

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Ranalnd Milne & B.J. O'Brien
EVENT : Teltscher Trophy 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL 4 card suits ; 12-14 NT
Weak Twos in the Majors
4th leads, standard count and attitude
Hand evaluation subject to personal assessment
2 over 1 responses promise a rebid unless opener shows min.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = 8+ playing tricks or 23-24 balanced
2♦ = GF, ART
2M = 4-10 pts N.V, 8-10 Vul 5+ suit
3NT = Long solid minor
Non-jump cue-bid overcall = 3-way weak in next suit up
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	10-20 pts	1 suit = NAT; 1NT=8-10; Jump Shift = Strong 2NT = 16+ BAL	1NT rebid = 15-18 then 2♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♦		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♥		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♠		4	4♥	10-20 pts	1NT=6-9; Jump Shift = Strong; 2NT = 16+ BAL	2NT rebid = 15-18 then 3♣ = ART asking	Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL
1NT			4♥	12-14 BAL	2♣ = NP Stayman; 2♦/2♥ = Transfer 2♠ = Minor suit relay; 2NT = 18+ BAL 3♣/3♦/3♥/3♠ = Slam tries 4♣/4♥=hearts, 4♦/4♠=spades, 4NT=quantitative	Suit upwards over 2NT response Suits up when accepting 4NT	PH: 2NT = Weak Take out in a minor Dbl=T/O over nat. o/calls, 2NT=Puppet, cue=Stayman
2♣			4♥	8+ Playing tricks or Strong BAL	2♦ =Relay; 2M = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 23-24; 3NT Rebid =27-18	
2♦			4♥	GF or Strong BAL	2♥ =Relay; 2♠ = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 25-26; 3NT Rebid = 29+	
2♥		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1		
2♠		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1		
2NT			4♥	21-22 BAL	3♣ = Suits up; 3♦/3♥=Transfer; 3♠= 5♠+4♥ 4 any = slam try, 4NT = Quantitative	Suits up if 4NT Quantitative accepted	
3♣		6+		Pre-empt			
3♦		6+		Pre-empt			
3♥		6+		Pre-empt			
3♠		6+		Pre-empt			
3NT				Long solid minor	4♣ for correction; 4♦ void asking		
4♣		7+		Pre-empt			
4♦		7+		Pre-empt			
4♥		7+		Pre-empt			
4♠		7+		Pre-empt			
4NT				Asking for specific aces	5♣ = 0; 5NT=2		
5♣		8+		Pre-empt		HIGH LEVEL BIDDING	
5♦		8+		Pre-empt		RKCB = 1430 for Majors; 3041 for minors then 5NT asks for number of kings	
5♥				Unused		DOPI/ROPI	
5♠				Unused		1st and 2nd round controls shown below game	
5NT				Unused		Exclusion Blackwood	