

W B F CONVENTION CARD
CATEGORY: Green NCBO: ARGENTINA PLAYERS: Mauricio MACRI – Carlos LUCENA EVENT: Senior dOT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
Semi-F INT
Bergen
RKC 1430
2 way CB even pass hand
NMF
Follow the law
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 M jump in other M 3 c supp limit
SPECIAL FORCING PASS SEQUENCES
When pass is forcing , double is penalties
Pass, then bid over partners double slam inv
IMPORTANT NOTES
PSYCHICS: No

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♦	11 21 natural	Raise 6/9 jump raise 10/11 1NT 6/10 2NT 11/12 M jump weak 3M splinter	2 way CB NMF 4 suit F 1	System on
1♦		4	5♣	Idem 1♣	Same	Same	System on
1♥		5	5♦	4c in 3th position	Jacoby 2NT Bergen Weak raise and jump raise 2/1 FG 1NT 6/11 3NT 13/15 3c supp 2♠ limit 3c supp	Everything nat	2NT 4c supp in comp Drury fit
1♠		5	5♦	Same 1♥	Same	Same	Same
INT				15-17 bal, can have 5cM or 6cm	Stayman 4 suit transfers, 4♣/♦ Texas	SGL over minor trf	Rubensohl modified
2♣				22+ or strong hand	2 diam 0 6 , other nat	2NT 22 24 NF	Over overcall pass 0 to 6
2♦		6		3/11 can have bad suit	2NT relay , new suit F1, raise S/O, 3NT S/O	Over 2 NT rebid min other max w strength there	New suit sgl
2♥		6		Same 2♦	Same	Same	Same
2♠		6		Same 2♦	Same	Same	Same
				Bal 20 21 chav 5 c M	Puppet Stayman , M trf, texas		
2NT							
3♣		7		3 / 11	New suit F1		
3♦		7		3/11	New suit F1		
3♥		7		3/11	New suit F1		
3♠		7		3/11	New suit F1		
3NT							
4♣		8		3/11			
4♦		8		3/11			
4♥		8		3/11			
4♠		8		3/11			
4NT		9		Minor good hand			
5♣		9		Bad hand		HIGH LEVEL BIDDING	
5♦		9		Bad hand		RKCB 1430 DEPO Controls EXC RKCB 1430	
5♥							
5♠							

SUPPLEMENTARY SHEETS

MAURICIO MACRI & CARLOS LUCENA – ARGENTINA

A. CONVENTIONS USED

A.1 XYZ CONVENTION

Applies to all sequences in which opener rebids 1nt (and only in those)

- I. 2♥ or 2♠ (whether it is a new or rebid suit) sign-off, 6-9 HCP.
- II. 2♣: transfer to 2♦ (forced) to pass or to invite to any game:
 - After 2♦, a new suit at 2-level shows 5-4, inv. NF
 - After 2♦, rebidding suit shows 5+ cards, inv. NF
 - After 2♦, a new suit at 3-level shows a 4th major suit and a 5th + minor suit, inv. NF
- III. 2♦: FG Relay with bal or unbal hands. (Over 2♦ bid we use the economic bid response (baron-style))
- IV. Jump shift at 3-level shows 5-5 inv. NF
- V. Jump rebid at 3-level shows 6+ cards inv. NF
- VI. 2nt: transfer to 3♣ (forced) to pass or to show 5-5 FG or 6-card suit FG.

A.2 SUPPORT CONVENTION

2NT relay that requires strength and distribution. Example:

	Opener	Responder
	1♦	1♠
	2♠	2nt
Possible Answers:	3♣	= 3-1-5-4 min. or max.
	3♦	= 3♠-6♦ min. or max.
	3♥	= 3-4-5-1 min. or max.
	3♠	= 4 card support, min.
	3nt	= 4 card support, bal, max.
	4♠	= 4 card support, max.
	4X	= 4 card support, splinter, max.

A.3 NEW MINOR OVER 2NT

3♣ is transfer to 3♦ to show a subminimum hand or 4M and 5/6 m up to 9HCP.

3♦ FG Relay. Baron-style responses. Exceptionally, with 4 cards support, we jump to 4M. With a 6-card m suit, you decide whether 3NT or 4m. 3M shows 6-card suit FG. 3OM shows 5-5 FG.

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A.4 WOLF SIGN-OFF

2NT is a relay that indicates a minimum hand (6-8 HCP) and is a transfer to 3♣ to pass or correct.

A.5 NEW MINOR AFTER REBID

The new minor is 2♦ over 2♣ and 3♣ over 2♦. Any bid that is not new minor is NF.

A.6 MULTI LANDY

2♣ (54c+ ♠&♥) xx

2♦ 6c+ ♠ & ♥

2♥ 5♥+ and 4c+♣/♦

2♠ 5♠+ and 4c+♣/♦

2NT (54c+ ♣&♦) xx

A.7 INTERVENTION OVER OUR 1NT OPENING

Lebensohl / Rubensohl

a) 2-level interference

- Suit at 2-level: sign-off 5+ cards NF
- Suit at 3-level: transfer, 5+ cards suit, 8 + HCP F1
- X: Informative, generally weak, 4-7 HCP
- 3NT: bal hand w/o majors and w/o stopper to the opponents suit
- Transfer to opponents suit: Stayman w/o stopper in the opponents suit
- 3♠: One minor or minors FG
- 2NT: transfer to 3♣ (could be different things)
 - Pass: sign off in ♣
 - A lower suit than the opponents suit: sign off
 - Cue-bid: Stayman with a stopper
 - 3NT: bal w/o M and stopper in the opponents suit

b) If the opponents bid at the 3-level

- New suit: 5+ cards FG
- Informative X: 8+ HCP
- New suit at the 4-level: Nat FG

c) If the opponents bid at the 4-level

- New suit: 5+ cards nat
- Informative X: 8+ HCP

B. LEADS AND SIGNALS

B.1 LEADS VS. NT

- Low card: Suit interest. At least one honor (A, K, Q)
- High card: Second card in the suit, no suit interest.

SUPPLEMENTARY SHEETS

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- Honor leads
 - A:** Holds the K but no long suit: AKx or AKxx. Partner will encourage with a low card and discourage with a high card.
 - K:** AKJxx, KQJx, KQx Partner will unblock the Q if he has it, otherwise he will mark its number of cards.
 - Q:** KQ109 QJ10x QJx Partner will unblock the J if he has it, otherwise he will mark its number.
 - J:** J109x J10x QJ9x Partner will unblock the 10 if he has it, otherwise he will mark its number of cards.
 - 10:** H109 x HJ10x HH109x Promises 1 or 2 higher cards.

MAIN SIGNALS VS. NT

- a) Call Signal
 - High card: I don't want the suit continuation
 - Low card: I want the suit continuation
- b) Count signal
 - High card: odd number of cards
 - Low card: even number of cards
- c) Preference signal
 - Low card: asks for the lowest suit
 - High card asks for the highest suit
 - Middle card asks for the middle suit

SPECIAL SIGNALS VS. NT

- a) Smith's Echo
- b) To Cover or Not to Cover

When dummy has a holding that would raise doubts about whether to play our honor or not, partner indicates what should be done.

 - Low card: play the honor
 - High card: don't play the honor
- c) To unblock or not to unblock

When we want partner to unblock a certain suit to allow us to run the long suit, we must play our honor sequence incorrectly.

B.2 LEADS VS. SUIT CONTRACTS

- High card: even number of cards.
- Low card: odd number of cards.

SIGNALS VS. SUIT CONTRACTS

The same criteria for encouraging, counting and preference apply as described in NT.

C. BIDS THAT MAY REQUIRE DEFENCE

D. DEFENSIVE AND COMPETITIVE BIDDING

SUPPLEMENTARY SHEETS

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D.1 1-LEVEL OVERCALLS

Responses and continuations

a) Responses

- New suit at 1 or 2 level: 9+ HCP, 5+ cards, NF
- 1NT: Bal with a stopper, 9-11 HCP, NF
- 2NT: Bal with a stopper, 12-14 HCP, NF
- 3NT: Bal with a stopper, 15+ HCP, NF
- Cue-bid: 10+ HCP with support or 16+ HCP w/o support F 2 level overcall
- Jump cue-bid: 10+ HCP with super-fit (4+ cards support) F 3 level overcall
- Jump in a new suit: 6+ cards weak
- Jump to the 4 level: Fit showing, support + strength in the bid suit

b) Overcallers continuations

- If the overcaller has less than an opening hand, he will not bid again opposite partner's NF bid. If he has an opening hand, he has to bid again.

D.2 OVERCALLS AT 2-LEVEL OVER A 1 LEVEL OPENING

Conditions

The hand should be: Solid/semisolid suit (Rule of 8), Good ODR 3 or +
Opening strength, could be with less but the partner will treat it as an opening hand.

D.3 OVERCALLS OVER A 2 LEVEL PREEMPT

Conditions

As we have a higher ranked suit than the opponents the condition to overcall is 5+ cards and an opening hand.

D.4 OVERCALLS AT 3 OR 4 LEVEL

Conditions, responses and continuations

Not a minimum opening (about 15+ HCP or shape) Good suit, 5+ cards (Rule of 8).
New suit below game, F1. Cue-bid F1, doesn't guarantees fit

D.5 NT OVERCALLS

1NT: 15-18 System on

2NT: 15-18 System on

3NT: 15-22 Bal or a long minor, system on (the same as 2C)

If there is subsequent intervention the rules of opening interference apply.

E. DOUBLES

E.1 TAKEOUT DOUBLE

- a) Minimum hand 12 to 15 HCP.
- b) Bal hand 18 to 19 HCP.
- c) Bal hand 20 to 21 HCP.
- d) Bal hand 22 + HCP then we cue-bid, then we bid NT.
- e) With a 5 card suit and 16 to 18 HCP, then a suit = NF

SUPPLEMENTARY SHEETS

MAURICIO MACRI & CARLOS LUCENA – ARGENTINA

- f) With a 5 card suit and 19 to 21 HCP, then jump bid = NF
- g) With a 5 card suit and 22+ HCP, then cue-bid and then new suit = FG.

E.3 OPENER'S DOUBLE

At the 1 & 2 levels we play the support double (3 cards of partner's suit).

At the 3 level or higher, the double promises 16 + HCP, any distribution.

E.5 OBAR DOUBLE

When the opponents have demonstrated a fit and move to the 2-level, it is a good strategy to reopen to try to bring them to the 3-level. In these cases, a double (when the bid is ending) can be made with very little (6+HCP).

E.6 GAME INVITATIONAL DOUBLE

When there is no bid at the 3-level to invite to game (and only in those cases), the double is an invitation to 4 of a Major.

E.7 ANTILEAD-DIRECTIONAL DOUBLE

When we have bid a suit and our opponents cue-bid our suit, the player who doubles asks us to make another lead.

E.8 LIGHTNER X

When the opponents arrive to a game or slam with a constructive hand, X shows that there is a lead that could beat the contract and is not the normal lead (don't lead a suit bid by the one who X). The lead suit it is for deduction.

E.9 DOUBT XX

In any situation that we arrive to a game without being sure because of the lack of space/competition, XX shows doubt and possibility of game in other suit.

F. BACK OF CARD

F.1 PREEMPTIVE OPENING IN 3rd SEAT

It can be opened with less cards than level shows and also with more HCP

Example: KQJxxx QJx QJ QJ

If done with fewer cards, we promise at least 3 honors in the suit (AKQ, AQJ, KQJ, AJ10, KJ10 or QJ10)

Responses: New suit = support and singleton

G. OTHERS

H. PREPARED DEFENCES

H.1 DEFENSE AGAINST 1♣ AND 2♣ STRONG

New suit = bidded suit or the two lower suits. (E.g.: 1♣ - 1♥ (♥ suit or a 2-suited hand ♦ + ♣))

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H.2 DEFENSE AGAINST 2-MULTI

- Direct double = a takeout double to a 2♥ opening.
- Pass and subsequent double = a takeout double to a 2♠ opening.
- Double + Double = 17+ HCP, any hand.
- Double + 2NT = ♣ suit and 19 to 21 HCP
- Double + 2-level suit = that suit and 17 to 18 HCP
- Double + 3-level suit = that suit and 19 to 20 HCP
- 2-level suit = 5+ cards of that suit and 13 to 16 HCP
- 3-level suit = 5+ cards of that suit and 15 to 18 HCP
- Jump to 3-level ♠ or ♥ = 16 to 18 6+ cards and good suit
- Jump to 4-level ♠ or ♥ = 19 to 21 6+ cards and good suit
- Jump to 4 ♦ or ♣ = Leaping Michaels ♦/♣ + M

H.3 DEFENSE AGAINST OPPONENT'S 1NT OPENING

- Double = Penalty, sign-off
- 2♣ = 5+ 4+ in majors (♠/♥) 2♦ = asks for the longest suit
- 2♦ = 1 major (♠ or ♥) 2M = pass or correct
- 2♥ = ♥ + m (♦ or ♣) 2♠ = natural, NF
- 2♠ = ♠ + m (♦ or ♣) Same as 2♥
- 2NT = m + m continuation natural
- 3X = Weak long suit (preemptive)
- 4m = m (♦ or ♣) + M (♠ or ♥) strong. M pass or correct

H.4 DEFENSE AGAINST WEAK 1NT (12 to 14 HCP)

Double =	13+ HCP tendency to show a bal or semi-bal hand
2♣ =	Landy, opening values or more
2♦ =	1 major, 13+ HCP
2M =	two-suited with that M and a m 13+ HCP
2NT =	m + m, 13+ HCP
3x =	weak, preemptive
4m (♦ or ♣) =	m + M
4M (♠ or ♥) =	weak, preemptive

H.12 BIDDING A SUIT DECLARED BY THE OPPONENT

When both opponents bid, the suit declared on the right will be a (very good) suit, and the one declared on the left will be considered a cue-bid. Passing first and bidding later also indicates a suit, but with less strength.

H.13 OVERCALLING 2♣ AND 3♣ ON A 1♣ OPENING BID 2+

We will consider these bids as naturals if they are done directly, and in these cases, there will be no artificial assignment of the cue-bid.

To indicate majors in these cases via two-suited, 2♣ is replaced by 2♦ (and this weak bid is lost).