

W B F CONVENTION CARD	
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS:	Adrian Eastwood & Kay Robertson Sept 2021
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card majors, better minor (min 3 cards)	
Benji Twos	
INT: 12-14 (may include 5-card major)	
Non-Promissory Stayman	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
INT doubled by opposition - 2♣/2♦/2♥ = TRF	
Fourth suit forcing	
PSYCHICS:	

opening	Artificial	Min no of cards	Neg Double thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	3		10-19 HCP No 5-card major	Bid 4+card Maj (♥ before ♠) in preference to 4+♦ suit, 1NT denies 4 card major New suit double jump is pre-empt – 7+ cards 2NT=10-12 Bal, no 4-card major suit	If ♣ agreed at 3 level or below, unbid major = NT probe, showing stopper	
1♦	Yes	3		10-19 HCP	Bid 4+ card Major (♥ before ♠) INT denies 4 card major, can be <6 pts Pass = 4+♦, <6 points. 2NT=10-12 Bal, no 4 card major suit New suit double jump is pre-empt – 7+ cards	If ♦ agreed at 3 level or below, unbid major = NT probe, showing stopper	
1♥		5		10-19 HCP	Limit raises; Splinters; Jacoby 2NT Single jump in new suit is game forcing showing 5 cards in bid suit, 4 cards in partners suit 2NT=10-12 balanced if passed hand	1♥-2♥-3X=shortage in X, invitational	Fit Jumps
1♠		5		10-19 HCP	As for 1♥	1♠-2♠-3X=shortage in X, invitational	Fit jumps
1NT				12-14 No 6 card suit No 5/4 in 2 suits No singletons or voids	2♣=Non-Promissory Stayman; 2♦, 2♥, 2♠, 3♣=TRF; 2NT=Invitational; 4♣=Gerber, 4NT = quantitative	Escape from 1NT-X : RDL/2♣/2♦/2♥ = TRF 1NT-P-P-X-P-P-RDL promises 5 card suit then 2♣ is pass or correct; 1NT-P-P-X-P-P-2x=lower of two 4 card suits – pass with 3+cards, or bid next suit up, -then pass or correct to other 4 card suit 1NT-2♣-2NT shows both majors	
2♣	Yes			21-22 Bal or 8 pl tr	2♦=negative (<AK or 8 pts); 2NT=10+ BAL		
2♦	Yes	6		23+ or Game Force	2♥=negative (<AK or 8 pts);	2♦-2x-2NT = 23/24 balanced	
2♥		6		5-10 HCP	Minimum bid in new suit is escape to safer contract 2NT=OGUST (describe strength and suit)	2♥/2♠-2NT: 3♣=Min, poor suit; 3♦=Min, good suit; 3♥=Good pts, poor suit; 3♥=Good pts, good suit	
2♠		6		5-10 HCP			
2NT				19-20 Bal	3♣=Non Promissory Stayman; 3♦/3♥=TRF; 3♠= 5 card minor, singleton or void , no 4 card major	2NT-3♠-3NT =T/P; 2NT-3♠-4♣ =either minor: 2NT-3♠-4♦=strong pref for ♦	
3♣		7			3NT = to play; 2+ cards in bid suit Raise = 1+ trumps; game or preemptive sacrifice	HIGH LEVEL BIDDING	
3♦		7				1430 Keycard Blackwood (DOPI/ROPI)	
3♥		7				Cue Bidding	
3♠		7				Rolling Gerber: Next suit after response asks for Kings. If next suit = trumps bid 1 more up to ask for Kings	
3NT	Yes			Gambling			
4X		8		Pre-emptive			
4NT	Yes			Specific Ace asking	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5 minor		8		Pre-emptive			