



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
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.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on. 10-14 on reopening if 1m opening. System on. 10-16 on reopening if 1M opening. System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1M-3♣ = other M+♦; 1m-3♣ = other m+♠; 1♦-3♦=♣+♠ strong. Other jump overcalls = pre-emptive.
Reopen: constructive hands
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue in response after overcall = fit, Splinter. Direct cue over opps opening bid = two suit hand.
VS. NT (vs. Strong/Weak; Reopening; PH)
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
Over weak NT: Dbl= 14+ bal or any strong hand; 2♣= majors; 2♦/♥= transfer; 2♠= ♣+♥ or ♦+♠; 2NT= one minor; 3♣= minors; 3♦= ♦+♥; 3♥= ♣+♠
Reopening vs weak NT» Dbl and 2♣ same as above; others=natural
VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural style.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ » Dbl=♣; 1 level suit= natural; 1NT= ♣+1M (maybe 5-4); 2♣= ♦+1M (maybe 5-4); 2♦= Majors; 2♥/♠= pre-emptive.
Over 2♣/♦ (strong) » Dbl= ♣/♦; 2X= nat; 2NT/3♣/3♦= 2suit cesar
OVER OPPONENTS' TAKEOUT DOUBLE
1M-DBL» 2♦/2♥= good 2♥/2♠ support; 2NT= fit 4 cards, 11+; 3♣ = mixed raise. 1♣/♦-DBL » transfers.

LEADS AND SIGNALS																											
OPENING LEADS STYLE																											
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Signals (including Trumps):																											
DOUBLES																											
TAKEOUT DOUBLES (Style; Responses; Reopening)																											
Natural TO with standard distribution for normal hands or any for 18+HCP Standard responses (but 1M-DBL-1NT = Lebensohl style, asks for 2♣) Reopening TO = 8+HCP.																											
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS																											
Negative and competitive doubles until 4♦. Doubles in competition = extra strength. 1NT (if strong) – DBL = 5+ in a minor and 4 in a major.																											

W B F CONVENTION CARD
CATEGORY: GREEN
PLAYERS
 Inocêncio Araújo  Luis Oliveira
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 OVER 1 GF. 2♣ = FG » 21+ if bal; 17+ with long and solid suit (4 losers). 2♦ = Multi. One major weak or strong (5 losers). 2♥/♠ = 6 cards, 10-13. 1NT = 15-17; 2NT = 18-20. 3NT = Gambling.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted minors. Strong and limited splinters. Invitational and FG check-back. Modified Bergen supports. Modified Michael's cue-bids. Kickback RKCB (30-41). Exclusion Blackwood, 6 cards Blackwood, when declared double fit. Walsh over 1♣.
SPECIAL FORCING PASS SEQUENCES
After suit overcall by opps. Pass in competition when opps interfere on FG actions.
IMPORTANT NOTES
PSYCHICS:Very unusual

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♥	Natural, 3+ cards	Inverted minors. Walsh.	2 way check-back over 1NT (note 1). After 1♣ – 1M – 2M, same trials as 1M-2M		
1♦		3	4♥	Natural, 3+ cards	Inverted minors (note 3).	2 way check-back over 1NT. After 1♦ – 1M – 2M, same trials as 1M-2M		
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT=F1; limited and strong Splinters (note 5). Short and long trials (note 6). Modified Bergen raises; 2NT=15+, 2+ cards ♥.	Gazzilli (note 7).	Drury (only 2♣).	
1♠		5	4♦	Natural, 5+ cards	1NT= F1; 2NT=15+, 2+ cards ♠ (note 8).			
INT				15-17, if 15 may have 5 M	(note 9). Stayman, transfers 2♠= Stayman for minors; 4♣=5-5 major, w/o slam interest; 4♦♥= transfers w/o slam interest; 4♠= Blackwood.			
2♣	X			FG, except if 21-23 bal	Italian Controls; 2♦= max one K; 2♥=1A or 2K; 2NT= 3+IC; 3x= 5+cards, 3+IC.	After 2♦-2♥ requires 2♠, if 2NT follows= 21-23; Muppet sequences.		
2♦	X			Multi, one Major suit, 6+ cards, weak (<10) or strong (5 losers)	2NT= relay forcing; 2♥♠= P/C if weak.			
2♥		6		10-13, 6+ cards	2NT= Relay FG; 3♣= invit in the major or FG if clubs; 3♦= Natural, FG.	After 2NT, opener defines strength and distribution.		
2♠		6						
2NT				18-20, may have 5M	Muppet; transfers.			
3♣		(6)7		Pre-emptive	New suit= F1; 4♦= Kickback (special responses).			
3♦		(6)7		Pre-emptive	New suit= F1; 4♣= Blackwood (special responses).			
3♥		(6)7		Pre-emptive	New suit= F1; 4♣= Blackwood (special responses).			
3♠		(6)7		Pre-emptive	4♣= Blackwood (special responses); 4♥= To play.			
3NT				7 cards solid minor	4♣= Pass or Correct; 4♦= ask for shortness.			
4♣		8(7)		Pre-emptive				
4♦								
4♥								
4♠								
4NT	X			Minor two suit				
							HIGH LEVEL BIDDING	
							Kickback blackwood; Exclusion Blackwood; trump asking in 5 level; 5NT=trump asking for grand slam; anti-controls when partner denies a previous control (control on suit denied by partner, no control on suit named).	

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 –**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 –**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 (answers in gradino)
1♠ 3♥/4m=limited shortness

NOTE 6 – SHORT AND LONG TRIALS

1♥ 2♥
2♠= any shortness – 2NT asks (answers in gradino)

1♠ 2♠
2NT= any shortness - 3♣ asks (answers in gradino)

Other new suit over support = long trial

NOTE 7 – GAZZILLI

Any strong hand (17+) 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=8+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 IN 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.

Power double in competition.