of artificial 2♣ Stayman

Cue = 4oM[s] and no stop

3NT = stop without 4 oM[s]

2NT = to play 3 of suit below overcall or GF with stop + oM or neither stop nor oM or 6m+ with 4 oM

Over 2 or 3 suit 4m = transfer with slam hope

11 Jump over call of 4♣/4♦

Jump overcall of 4♣/4♦ over a 1 level or 2 level opening bid shows a strong 4 bid in the cypher major

Does not apply to cypher of 1M nor after any GF 2 level opening bid