DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGNA	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE	E			
		Lead		In Partner's Suit	CATEGORY: Green	
	Suit	1,3,5		1,3,5	NCBO: Portugal	
	NT	1,3,5		1,3,5	PLAYERS: Bruna Vicente – Jorge Cruzeiro	
	Subseq					
	Other:					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-18 (system on)	Lead	Vs. Suit		Vs. NT		
10-14 in 4 <sup>th</sup> position	Ace				GENERAL APPROACH AND STYLE	
	King				1nt =15-17	
	Queen				2♣ = Strong	
	Jack				2♦ = Multicolor (very weak or strong bal)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10				2♥/♠ = weak	
Ghestem	9				2nt =20-21	
	Hi-X				Bergen and Jacoby	
	Lo-X				Inverted minors	
Reopen:	SIGNALS IN	ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Splinters	1			_		
	Suit 2					
	3					
	1					
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2					
Multilandy in 2 <sup>nd</sup>	3					
Landy in 4 <sup>th</sup>	Signals (inclu	Signals (including Trumps):				
zancy in i	Bignais (mera	ding Trumps).				
	<b></b>					
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	OUBLES (St	yle; Responses; Re	eonening)		
Voil Realitio (Doubles, Cue bius, bumps, 141 bius)	- IMALOCI I	OCBLES (St	yie, Responses, Re	copening)		
	-					
	$\dashv$				<u> </u>	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	$\dashv$				SPECIAL FORCING PASS SEQUENCES	
VIS. ANTIFICIAL STRUMG OF EMILIOS- I.E. 1# 01 2#	SDECIAL A	DTIFICIAL S	& COMPETITIVE	DRI S/DDI S	of Berill Forcing Page Sequences	
	SI ECIAL, A	KIIFICIAL	COMILETITIVE	A DULIS/KULIS	<del>-</del>	
	$\dashv$					
OVER OPPONENTS' TAKEOUT DOUBLE	$\dashv$				IMPORTANT NOTES	
OVER OFFUNENTS TAKEOUT DOUBLE	$\dashv$ $\vdash$				INITURIANI NUTES	
	$\dashv$					
	$\dashv$				DCVCIIICC, Dono	
					PSYCHICS: Rare	

ליז	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		3								
1 ♦		3								
1♥		5								
1 🖍		5								
1NT				15-17 bal	2♣ = stayman	2♦ No Majors; 2♥/♠ 4-5 cards				
					2♦/2♥ = transfer	2♥/2♠ 3 cards; 3♥/3♠ 4-5 cards max				
					2♠ = minors (weak or strong)					
					2nt = 1 minor (weak or strong)  4♣ = Ask for Aces					
					4♦ - Ask for Aces  4♦ = Majors					
					4♥/♠ = To play					
					4nt = Invitational					
2.				Strong	2♦ = relay	$2\Psi/\Phi/\Phi/\Phi = 6+ \text{ cards}; 2\text{nt} = 24+ \text{ bal}.$				
					2♥/♠ = 5+ cards w/ 2 honors					
					2nt = 8 + pts / 2  K's					
					3♣/♦ = 6+ cards w/ 2 honors					
2♦				Multicolour (3-7 pts or 22-23 pts bal.)	2♥/♠ = pass or correct	2nt = 22-23 bal (2ST= Puppet Stayman)				
					2nt = GF ask for description	$3 \clubsuit = \min \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$				
2♥		6		8-12 pts	2nt = GF ask for description	3♣ /♦/♠ = values and max; 3♥ = min				
2 🖍		6		8-12 pts	2nt = GF ask for description	$3 \clubsuit / ♦ / ♥ = $ values and max; $3 \spadesuit = $ min				
2NT				20-21 pts bal	3♣ = Puppet stayman	$3 \spadesuit$ = one or both maj w/ 4 cards (follows $3 \blacktriangledown = 4$ cards ♠; $3 \spadesuit = 4$ cards ♥); $3 \blacktriangledown / \spadesuit = 5$ cards; 3nt = no majors.				
					3 ♦ / 3 ♥ = transfer; 3 ♠ = 5 ♠ + 4 ♥; 3nt = to play	·				
3♣/♦/♥/		7		Pre-emptive						
3NT				Gambling (1 solid major)	4♣ = pass or correct					
4♣/♦/♥/♠		8		Pre-emptive			<del></del>			
			Ì	Î		HIGH LEVEL BI	DDING			
			-							
			-							
L			<u> </u>							