

<b>W B F CONVENTION CARD</b>
CATEGORY: NCBO: Scotland PLAYERS: M Bateman/J Di Mambro EVENT
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
1♣/♦=3+, 5-card Majors (4 possible 3 <sup>rd</sup> , but with AKQx)
2♦/♥/♠ opening =weak, 2♣=strong
Openings may be done ‘light’ on HCP, but with compensating distribution.
1NT Openings: 15 - 17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1. LEB and T/O NT bids (i.e 2 places to play inference).
<b>SPECIAL FORCING PASS SEQUENCES</b>
After GF established, @ 4-level+, forcing pass is applicable
1♦-X-Pass might be INV+ with ♦ or BAL.
<b>IMPORTANT NOTES</b>
PSYCHICS: light 3 <sup>rd</sup> seat, distrib openings at all times

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	Natural	1D/H/S natural, 4+cards, 1NT natural, balanced 4-9HCP, 2C=5+Clubs 11+HCP, Jump shifts are weak		
					BAL, 1♠/2♣/2♦/2♥=5+ 12+HCP, 2S=4441 shape		
1♦		3	3♠	Natural.	1H/S natural, 4+cards, 1NT natural balanced 4-9HCP, 2C=5+Clubs 11+HCP, 2D = 5+D, 11+HCP, Jump shifts are weak		
1♥		5	3♠	Natural.	1♠= natural, 4+cards, 1NT - 6-11 HCP no 4♥, 2♣ - 4+♣ 10+HCP, 2♦ - 4+♦ 10+HCP, 2♥ / 3♥ - 6-8 HCP 3♥ / 4+♥, 2♠ - 5-8 HCP constructive 6+♠ 2NT – Jacoby raise in ♥ 3♣ - 7-10HCP 4♥, 3♦ 11-12HCP 4♥, 3H=<7HCP 4♥, 3♠=splinter agreeing ♥	Over 1NT: 3♥=10-11 HCP exactly 4♥  Over 2NT: 4♥ is weak with no further interest, 3♥ is strong with slam interest, new suit at 3 level is void / singleton (if repeated shows void), new suit at 4 level is strong second suit	
1♠		5	3♠	Natural.	Same structure as 1♥		
INT		2		Any hand with no singleton's or voids and 15-17HCP	2♣=Stayman, 2♦=Jacoby T/fer, 2H=Jacoby T/fer, 2♠=Range ask, 2NT = T/Fer to 3♣, 3♣=Puppet Stayman GF	Over 2♣: 2♦ = no 4♥ or ♠, 2♥/♠ = 4+♥/♠.  Over 2♦/♥: 2♥/♠ = < 4♥/♠, 2NT=Max no controls, New suit = max with Control, 3♥/♠ = Min, 4+♥/♠  Over 3♣: Refer to 2NT opener	
2♣	√	0		8.5+tricks in suit, General GF or 23+ balanced.	2♦=at least 1 control, 2♥=less than 1 control	Over 2♦/♥, new suit forcing 1R and natural, 2NT = 23+bal (system On per 2NTopener)	
2♦				4-10, 6-7 cards, vul/seat dependent HCP range.	Suit=F1R, 2NT=ASK, raise is pre-empt	Over 2NT: 3♦=minimum no shortage 3♥/♠= shortage (range unknown) 3NT = max no shortage	
2♥		6		As per 2♦	As per 2♦	As per 2♦	
2♠		6		As per 2♦	As per 2♦	As per 2♦	

2NT		2		Any hand with no singleton's or voids and 20-22HCP	3♣=Puppet Stayman, 3♦=Jacoby T/fer, 3H=Jacoby T/fer, 3♠=T/Fer to 4C, 3NT = To play	Over 3♣: 3♦ = no 5♥ or ♠ but has a definite 4 , 2♥/♠ = 5♥/♠.  After 3♣-3♦-? 3NT = no 4♥/♠ 3H = shows 4♥ 3S = shows 4♠  Over 3♦/♥: Breaks with Hxx	
3♣		7		Natural			
3♦		7		Natural			
3♥		7		Natural			
3♠		7		Natural			
3NT	✓	0		Gambling 3NT (Typically long solid minor with no outside Aces, but after P has passed, may be a general punt of any shape)			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	✓			Asking for Specific Aces			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						If opponents intervene over 4NT key-card, then pass - even number of key-cards, Dbl / Rdbl - odd number	
5♥						RKCB 1403	
5♠						Cuebids can be 1st/2nd round controls	
5NT	✓			Asking for Specific Kings			