




DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4+ cards at 1 level Natural responses Cue=12+ with fit or any FG Jump cue=fit, 4+cards support, Splinter New suit= NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on 10-14 on reopening if 1m opening. System on 10-16 on reopening if 1M opening. System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1M-3♣ = other M+♦; 1m-3♣ = other m+♠; 1♦-3♦=♣+♠ strong Other jumps=pre
<b>Reopen:</b> constructive hands
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue in response after overcall=fit, Splinter Direct cue over opp opening bid = two suit hand
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♠=♥/♠+minor; 2NT= minors or Major+minor strong; Dbl= 5+m+4M Landy on reopening » 2♣=Majors; others=natural; Dbl= 5+m+4M
<b>Over weak NT:</b> Dbl=14+ bal or any strong and; 2♣=majors Others=transfer;
<b>Reopening vs weak NT:</b> Dbl and 2♣ remains the same; Others=natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ » Dbl=♣; 1 level suit=natural; 1NT=Majors or minors; 2♣=♣/♠ or ♦/♥; 2♦=♣=♣/♥ or ♦/♠ Over 2♣ » the same one level up
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-DBL-oM= constructive 2level support 1x-DBL-2NT= fit, 11+ New suit=F1

LEADS AND SIGNALS																												
<b>OPENING LEADS STYLE</b>																												
<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>1,3,5</td> <td>1,3,5</td> </tr> <tr> <td>NT</td> <td>1,2,4</td> <td>1,3,5. If agreed suit » attitude</td> </tr> <tr> <td>Subseq</td> <td>Normally attitude</td> <td></td> </tr> </tbody> </table>		Lead	In Partner's Suit	Suit	1,3,5	1,3,5	NT	1,2,4	1,3,5. If agreed suit » attitude	Subseq	Normally attitude																	
	Lead	In Partner's Suit																										
Suit	1,3,5	1,3,5																										
NT	1,2,4	1,3,5. If agreed suit » attitude																										
Subseq	Normally attitude																											
<b>LEADS</b>																												
<table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>Asks for count</td> <td>Asks for attitude</td> </tr> <tr> <td>King</td> <td>Asks for attitude</td> <td>Asks for count or Q unblock</td> </tr> <tr> <td>Queen</td> <td>Asks for attitude</td> <td>Asks for attitude</td> </tr> <tr> <td>Jack</td> <td>Asks for attitude</td> <td>Asks for attitude</td> </tr> <tr> <td>10</td> <td>1<sup>st</sup> or 3<sup>rd</sup> card</td> <td>Promising</td> </tr> <tr> <td>9</td> <td>1<sup>st</sup> or 3<sup>rd</sup> card</td> <td>1<sup>st</sup> or 2<sup>nd</sup> card</td> </tr> <tr> <td>Hi-X</td> <td></td> <td></td> </tr> <tr> <td>Lo-X</td> <td></td> <td></td> </tr> </tbody> </table>	Lead	Vs. Suit	Vs. NT	Ace	Asks for count	Asks for attitude	King	Asks for attitude	Asks for count or Q unblock	Queen	Asks for attitude	Asks for attitude	Jack	Asks for attitude	Asks for attitude	10	1 <sup>st</sup> or 3 <sup>rd</sup> card	Promising	9	1 <sup>st</sup> or 3 <sup>rd</sup> card	1 <sup>st</sup> or 2 <sup>nd</sup> card	Hi-X			Lo-X			
Lead	Vs. Suit	Vs. NT																										
Ace	Asks for count	Asks for attitude																										
King	Asks for attitude	Asks for count or Q unblock																										
Queen	Asks for attitude	Asks for attitude																										
Jack	Asks for attitude	Asks for attitude																										
10	1 <sup>st</sup> or 3 <sup>rd</sup> card	Promising																										
9	1 <sup>st</sup> or 3 <sup>rd</sup> card	1 <sup>st</sup> or 2 <sup>nd</sup> card																										
Hi-X																												
Lo-X																												
<b>SIGNALS IN ORDER OF PRIORITY</b>																												
<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>UDCA</td> <td>Reverse count</td> <td>O/E</td> </tr> <tr> <td>Suit 2</td> <td>Count on Ace lead by partner</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>UDCA</td> <td>Reverse count</td> <td>O/E</td> </tr> <tr> <td>NT 2</td> <td>K=count or unblock</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		Partner's Lead	Declarer's Lead	Discarding	1	UDCA	Reverse count	O/E	Suit 2	Count on Ace lead by partner			3				1	UDCA	Reverse count	O/E	NT 2	K=count or unblock			3			
	Partner's Lead	Declarer's Lead	Discarding																									
1	UDCA	Reverse count	O/E																									
Suit 2	Count on Ace lead by partner																											
3																												
1	UDCA	Reverse count	O/E																									
NT 2	K=count or unblock																											
3																												
Signals (including Trumps):																												
<b>DOUBLES</b>																												
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>																												
Natural TO with standard distribution for normal hands or any for 18+HCP Standard responses (1M-DBL-1NT = Lebensohl style, asks for 2♣) Reopening TO = 8+HCP																												
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>																												
Negative and competitive doubles until 4♦ Support doubles and redoubles 1NT (if strong) – DBL = 5+ in a minor and 4 in a major																												

W B F CONVENTION CARD
<b>CATEGORY: GREEN NCBO: PORTUGAL</b>

<b>PLAYERS</b>
 Anabela Oliveira  Luis Oliveira
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 OVER 1 2♣ - Strong » 22-23 if bal; 17+ with long and solid suit (5losers) 2♦ - FG, any distribution; 24+bal or 4losers 2♥/♠ - Weak, 6/7 cards, limited to 11HCP 1NT » 15-17; 2NT » 20-21 3NT » Gambling
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Inverted minors Strong and limited Splinters Invitational and FG Check-back Modified Bergen supports Modified Michael cue-bid Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit Walsh over 1♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
After suit overcall by opps Pass in competition when opps interfere on FG actions
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Very rare



**NOTE 1 – TWO WAY CHECKBACK**

**1m** **1M**  
**1NT** **2♣** = asks for 2♦. May be sign off in diamonds or any invitational hand

**1m** **1M**  
**1NT** **2♦** = FG, asks attitude for majors. Other minor= 3-4 in majors

**1m** **1M**  
**1NT** **2NT**= asks for 3♣. Sign off in clubs or FG with a shortness

**NOTE 2 – CHECKBACK OVER 2NT**

**1m** **1M**  
**2NT** **3♣** = 3♦ = 3-4 in majors

**NOTE 3 – INVERTED MINORS**

**1m** **2m** = not GF, invitational or more  
**1m** **o/m jump** = 8-10  
**1m** **3m** = pre, limited to 7HCP

**NOTE 4 – RELAY AFTER 2 LEVEL MAJOR FIT**

**1m** **1♥**  
**2♥** **2♠** = asks for distribution and strength  
**2NT**= minimum bal; **3NT**=maximum bal; others=maximum control; **3♥**=minimum

**1m** **1♠**  
**2♠** **2NT** = asks for distribution and strength  
**3♣**= minimum bal or maximum ♣ control; **3NT**=maximum bal; others=maximum control; **3♠**=minimum

**NOTE 5 – LIMITED AND STRONG SPLINTERS**

**1♥** **3♠**=strong any shortness - **3NT**= asks  
**1♥** **3NT/4♣/4♦** = ♠/♣/4♦ shortness, limited

**1♠** **3NT**= strong any shortness - **4♣**= asks (gradino)  
**1♠** **3♥/4m**=limited shortness

**NOTE 6 – SHORT AND LONG TRIALS**

**1♥** **2♥**  
**2♠**= any shortness – **2NT** asks

**1♠** **2♠**  
**2NT**= any shortness - **3♣** asks – gradino

Other new suit over support = long trial

**NOTE 7 – GAZZILLI**

Any strong hand (16+) by opener, after **1NT** forcing or **1♠** forcing over **1♥**, bids **2♣**. Maybe a natural bid, any balanced hand or any strong hand.  
 After **2♣**, **2♦** by responder=9+HCP,

**NOTE 8 – 1M -2NT**

15+HCP balanced. May have 2 to 4 cards in opener suit.  
 Opener may bid shortness with 6+ cards.

**NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT STAYMAN**

After **2♦** » **3♣** asks for minors and **3M**= smolen  
 After **2♦** » **3♦** shows a major shortness  
 After **2M** » **3♣** asks for minors and **3♦** shows major fit and asks for controls

**TRANSFER FOR MAJORS**

**1NT** **2♦**  
**2♥** **2♠**= 5-5 major, slam try

**1NT** **2♥**  
**2♠** **3♥**= 5-5 major, invitational

**1NT** **4♣**= 5-5 major no slam interest  
**1NT** **4♦/♥**= transfer to ♥/♠, no slam interest

**1NT** **4♠**=Blackwood

**TRANSFER FOR MINORS**

**1NT** **2♠**= asks for 4 card minor

**1NT** **2NT**= asks for 3♣, maybe sign off in ♣ or FG with one minor suit any shortness

**1NT** **3♣**= sign off in ♦ or slam try in ♦

**1NT** **3♦**= slam try in hearts  
**3♥**= slam try in spades  
**3♠**= slam try in clubs

**SPECIAL AUCTIONS ON COMPETITION**

After partner overcall in suit, jump level in a suit under overcall is support with strength below direct cuebid.

Over strong NT » double=5+m4M

Over weak NT » transfers overcalls

GOOD-BAD in competitive auctions by opener » **2NT**=zone 2+ opening bid, Direct suit just for competition.

Rubensohl after overcall over **1NT**

**2NT** scrambling in competition.