

W B F CONVENTION CARD
CATEGORY: Open
NCBO: CBAI
PLAYERS:
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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing
1C =clubs or balanced
1D=natural, unbalanced
Third in hand openings are wide ranging and can be light with a good suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer rebids after 1D (P) 1M
SPECIAL FORCING PASS SEQUENCES
When we're in a GF. When we bid game constructively.
IMPORTANT NOTES
PSYCHICS: Rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	5S	Clubs or a balanced hand		Support X, XX.	New suit F1, Support X/XX of 1M if we can still play 2M
1♦		4	5S	4+diamonds unbalanced	Natural	Transfer rebids after 1D (P) 1M	“
1♥/♠		5	5S	5 cards in 1/2/4 seat, can be good 4 in third seat	2m=nat GF. 1H2S or 1S/3H=3 card limit. Single raise 3 card 6-9, jump raise weak, 3C/D=4 card raise 10-11/7-9. 2N 4 card support GF		2C/2D by passed hand is 9+ with 3 or 4 card support
INT			4S	15-17 (good 14 possible usually with 5 card suit)	Stayman, 4suit transfers. 3m=55 minors inv/GF 3H 3=1=(4-5) GF; 3S 1=3=(4-5) GF	Break M transfer with good support. Accept m transfer with fit.	
2♣	x			22+ balanced or any GF	2D=any hand without a good suit 2H/2S=KQxxx or better 2N=diamond positive 3C= club positive 3D=weak with D	If opener rebids a suit, next suit up shows misfit with <6 points	After overcall, X=penalty Direct suit bid weak. Pass and pull strong.
2♦		5		3-10 HCP	2M constructive NF; 3new= F	Over 2N show feature if good. 4new=65	After overcall, X penalty
					2N=forcing enquiry		
2♥		5		3-10 HCP	2S constructive, 3new suit F1. 2N ask	Over 2N show feature if good. 4new=65	After overcall, X penalty
2♠		5		3-10 HCP	New suit F1. 2N ask	Over 2N show feature if good. 4new=65	After overcall, X penalty
2NT				20-21	Baron, transfers, 3S minor ask, Gerber		
3♣		6		Preempt	New suit F1	-	
3♦		6		Preempt	New suit F1		
3♥/♠		6		Preempt	New suit F1		
4♣		7					
3NT				Solid minor in 1 or 2 seat. To play in 3 or 4 seat	4C pass/correct. 4D asks singleton. 4M to play 4N asks length	Over 4D, 4H no shortage, then show in steps. Over 4N, 5C=7, 5D=8.	
4♣/♦		7		Usually 7-4 or 8 cards with 3 or fewer controls (A=2 K=1)	4M to play. 4N keycard		
4♥		7					
4♠		7					
4NT					Specific ace ask	5C none 5D/H/S that Ace. 5N=CA. 6C=2Aces	
5♣		7		Preempt	New suit = cue	HIGH LEVEL BIDDING	
5♦		7		Preempt	New suit = cue	RKCB 1430	
5♥		7		11 trick hand missing top 2	Raise with top honour	After interference, X or XX is the first step	
5♠		7		11 trick hand missing top 2	Raise with top honour	When no space to show steps, X shows 1/3 and pass shows 0/2/4	