

W B F CONVENTION CARD	
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Benson/Diamond 10 EVENT	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
15-17 NT	
5 CARD MAJORS: 2 over 1 G.F.	
3 x weak twos	
Michaels / ghestem	
5 CARD STAYMAN	
Good/bad 2nt	
Drury-2c=3card support, 3d=4card suppot	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1 CLUB can be 2 cards	
4 th suit forcing to 4any	
standard attitude and standard count	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: RARE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4D	10-21HCP	.INV MINORS	CHECKBACK after 1nt/2nt rebid 2c=n/f, 2d=GF	Fit jumps,Fit non jumps
1♦		4	4D	10-21 HCP	AS CLUBS		
1♥		5	4D	10-21 HCP	Limit raises,2nt jacyby 4card support,11+with shortage OR 15+ no shortage 4any=splinter 8-11 3nt jacyby 11-15 no shortage	3C=15+ and asks for shortage 3D,3S,4C=shortage(less than 16) 3h=good suit,no shortage(less than 16) 3nt poor suit,no shortage(less than 16) 4h=to play(min)	Bid shortage=3d,3s,4c(11+) or 3H=good suit(15+) or 3nt=poor suit (15+) Drury-2c=3card, 2d=4card
1♠		5	4D	10-21HCP	As Hearts		
INT		0	4D	15-17	2c=5card s/man; 2D,H,S,NT=T/FER	Break to3M with 4 cards min Break to other with Kx,Ax and max	1nt-x-xx(has 5card suit-bid 2cl) 1nt-x(2any is suit bid and 1 higher 4cards)
					3ANY=6cards+msi	Break with Hxx if minor	
2♣		0	4D	23+HCP or any GF hand	2D waiting, 2H neg, 2NT==positive with H	2NT rebid=23/24 system on	
2♦		6		5-10	2NT asks	3C=min pts and bad suit	
						3D=min pts and good suit	
2♥		6		5-10	2NT asks	3H=max pts and bad suit	
						3S=max pts and good suit	
2♠		6		5-10	2NTasks	3NT=AKQxxx	
2NT				20-22	3c=5card s/m 3D/H=t/fer 3S=minor s/man 4+ in both minors 4 any is 6cards with slam int	Break to 3nt with 2,with 4+max bid source With 4 and min bid 4H/S,with 3 bid 3H/S 4C/D is keycard in suit bid 3nt=no interest (then 4nt is quantitive)	
3♣		6		5-10			
3♦		6		5-10			
3♥		6		5-10			
3♠		6		5-10			
3NT				Solid 7 card minor	4C=P/C or 4 MAJ=cue bid(known minor)		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT				Specific ace ask	5C=none, 5D/5H/5S/6C shows that ace 5NT shows 2 aces		
5♣				Nat pre-empt		HIGH LEVEL BIDDING	
5♦				Nat pre-empt		1430 keycard	
5♥						DOPI--ROPI	
5♠						After 4nt(k/c) -5 any	
						5nt guarantees all controls and q trumps---bid specific king or 6nt with 2	