

W B F CONVENTION CARD
CATEGORY: i.e. <u>Green</u> / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Avi Kalish – Nir Grinberg 31/12/2020 EVENT (<u>Open</u> /Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural. 2/1= GF.
1♣=2+, 1♦=4+ , 1M=5+ (4 possible 3 rd 4 th).
2♣=strong, 2♦= weak M or 20-22 NT, 2Major=5M&4+ m
2NT=5+&5+ minors 6-10P.
1X – 1NT = up to 11P.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. 1X – jump to 2suit = 6c 0– 5P. (Only 1♣ - 2♦ = 5♠&4♥)
2. 2♦ =weak (5 – 10 P) one major (NV may have 5 cards). Or 20 – 22 NT
3. 2M = 5+M & 4+m. Non VUL (4 – 10). VUL 6 – 10.
4. 2NT=5+&5+ minors.
5. P/C bids, and X to ask clarification when partner has 2 possible hand types.
6. 2♣ responses to 1M GF, 2+ cards.
SPECIAL FORCING PASS SEQUENCES
According to history of bidding and vulnerability.
IMPORTANT NOTES
3 rd seat opening : NV 9+P.
Competition agreements – See notes
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		2+ cards 11- 21.	1NT =6-11 P, 2♣=Inverted, 2♦=5♥&4♠ 6-9P. 2M=0-5 P, 2NT=12-15P, 3♣= 4-6(-) P. 3X=Splinter, 3NT=16-17P	1♣-1X-2♣ =6+♣. XYZ after 1NT rebid. transfers after 2NT rebid.1♣ – 1M – 4♣=18-19P & 4 cards in M. 1♣–1M-2♣-Relay=GF.	
1♦		4		4+ cards 11- 21.	1NT =6-11 P, 2♣=5+♣ GF, 2♦= Inverted, 2M=0-5 P, 2NT=12-15P, 3♣= 7-10P ♦ fit, 3X=Splinter, 3NT=16-17P	1♦-1X-2♦ =6+♦ XYZ after 1NT rebid. Transfers after 2NT rebid. 1♦- 1M– 4♦ = 18-19P & 4 cards in M. 1♦–1M-2♦-Relay=GF.	
1♥		5		5+ cards 11- 21	2m/1 GF. 2♣= 2+, 2♦= 5+, 2♠=0-5 2N=Bergen (can have short suit), 3m=Bergen (3♣=6-9P 4M or 10-11P 3M). 3♥=0-5P, 3♠=4♥ 8-10 P short suit. 3NT=3♥-4-3-3 13-15P, 4m= void 11+ P.	XYZ after 1NT rebid. Transfers after 2NT rebid.	1♥-(X)-2NT/3♣/3♦=Bergen. After Pass 2♣ by RS=Drury (may have 8-9P with 4M).
1♠		5		5+ cards 11- 21	2/1 GF. 2♣= 2+. 2♦/2♥= 5+. 2N=Bergen. 3m=Bergen. 3♥=4♠ 8-10 P short suit. . 3♠=0-5 P., 3NT=3♠-4-3-3 13-15P, 4m= void 11+ P	XYZ after 1NT rebid. Transfers after 2NT rebid.	1♠-(X)-2NT/3♣/3♦=Bergen. After pass 2♣ by RS=Drury (may have 8-9P with 4M).
INT				14+ - 17. May have 5422, 6322, singleton honor.	4 way Transfers,2♠=♣, 2NT=♦. puppet, 3♦=5+ both minors GF. 3♥/♠=minors 5-4 and short ♥/♠. After 1NT - 2♠/2NT OB accept with A or K.	1NT-2♣-2♦/2♥-2♠ = 5♠ GI. 1NT-Transfer-accept-See note O4. 1NT-2♦-2♥-2♠ = 5♥ GI.. 1NT-3♦-3♥(ask)-3♠/3NT= short ♠/♥.	
2♣		0		Bal 23+P. Non Bal 4 or less losers.	2♦=5+P, 2♥=0-4P, 2♠/3m=8+P, 5/6+c. 2NT=8+p with 5+♥. 3M=QJTxxxxx, weak.	2♣-2♦-2♥ = 5+♥ or 25+P Bal. 2♠= relay and then 2NT =25+P Bal.. 2♣-2♥-2NT=GF.	2♣ (2/3 suit bid) X = 0-4P. 2♣ (4+ suit bid) X = short suit.
2♦		5		weak (6/7– 10 P) one major or 20-22 P Bal.	2♥/2♠=P/C then repeat 3M=Inv,2NT=ask, 3m=Nat 1RF. 3♥=P/C 3♠=♠ GF. 4♥/4♠=Nat.	2♦-2♠-3m=m Honor, 2♦-2NT-3♠=♥ max,3♦=♠ max 3M=M Min, 3NT=20-22P.	2♦-(2M/3M)-X = P/C. 2♦-(3m)-X=Penalty, 2♦-(X)-XX=bid 2♥.
2♥		5		5+♥ & 4+m (6 – 10P) NV. VUL (7+ – 10) and 5+m	2♠=TP, 2NT ask for suit & strength. 3♣=P/C. 3♦=♠ GF, 3♠=♠ GI, 4m=P/C.	2♥-2NT-3♣/3♦=Min. 3♥/3♠=♣/♦ Max	2♥-(3m)-X = P/C.
2♠		5		5+♠ & 4+m (6 – 10P) NV. VUL (7+ – 10) and 5+m	2NT ask for suit & strength.3♣=P/C. 3♦=♥ SO or ♥ GF, 3♥=♥ GI, 4m=P/C.	2♠-2NT-3♣/3♦=Min. 3♥/3♠=♣/♦ Max	2♠-(3m)-X = P/C.
2NT				6-10P 5+ Both minors	3m/4m=To play, 3♥=♥ GF or m GI. 3♠=♠ GF or m GF. 4m=Preempt	2NT-3♥: 3♠=2♥&Min 3NT=Deny 2♥ 4m=6+6. 2NT-3♠: 3NT=Deny 2♠.	
3♣		6		Wide range. Vul dependent.	3X Suit = 1RF, 4♦=KC for ♣.		
3♦		6		Wide range. Vul dependent.	3X Suit = 1RF, 4♣=KC for partner's suit.		
3♥		6		Wide range. Vul dependent.	3♠ = 1RF, 4♣= KC for partner's suit.		
3♠		6		Wide range. Vul dependent.	4♣= KC for partner's suit.		
3NT		7		Gambling. Max Q outside.	4C=P/C, 4D=ask short suit, 4M=Natural. 4NT=SI.		
4♣		7		Long ♥ 8.5 Playing tricks.	4♦=Relay - Slammish asking for short suit.	After RS relay OB bid short suit or 4♥=Min.	
4♦		7		Long ♠ 8.5 Playing tricks.	4♥=Relay - Slammish asking for short suit.	After RS relay OB bid short suit or 4♠=Min.	
4♥/4♠		7		Natural. Up to 5 Losers	4NT=KCB, Suit=CAB.		
4NT				11-12 minors	Pick a minor.	HIGH LEVEL BIDDING	
5minor		7		Natural		KC ask by 4NT. 1430 responses. 5NT=1/3KC+void, 6♣=2/4KC+void No Q trumps. 6♦=2/4KC+void+Q trumps Next step ask for Q of trumps. DOPI, ROPI.	
5Major		7		Asking for AK-Major		Jump t over game level=Exclusion KC. when passing 4NT with a fit 5NT=KC. With a known 8+ cards Major fit we play Non serious 3NT. Cue bid = 1/2 control, Last train CB (only with 1 suit below trumps). 5NT usually=pick a slam.	
						In response to partner natural NT 4♠=pick a slam. 4NT=standard slam Inv.	

We open the bidding Notes

Note O1: known 8+ Major fit

1M – 2M Relay by OB shows any short suit, RS ask for short suit with another relay. Any other trial by OB show long 3+ suit. 1♥ - 2♥ - 2NT is trial bid in ♠. RS accept with A or K or 2 Honors.

When GF we play 3NT is Non serious but not complete minimum.

Note O2: Possible 7 cards Major fit

After 1X – 1M – 2M it is possible to have only 4-3 fit. Relay by RS ask. OB:

- A. Bid 3m with 5m + Min + 3 cards in Major. NF.
- B. Bid 3M with Min and 4 M fit. NF.
- C. Jump to 4X with Max and 4M fit.
- D. Other two bids below 3M show 3M fit, Max and the singleton. 1RF.

Note O3: 1X – 1Y – NT rebid

1X – 1Y – 1NT may be with singleton in RS Y. RS can bid:

2♣=Transfer to 2♦. Later RS may pass or invite. 1X – 1M – 1NT - 2♣ - 2♦ - 2M=6 cards Major weak GI. 3M after 2♦=6 cards Major Good GI.

1X – 1M – 1NT - 2♣ - 2♦ - 2NT=4/5 cards Major GI.

2NT = Either ♣ suit or 5M&4 cards in OB minor. later RS can show 3 card suit., Any immediate 3X including 4th suit is strong with at least 5 cards in the new suit.

After 1X – 1Y – 2NT we play transfers with 3♠ showing ♣ suit. Ex: 1♣ - 1♥ - 2NT - 3♥ = 4♠ & 4♥.

Note O4: Continuations after 1NT - Major transfer and acceptance (1NT - 2♦ - 2♥ or 1NT - 2♥ - 2♠)

1NT - 2♦ - 2♥ - 2♠ = game invitation with 5♥

2nd bid by RS from 2NT to 3♥ is another transfer.

1NT - 2♦ - 2♥ - 3♥ and 1NT - 2♥ - 2♠ - 3♠ are natural invitation with 6 cards major.

1NT - 2♦ - 2♥ - 3♦ and 1NT - 2♥ - 2♠ - 3♥ ask OB to bid 3M with at least 2 Honours in M.

Note O5: Continuations after 1NT (strong X) - ?

pass by RS is forcing to XX and then RS can pass for penalty or bid a suit with 4-3-3-3 or two suits.

Other bids by RS starting from XX are if they open strong 1NT and we enter 2nd hand.

Note O6: Continuations after 1NT - (P) - 2♣ - (Dbl)

Here we need to show or deny a stopper but we also want to sometimes play 2♣ with a XX. So OB continue:

XX 4+♣, suggests TP 2♣-XX. (R bids = sys on except 2♦=stayman).

Pass ♣ stopper. R bids = sys on except: XX=at least Hxx in ♣ suggest TP 2♣-XX, 2♦=stayman.

Other Sys-On, no ♣ stopper.

Note O7: Continuations after 2♦ - 2M – 2NT (20 – 22 Bal)

3♣ = Puppet. After 3♦ (Deny 5M) RS bid 3♥ with 4♠ or no Majors, 3♠ with 4♥, 3NT with both Majors.

After 2NT(20-22) - 3♣ - 3X – 4m = Long 5+m slammish.

3♦ = Transfer to ♥.

3♥ = Transfer to ♠.

3♠ = Both minors.

3NT = Natural.

4♣ = Gerber. 4♦/4♥ = Transfer. 4♠=pick a slam. 4NT = standard invitation.

Note O8: Continuations after 1M - 2NT

3♣ = Any 11 – 14 P hand. RS can show a short suit or bid 3M asking and then OB can show short suit or 3NT balanced.

New suit = 15+ P & exactly 4 card suit (3 original Major = 4♣). RS can check with a relay and OB show his singleton or bid NT.

3NT = 18-19 P Balanced

Note O9: Continuations after Reverse

Reverse is not GF. 1♣ - 1M - 2♦ may have 3 cards in ♦.

After a reverse:

- A. R lowest new suit bid or 2NT is either Weak or Slammish. If OB returns to his original suit at a minimum level it is NF.
- B. R repeating his Major is 5+ cards, 1RF.
- C. Any other bid is GF.
- D. Jump to OB minor at the 4m level is slammish. (Like any 4m fit bid except when OB denied 4th suit stopper).

Note O10: Continuations after we open 1♦/1M (but not 1♣) and next hand opponent jump to 3 of a new suit

We play two special agreements:

- A. - An immediate bid of opponent's suit at the 4 level = Fit with O. splinter of opponents suit, 13 or more Points.
- 4♣ = fit with O At least two cards of opponents suit, 13 or more Points. (Exception when opponent jump to 3♣).
 - 4♦ = if we opened 1Major and opponent jump to 3♣ = Fit with O. At least two cards of opponents ♣ suit, 13 or more Points.
- B. After Responder negative Dbl promising 10+ P Opener 3Major 2nd round bid is 1RF. Ex: 1♣ - (3♦) – dbl – (P) – 3♥/3♠ = 1RF.
Then Responder 3NT bid ask Opener to pass only with a sure stopper of opponent suit.

Note O11: Continuations after 2♣ - 2♦

A. R should bid naturally and not bid a suit at the 2 or 3 level without length in the suit. This means R will need to bid many NT bids. So:

Bidding after 2♣ - 2♦ - 2♥

R could bid 2♠ asking O to clarify his hand ♥ or very strong NT.

R could show a suit (even 3♠) with 6+ card suit.

Bidding NT Over 2♣ - 2♦ - 2♠

2NT by R just describe his hand type. Strength unknown.

Bidding NT Over 2♣ - 2♦ - 3m or any time O bid a suit at the 3 level and no fit has been found before

3NT by R describe 5 – 8(-) P.

4NT by R describe 8(+) – 9 P.

5NT by R is forcing to slam and ask to pick a slam.

Showing a fit for O Major when O bid 3M

Any time O bid 3M R can support to 4M with a MIN hand or bid cue bid with a fit and 1/2 control.

Competitive Notes

Note C1: Power Dbl (PD) in competition

In competition many strong hands start with a Dbl. Many bids other than Dbl are limited in strength. Dbl may be standard or the start of Showing a strong hand. We also play support Dbl.

Note C2: Overcall

1 Level overcall = 8 – 17P.

2/3 Level overcall 11 – 17P & good suit.

After these overcalls AD continue: Cue bid = fit 10+P (90%) or strong 15+ P, Non jump change of suit = NF, Jump change of suit = 6+ cards & about 12 – 14P. GI. **1NT=9-13(-) P, Jump to 2NT=13(+)-14 P, 3NT=15+ P.**

(3X) 3NT = 15 – 24P.

After 3NT overcall: 4♣=Baron, 4♦/4♥=Transfer, 4♠=14+P slam invitation (OV treat the bid as 14-15P), 4NT=11(+) – 13P.

(2X) 4m = **At least 5-5 Other major or unknown major & the bid minor. 16+ P. After (2D=weak D) – 4♣ - 4♥/4♠=P/C.**

(3m) 4m = Majors. (3m) 4♦ = Any Major + other minor. 16+ P.

(3M) 4m = OM+m 5+ & 5+. 16+ P.

(Preempt) - ? A. Generally when opponent start with preempt we immediately bid the suit when we have one suit hand!

B. X and then a suit bid shows at least 4+ cards in other suit. [Right game before slam].

Note C3: Continuations after they open strong 1♣/2♣ or 1NT and we show one sequential suit or two next suits Ex (1NT) - 2♣

Definitions:

O = Opening bidder 1st opponent. . R = Responder 2nd opponent.

OV = 1st partner who showed sequential one suit or next two suits. AD = 2nd partner.

General principles:

1. OV shows sequential one suit (5+ cards) or next two suits (at least 5-4 cards). If they open weak <14 1NT then OV shows about 11+ P.
2. AD should try to bid as high as he can. Jumping in one of OV suits is P/C but not invitational.
Ex: After (strong 1♣) – dbl – (P) - ? AD should jump to 3♦ = P/C with ♠xx ♥QTxx ♦Kxxx ♣xxx NV VS. VUL.
3. AD passing or bidding 4th not possible OV suit is natural and NF. AD jumping to 4th not possible OV suit is natural invitation and NF.
4. When AD wants to suggest game he can bid lowest NT asking about distribution and strength.

OV with a Minimum bid his sequential suit or the lower of his two suits. Ex: (1NT) - 2♣ - (P) – 2NT = ask
(P) - 3♦ = Min with ♦ or 3♥ Min with ♠+♥

OV with a maximum bid his 4th not possible suit or the higher of his two suits. Ex: (1NT) - 2♣ - (P) – 2NT = ask
(P) - 3♣ = Max with ♦ or 3♠ Max with ♠+♥

5. Finding the best escape when opponents show strength:

5.1 Advancer options:

- a. Advancer can pass OV not possible suit showing he wants to play this suit.
Ex: (1NT) - 2♣ - (Dbl) – Pass.
- b. Advancer can bid one of OV possible suits as P/C.
- c. Advancer can ReDbl showing he has an independent suit. OV should bid next suit and AD passes or shows his suit.
Ex: (1NT) - 2♣ - (Dbl) – ReDbl.
(P) - 2♦ - (Dbl) - 2♥ = I have my own ♥ suit.

5.2 Overcaller options:

- a. Overcaller can bid the lower of his two suits showing preference for his lower suit.

Ex: (1NT) - 2♣ - (Dbl) – 2♦=P/C

(Dbl) - 2♥=I have ♠+♥ with no preference or ♥ preference.

- b. Overcaller can ReDbl showing preference for his higher suit.

Ex: (1NT) - 2♣ - (Dbl) – 2♦=P/C

(Dbl) - ReDbl=I have ♠+♥ with ♠ preference.

Note C4: Transfers at the 1 level – after 1♦ & 1♥ overcalls

After 1♦ & 1♥ overcalls we play Transfers at the 1 level starting from Dbl. See next:

1♣ - (1♦) - ? Dbl = 4+♥, 1♥ = 4+♠, 1♠ = No Majors & no ♦ stopper. 1NT = No Majors & ♦ stopper. 7 - 10P.

1m - (1♥) - ? Dbl = 4+♠, 1♠ = Negative Dbl < 4♠, 1NT = < 4♠ & ♥ stopper. 7 - 10P.

Note C5: Switch at the 2 level – after 1♠ & 2♣ overcalls

After 1♠ & 2♣ overcalls we play switch at the 2 level. See next:

Ex: 1♣ - (1♠) - ? Dbl = Negative. Mostly 4+♥, 2♦ = 5+♥, 10+ P, 2♥ = 5+♦, 10+ P.

Ex: 1♠ - (2♣) - ? Dbl = Negative. Mostly 4+♥, 2♦ = 5+♥, 10+ P, 2♥ = 5+♦, 10+ P.

Ex: 1♦ - (2♣) - ? Dbl = Negative. Mostly 4+M, 2♥ = 5+♠, 10+ P, 2♠ = 5+♥, 10+ P.

After a switch to ♥ OB can bid:

2♥ = 2 or 3 cards in ♥ Minimum.

3♥ = 3+ cards in ♥ GI but deny minimum.

Note C6: miscellaneous

1m - (1NT) - ?

2♣=Majors. 2♦=1 Major. 2M=5M & 5 any minor.

1X - (1NT) – Dbl – (suit bid)

Dbl by any partner shows at most a doubleton in their suit.

NOTES TO CONSIDER PLAYING

Note X: Continuations after our 1suit (X)

1♣ - (X) - ? XX=♦ 6+, 1♦=♥ 6+, 1♥=♠ 6+, 1♠=Bal 7-11, 1NT=♣ 7+P, 2♣=♣ 4 – 7P, 2♦/2M=♦/M 0 – 5 WJS, 2NT=5+♣ & GI+,
3♣=5+♣ 4-7, 3♦/3♥/3♠=7c PRE, 3NT=Nat.

1♦ - (X) - ? XX=♥ 6+, 1♥=♠ 6+, 1♠=Bal 7-11, 1NT=♣ 6+, 2♣=4♦ 7+, 2♦=4♦ 4-7P, 2M=0 – 5 WJS, 2NT=4+♦ & GI+, 3♣=4+♦ 7 – 9,
3♦=5+♦ 4-7, 3♥/♠=7♥/7♠ 7c PRE, 3NT=Nat

1♥ - (X) - ? XX=♠ 6+, , 1♠=Bal 7-11, 1NT=♣ 6+, 2♣=♦ 6+, 2♦=♥ 7+, 2♥=3♥ 4-7, 2♠=♠ 0 – 5 WJS, 2NT=4+♥ GI+, 3♣=4+♥ 7 – 9,
3♦/3♥/3♠=7c PRE, 3NT=Nat.

1♠ - (X) - ? XX = Bal 7-11. Rest the same logic as after 1♥ - (X).