

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: SERBIA BRIDGE ASSOCIATION PLAYERS: <u>Parezanin</u> Darko and <u>Pepic</u> Selena EVENT (Mixed/Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 5542 opening bids
1NT = (14)15-17hcp, 5M/6m/5-4/singleton
2♣ = 22+ balanced or 19+ unbalanced
2♦ = Ekrens, both majors, at least 5-4, 3-10hcp
2M = weak two, usually six cards, 3-10hcp
2NT = 20-21hcp
4m = Namyats, 7+ cards, good major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT semi-forcing over 1M
Two way check-back, modified Bergen raises, Jacoby support
Walsh, Lebensohl, non-serious 3NT, inverted minors
1m-2♥ = 5♠4+♥ 3-7hcp
1♣-2♦ = one major 3-7hcp
1m-2♠ = 7-10 w/ support
SPECIAL FORCING PASS SEQUENCES
After a redouble meaning strength
After 2/1 bid
When asked for stopper, pass on a double is second round control
IMPORTANT NOTES
May choose to show single A/K as no single
Not strict about hcp ranges
PSYCHICS: rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-21hcp	1 st lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♦=one M, 3-7hcp, 2♥=5♠4+♥ 3-7hcp, 2♠=7-10hcp w/ sup, 3♣=3-7hcp w/ sup	1♣-2♣-2X = stopper 11+hcp 1♣-2♣-3 = splinter 15+hcp	no inv minors after overcall, double; after passed hand 9-11hcp
1♦		4	4♠	11-21hcp	similar	similar	similar
1♥		5	4♠	11-21hcp	1♠=5+hcp nat, 1NT=SF 5-11hcp, new suit on 2 nd lvl = GF, 2♥=8-10hcp sup, 3♣=9-11hcp 4+♥, 3♦=6-8hcp 4+♥, 3♥=0-5hcp 4+♥, 2NT=4+♥ 11+hcp GF, 3♠/4♣/4♦=singleton or void	1♥-2NT-3m=singleton or void 1♥-2NT-4m=good minor, 5cards, 1♥-2NT-3NT=15-17hcp	Jacoby on after double and passed hand bidding as well as modified Bergen
1♠		5	4♥	11-21hcp	similar	similar	similar
INT		-	4♠	(14)15-17hcp	2♣=stayman, 2♦/2♥/2♠/2NT=transfers, 3♣=weak minors NF, 3♦=strong minors, slam-try, 3M=singleton or void, 4♣/4♦=transfers to ♥/♠, 4♥/4♠=exclusion with 5 key cards (minor kings+3 aces)	1NT-2♣-2M-3m-3oM= supp for minor; splinters on	Lebensohl, doubles are mostly takeout
2♣	x	0(F)	-	22+hcp or any GF hand	2♦=0-7hcp or waiting; 2♥/2♠/3♣/3♦=5+cards, 6+hcp	2♣-2NT-3♣(ask)-3♦=mm, 3♥=♣+♥, 3♠=♥+♦	Doubles are takeout
2♦	x	0(SF)	-	majors, at least 5-4	2/3/4M=to play, 3♣=to play, 3♦=invitational with MM	2♦-2NT-3♣=weak 3♦=weak 5-5, 3M=longer M	2♦ in 3 rd position can be 4-4 2♦ in 4 th position can be stronger
2♥		5	-	3-10hcp, constructive in vul	3NT=to play, 2NT=F1	2NT-3♥=weak, other strong	can be light in 3 rd position
				can be light in non-vul	3♥/4♥=to play	with values in that suit	semi-forcing in 4 th position
2♠		5	-	3-10hcp, constructive in vul	similar	similar	similar
				can be light in non-vul			
2NT		-	4♠	20-21hcp	3♣=puppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, usually w/ shortness in major, 4m=minorwood, 4♥/♠=longer ♣/♦ slam-try	2NT-3♠-3NT-4NT=pick a minor, 4M=exclusion	Doubles are takeout
				5M/6m/5-4/singleton	4/5NT=quantitative	4m=minorwood	
3♣		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 rd seat
3NT	x	7	-	solid suit, any	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		can be bad suit in 3 rd /4 th seat NV
				usually no outside A/K			like usual 4♣/4♦ opening bid
4♣	x	7		semi-solid ♥ with outside A/K	4♦=RKCB, 4♥=to play, 4♠=cuebid, 4NT=to play		same in 3 rd and 4 th seat
4♦	x	7		semi-solid ♠ with outside A/K	4♥=RKCB, 4♠=to play, 4NT=to play		same in 3 rd and 4 th seat
4♥		7		pre, can be light in non-vul	4♠=to play, 4NT=RKCB		
4♠		7		pre, can be light in non-vul	4NT=RKCB		
4NT	x	6/6		6-6 in minors, 3-5 losers	5m=to play, 5♥=asking for key cards based on ♣, 5♠ based on ♦		
5♣		7		pre, can be light in non-vul		HIGH LEVEL BIDDING	
5♦		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood	
5♥		8		usually 10-11 tricks		4NT quantitative for 6NT, 5NT quantitative for 7NT	
5♠		8		usually 10-11 tricks		Cuebids up the line 1 st or 2 nd	
						5NT can be pick a slam	
						4m = minorwood in special situations	