

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ARGENTINA
PLAYERS: Francisco <u>Guerra</u> – Santiago <u>Semberoiz</u>
EVENT: 19th World Youth Teams Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
5+M (semi-F 1NT), 4+♦, 2+♣; 2/1 FG
Light openings, responses and overcalls. Favourable WK openings may have 0 points
(14) 15-17 NT openings, may have singleton or 5c M or 6c minor. Always open 1nt with 14 and 5 card M
Walsh style
NAT WK 2
2 ♣ GF, 2NT: 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Jacoby transfers over majors / South African transfers
Modified Ghestem Note #4
XYZ Note #2
Scanian 2NT INV+ 4 card supp Note #1
Lebensohl over partner's NT opening
Inverted minors Note #10
2 ♣ Drury Note #7
Gazzilli Note #8
SPECIAL FORCING PASS SEQUENCES
Semi forcing pass when we XX opp TO double, and when we X over an opps bid that shows 2 suits
When we established our side has the force and we are VUL vs NV
IMPORTANT NOTES
Responders jump in new suit (no interference): 6+ cards INV
Lebensohl over opps 2 wk openings Note#12 / Lebensohl over reverse
Last train cue-bid /3NT non serious
PSYCHICS: Almost never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-21 HCP	NAT / Inverted Minors Note #10 / Invitational jump shift Jump in other minor is constructive raise. 1D could be 3 cards. Light responses	Spyral Note #6	2NT after our partner opens or overcalls a M at the 1 level is a 4 card support with mixed values or more (8+, may be a bit less in competition)
1♦		4(3)		11-21 HCP	NAT / Inverted Minors Note #10 / Invitational jump shift Jump in other minor is constructive raise. Light responses.	XYZ (Note #2) / 4 th suit forcing / 3 rd suit forcing Spyral Note #6	
1♥		5		11-21 HCP	NAT / 1 NT semiforcing / Scanian 2NT (Note #1) Inv Jump shift 3♥ 0-7 4 cards	XYZ (Note #2) / 4 th suit forcing / 3 rd suit forcing/ Gazzilli Note #8 Spyral Note #6	Drury Note #7 Scanian Gazzilli Note #8
1♠		5		11-21 HCP	NAT / 1 NT semiforcing / Scanian 2NT (Notes) Inv Jump shift 3♠ 0-7 4 cards	XYZ (Note #2) 4 th suit forcing 3 rd suit forcing Gazzilli Note #8 Spyral Note #6	Drury Scanian Checkback Gazzilli Note #8
INT				15-17 bal (may have 14 hcp)			
2♣	x			22+ HCP	2♦ waiting	NAT	
2♦		6		0-10 vul dependent	Ougust (Note #3) NV/2NT NAT VUL	3NT AKQxxx	
2♥		6		0-10vul dependent	Ougust NV/2NT NAT VUL	3NT AKQxxx	
2♠		6		0-10vul dependent	Ougust NV/2NT NAT VUL	3NT AKQxxx	
2NT				19-21 HCP bal or semi bal	Muppet (Note #5) / Transfer (Note #5)	TRF relay = 2 cards / 3NT = 3 cards / Cue bids 4 cards with max	
3♣		6		PRE, vul dependent	New Suit Forcing		
3♦		6		PRE, vul dependent	New Suit Forcing		
3♥		6		PRE, vul dependent	New Suit Forcing		
3♠		6		PRE, vul dependent	New Suit Forcing		
3NT				Gambling	NAT		
4♣		7		PRE, vul dependent	NAT		
4♦		7		PRE, vul dependent	NAT		
4♥		7		PRE, vul dependent	NAT		
4♠		7		PRE, vul dependent	NAT		
4NT				Minors	NAT		
						HIGH LEVEL BIDDING	
						RKBC: 1430 / 5NT = odd KC and a void / 6x even KC and a void	
						Cuebids can be 1 st /2 nd round controls.	
5♣		7		PRE, vul dependent	NAT	If opps dbl, rdbl shows 1 st round control, bidding is 2 nd , passing denies both.	
5♦		7		PRE, vul dependent	NAT	Keycard exclusion. Steps are: 0, 0 with Q, 1, 1 with Q, 2, 2 with Q, 3, 3 with Q	
5♥		7		PRE, vul dependent	NAT	Splinters / 3NT non serious / Last train	
5♠		7		PRE, vul dependent	NAT		

A) CONVENTIONS USED

Note #1 Scanian 2NT

2NT after our partner opens or overcalls a M at the 1 level is a 4 card support with mixed values or more (8+, may be a bit less in competition)

1 M	5M+	2 NT	8+ hcp 4M+
3 ♣	Minimum		
3 ♦	Forcing Game		
3 M	Subminimum		
3 o/M	18-21 Unbalanced		
3 NT	18-21 Bal		
4 ♣	5M5♣+ Good Suits		
4 ♦	5M5♦+ Good Suits		
4 M	6+M weakish		

In sequences in which opponents bid a suit, pass would be subminimum, bid our suit is minimum, if we have space for a GF auction then X would be TO (otherwise it's GF).

Note #2 XYZ

1 X	1 Y	NAT	
1 Z	-	2 ♣	Forces to 2♦
		2 ♦	Forcing Game Relay
		2 ♥	Y - ♥ NF
		2 ♠	Y - ♠ NF
		2 NT	Transfer ♣
		3 ♣	Inv 5-5+
		3 ♦	Inv 5-5+
		3 ♥	Inv 5-5+
		3 ♠	Inv 5-5+
		3 NT	To Play

1m	1 M	NAT	
1 NT		2 ♣	Forces to 2♦
2 ♦	Forced	2 M	5 M Inv NF
		2 NT	INV 8-9
		3 m	5+m 4M
		3 o/m	5+o/m 4M
		3 M	6 M Inv NF

1m	1 M	NAT	
1 NT	2 ♦	Forcing Game Relay	
2 M (3 M)		3 M	
2 o/M (2 M)			
2NT (1 M)			

1 X	1 Y	NAT	
1 Z	NAT	2 NT	Transfer ♣
3 ♣	Forced	3 ♦	y + ♦ FG+
		3 ♥	y + ♥ FG+
		3 ♠	y + ♠ FG+
		3 y	y + ♣ FG+

Pass	-	1 X	
1 Y	NAT	1 Z	NAT
2 ♣	NAT		
2 ♦	NAT		

Pass	-	1 X	
1 Y	NAT	1 NT	15-17
2 ♣	Forces to 2♦		
2 ♦	Forcing Game Relay		
2 ♥	Y - ♥ NF		
2 ♠	Y - ♠ NF		
2 NT	Transfer ♣		
3 ♣	Inv 5-5+		
3 ♦	Inv 5-5+		
3 ♥	Inv 5-5+		
3 ♠	Inv 5-5+		
3 NT	To Play		

Note #3 OUGUST

2 X	0-10HCP 5X+ (3rd seat NV vs V, 4♦+)	2 NT	Ougust
3 ♣	Bad Hand + Bad Suit		
3 ♦	Bad Hand + Good Suit		
3 ♥	Good Hand + Bad Suit		
3 ♠	Good Hand + Good Suit		

Note #4 Modified Ghestem

(1♣)	2♣	♣
	2♦	Majors
	2NT	♥ and ♦
	3♣	♠ and ♦
(1♦)	2♦	Majors
	2NT	♣ and ♥
	3♣	♣ and ♠ no F
	3♦	♣ and ♠ F
(1M)	2M	♣ and oM
	2NT	♦ and ♣
	3♣	♦ and oM

Note #5 2NT STRUCTURE (MUPPET + MINORS)

2NT 3♣ = Muppet Stayman(may have 5♠ 4+♥)

3♦ = 5+♥
 3♥ = 5+♠
 3♠ = Both minors 44+

3NT = To play
4♣ = 6+♥ for slam
4♦ = Texas 6+♥
4♥ = 6+♣ for slam
4♠ = (65) minors
4NT = Quantitative

2NT 3♣

3♦ = One or both mayors
3♥ = No 4/5 card mayor
3♠ = 5♠
3NT = 5♥

2NT 3♣

3♦ 3♥ = 4♠

3♠ = 4♥

3NT = To play

4♣ = Both mayors, slam try → 4♥/♠ max, 4♦ min → 4♥ = Pass/correct 4♦ = Both mayors pick game (or very sure of slam)
4♥ = 5♣ 332 slam try
4♠ = 5♦ 332 slam try

2NT 3♣

3♦ 3♥

3♠ = 4♠ → cue bid or singoff

3NT = 4♥

2NT 3♣

3♦ 3♥

3NT 4♣ = 4♠ 4♣ slam try

4♦ = 4♠ 4♦ slam try
4♥ = 4♠ 5♣ slam try
4♠ = 4♠ 5♦ slam try

2NT 3♣

3♦ 3♠

3NT = 4♠

cue = 4♥

2NT 3♣

3♦ 3♠

3NT 4♣ = 4♥ 4♣ slam try

4♦ = 4♥ 4♦ slam try

4♥ = 4♥ 5♣ slam try

4♠ = 4♥ 5♦ slam try

2NT 3♣

3♥ 3♠ = Forces 3NT

3NT = 5♠ 4♥ pick game only

4♣ = 5♠ 5♥ → 4♦ min, 4♥/♠ sets max. 4♦ → 4NT = 6 KC (14,30,2/5noQs,2/5lowQ,2/5highQ,2/5bothQs) 4♦ = 4♠ 5♥ Slam try

4♥ = 6♠ 4♥

4♠ = 5♠ 4♥ Quant

4NT = 5♠ 4♥ Forcing for slam

2NT 3♣

3♥ 3♠

3NT 4♣ = 4♣

4♦ = 4♦

4♥ = 5♣

4♠ = 5♦

2NT 3♣

3♠ 3NT = To play

4♣ = 5♣ slam try

4♦ = 5♦ slam try

4♥ = Establish ♠ for slam (responds KC or 4♠)

4♠ = Sing off

2NT 3♣

3NT 4♣ = Establish ♥ for slam

4♦ = Re-transfer to 4♥

4♥ = 5♣ slam try

4♠ = 5♦ slam try

2NT 3♦

3♥ = 2-3♥

3♠ = 4♥ max cue ♠ → 4♦ re-transfer

3NT = 4♥ 333

4♣ = 4♥ max cue ♣ → 4♦ re-transfer

2NT 3♦
3♥ 3♠=Forces 3NT (unless 3♥) → 4♣=cue, 4♦=cue 3NT= 5♥ 4♠
choose game
4♣ = 4+♣
4♦ =4+♦
4♥ = 6♥ 4♠
4♠ = 5♥ 4♠ Quantitative
4NT = 5♥ 4♠ Sure for slam

2NT 3♥
3♠ 3NT= choose game
4♣ = 5♠ 4+♣slam try
4♦= 5♠ 4+♦slam try
4♥= stablsh ♠for slam(responds KC or 4♠)
4♠= to play

2NT 3♠
3NT = No 4 card minor
4♣ = 4/5♣
4♦ = 4/5♦

2NT 3♠
3NT 4♣ = 5♦4♣ slam try → 4♦or cue=fit 4♦= 4♦5♣
slam try → cue=fit
4♥=5♦ 5♣ short ♥
4♠=5♦ 5♣ short ♠

Note #6
Spyral (support with 3)

1m 1M
2M (can be 3rd) 2NT Asks
3m = Min with 3 cards
3ox = Max with short to the ox and 3 card supp
3M Minimum with 4 card supp
3NT Maximum with 4 card support without short
4x 4 card support with maximum and short to x

Note #9

Leaping Michaels

2 / 3 M

4♣ ♣ and oM
4♦ ♦ and oM
4M Minors strong
4NT Minors

(2/3M)	4♣	4♦ 4oM 4M 4NT 5♣	Sets oM (Slam going) To play Sets ♣ Kc on ♣ To play
(2/3M)	4♦	4oM 4M 4NT	To play Sets oM (Slam going) Sets ♦ 5♣ Last train 5♦ To play 5♥+ Keycards on ♦ To play
(2/3M)	4M	4NT 5m	Kc on 2 suits Slam try

2/3 m
4♣ 4om y M. (4♦ asks M)
4♦ 2 M

(2/3m)	4♣	4D Asks 4M	4NT Keycard in 5m To play 5x Cuebid
(2/3m)	4♦	4M To play 4NT KC in ♥ 5om KC in ♠	

Note #10
Inverted Minors
If we go through 2H GF and then show short is slam going
2♠ NEVER IS SHORT
EVERYTIME AFTER WANT OR DON'T WANT TO BE DECLARER NLMH

1♣ 2♣ 11+ w/5♣
2♦ Min (12-14)
2♥ GF 18+
2♠ 12-14 w/2♣
2NT 15-19 w/2+♣
3♣ 6322 or 7222 nf
3x Splinter (14-17)
3NT 6♣ 13-15 hcp to play

1♣ 2♣

2♦ 2♥ GF 2♠ “I don’t want to be delcarer” - NLMH
2ST “I want to be delcarer”– NLMH
2♠ I don’t want to be delcarer. Transfer to 2NT to pass
2ST/3♣ S. Off
3x Short (11-14)

1♣ 2♣
2♦ 2♥
2ST 3x
3NT Don’t like the slam try with good stopper
4♣ Weaker than a cue bid, not good for 3NT

1♣ 2♣
2♥ 2♠ “I don’t want to be declarer” – N/L/M/H
2ST “I want to be declarer”– N/L/M/H
3x Short

DEVELOPMENT AFTER 1C-2C-2H-3C

1♣ 2♣
2♠ 2NT Min “I want to be declarer”
3♣ Sign off
3x Short
3NT To play

1♣ 2♣
2NT 3x N/L/M/H w/6♣
3NT w/♣5

1♦ 2♦ 11+ con 4♦
2♥ Min
2♠ GF w/ extras
2NT 15-19 BAL
3♦ 6322 o 7222 NF
3x Splinter (14-17)
3NT 6♦ 15-17
4♦ Distributional hand 6-4/7-3

Over every sequence we play L/M/H/N

1♦ 2♦
2♥ 2♠ GF
2NT “I want to be delcarer”– /L/M/H/N
3♣ “I don’t want to be delcarer” (L/M/H y 3st to play)
3x L/M/H (11-13)
2NT/3♦ Sign off
3x Short (12-15)

1♦ 2♦
2♠ 2NT “I want to be delcarer” (L/M/H/N con 5+/N con 4)
3♣ “I don’t want to be delcarer” (L/M/H/N)
3x L/M/H

1♦ 2♦
2NT 3x N/L/M/H

Note #11

One under

1♥ (X) 1♠ ♠
1NT ♣
2♣ ♦
2♦ 7-11 3♥
2♥ 0-6 3♥
2♠ ♠ weak
2NT 8+ 4♥

1♠ (X) 1NT ♣
2♣ ♦
2♦ ♥
2♥ 7-11 3♠
2♠ 0-6 3♠
2NT 8+ 4♠

If p overcalls:
(1x) 1♥ (X) 1NT ♣
2♣ ♦
2♦ 7-10 3♥
2♥ 0-6 3♥
2♠ ♠ weak
2NT 8+ 4♥8

with 3 cards Transfer to x shows a limit raise+

If p overcalls:
(1x) 1♠ (X) 1NT ♣
2♣ ♦
2♦ ♥
2♥ 7-10 3♠
2♠ 0-6 3♠
2NT 8+ 4♠

Note #12 Trsf to x shows 11+

Lebensohl:

Over Their Weak-Two Opening:

- 1) When the opponent opens a weak two bid, and we double either in direct seat or in balancing seat, Lebensohl applies by unpassed hand only
- 2) This does not in any way affect the meaning of bids that may still be available to

advancer at the two level.

3) Our responses are as follows:

- a) A jump to the three level of a suit is natural 8-11 hcp and indicates 5+ cards unless advancer is a passed hand, in which case he shows a max
 - b) A non-jump bid of a suit at the three level shows values (not forcing)
 - c) Jump to 4M shows 5+ cards
 - d) 3NT directly is to play, denies a 4 card M.
 - e) If advancer starts with the 2NT relay and then
 - i) Cuebids opener's major = GF, four cards in the other M, no stopper
 - ii) Rebids 3NT = four cards in the other major plus a stopper. Doubler may transfer to the Major.
 - iii) If the opening bid was 2♦ standard Lebensohl cuebid practice applies
 - f) Cuebid of opener's suit is GF. In rare cases may be too strong to bid 4M.
- 4) All jumps in new suits show strength/tricks

After Opener's Re-opening Double:

If the opponents overcall at the one or the two level directly over our opening, and if this overcall is passed around to opener who then re-opens with double, Lebensohl applies.

They Open and Raise a Suit:

- 1) If the opponents open and raise a major to the two level, and one of us doubles the opening bid, Lebensohl is 'on'. Also true if the opponent opens a minor and they respond and raise a major.
- a) Use the relay to compete to the three level without suggesting values
- b) Bid at the three level to indicate values
- c) With a GF hand with four cards in the unbid major use standard Lebensohl cuebid structure.

B) LEADS AND SIGNALS

Leads 2-4, low with small doubleton (Tx we lead T) against suits.

Upside down, odd even discards.

Almost always give the number of cards except for H leads (even in the middle of the play) or unless there is a clear situation for an attitude signal.

We play 2-4 when we move a suit (low encourages) although we could be playing top from nothing or lowest to make it easier to our partner

Natural present count against NT, upside down present count against suits.

On lead in partner's suit against NT, if the number of cards in the suit is known, we lead attitude

C) AGREEMENTS

Over weak openings 4♣ is keycard (except over 3♣ where it would be 4♦).

When opener doesn't bid 1NT as a his second bid, he promises an unbalanced hand.

JS over overcalls are weak, but without intervention it's invitational (except 1m - JS in o/m, where it is constructive raise in m).

When supported in a M, the only time 3NT is a choice of games is when there is a jump to 3nt, if not it's non serious.

1x - 1M - 3M next step asks for shortness and we answer NLMH.

1x-1y-2NT: 3♣ Forces to 3♦ to show any sign off or 5332. 3♦ Any GF

1m-1M-2N, oM shows at least 10 cards in Ms.

1m-1♥-1NT-2♠: 5♥- 4♠ Inv

1m-1♥-1NT-2♠ - 2♦ - 2 ♠: 4♥ - 4♠ Inv

If partner opens or overcalls 1x any direct jump to game is to play (except opponents)

(1x) - P - (1y) - 2y = suit. 2x = Michaels

D) Competitive Bidding:

General agreement: except where specified otherwise in these notes, doubles of artificial bids show length & strength in the suit doubled

Splinter Doubles:

- 1) Lead-directing in that suit unless they are in ♥ in which case it's takeout (usually a ♠ suggested sacrifice)
- 2) Suggests a save in the suit doubled when we are not vul (or in ♠ if opponents suit is ♥)

Doubling Stayman & Transfers & Drury:

1) Over the opponents' STRONG 1NT: Double promises at least five good cards in the suit doubled. We do not double with a completely hopeless zero-trick hand (e.g. don't double with xxx xx xx QJTxxx)

2) Over the opponents' WEAK 1NT: doubles of Stayman and Transfers are takeout

Doubling Bergen/Drury: Takeout

Doubles of a Michaels cue bid/Unusual NT

1) The double creates a force. If the double is of 2m, it creates a force thru the 2 level. If the double is of 2M/2NT it creates a force thru the 3 level. Thus 1♠-(2♠)-X-(3♥)-pass would be forcing. 3♠ would not be forcing, just extra length, minimum hand.

If you double and double again, it is takeout. If you pass and then double, it's takeout.

Support Doubles & Redoubles:

- 1) Through 2M
- 2) On when responder bids a major at the one level whether or not over interference

- 3) Off over Sandwich 1NT overcall
- 4) Is not mandatory when hand suggests other action.
- 5) Also ON when responder has bid 1 over a 1 overcall

Double in 4th over opponents 1NT Note#13

When opponents open 1NT our X in balancing position shows the following values:

NV vs VUL: 9+

NV vs NV: 10+

VUL vs VUL: 11+

VUL vs NV: 12+

These values are just for reference as it's flexible and penalty oriented. Partner should pass with a balanced 9/10+ hand (open to hand evaluation) and bid with more unbalanced hand, so 2♦/♥/♠ are usually 5 card suits while 2♣ could be as short as 2. After advancer pulls out the double, if doubler bid's another suit it doesn't show any extras, just not enough tolerance to play in the suit partner bid.