


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		Opening Leads Style			
1 Level: can be light; 2 Level: usually sound. Responses: cue bid-good raise with support; without jump-constructive; with jump-constructive/F1 if Major over minor. Jump in opener's suit at 3 level is mixed raise. Double jumps are splinters. Spear after 1m-P-1NT: 2♠=at least 4/4 in Majors; 2♥= good hand with a long Major; 2♥=natural (5+♥) and competitive; 2♣=natural (5+♣) and competitive; X=good hand (12+) usually balanced			Lead	in Partner's Suit	Category: Green
		Suit	1,3,5 th	Lower with 1 honour; Higher w/out hono	Country: Portugal
		NT	Attitude/4 th ; 10: 0/2 honours	1,3,5 th	Event: All
		Subseq	Count	Count	Players: José Oliveira Fernandes (4042) Pedro Malafaya Baptista (1527)
		Other:			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		Leads			SYSTEM SUMMARY
16-18 2 nd seat; 12-16 4 th seat. Same responses as after 1 NT open After the sequence 1M/m - X - 1 NT, X=2 higher suits; Cue-Bid=Higher/Lower; 2NT=2 lower suits		Lead	Vs.Suit	Vs. NT	General Approach and Style
		Ace	AKx(x) (ask attit.)	AK(x)	Natural (5+♣, 5+♥, 3+♦, 3+♠)
		King	AKx(x) (ask count), AK, KQx(x)	KQ(x), AKQ(x), AKJ10(x)	1 NT forcing for 1 round (after 1M open)
		Queen	QJ(x), HQJx(x)	QJ(x), HQJx(x)	Inverted minors
		Jack	J10x(x)	J10x(x)	Light 3 rd hand openings; light lead directing bids/doubles; Light preempts green vs red
Over 2 voices of opps at level 1: X=11+p, 4/4; cuebid of lower=5/4 weak; cuebid of higher=5/4 strong; 2NT=5/5				HH10(x), 109xx(x)	Jump shifts: weak
JUMP OVERCALLS(Style; Responses; Unusual NT)					
1-Suit:					1NT Openings: 15(good 14)-17 HCP, can have 5M, 6m, A,K singleton; 2NT: 20-21
2-Suit:					2/1 Responses: GF (2♠ over 1M is the start of a alertable sequence)
					Special Bids that May Require Defence
Reopening:		SIGNALS IN ORDER OF PRIORITY			2♠ - strong (4-losers) unbalanced or 24+ balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♦ - can be weak or 22-23 balanced
Direct Cue Bids are Michaels; Cue bids after partner intervention= support Inv.		Suit: 1 st	attitude (count if K)	count	odd/even; Lavinthal
		2 nd	count	suit preference	2♠/♥ - weak
		3 rd	suit preference		1♣-2♦=support, 7-10 points
		NT: 1 st	Attitude (count if K)	count	odd/even; Lavinthal
		2 nd	count	suit preference	1♦-3♠=support, 7-10 points
VS. NT(vs. Strong/Weak; Reopening;PH)		3 rd	suit preference		Reversed Bergen raises
Cappelletti vs 1NT weak; Meckwell vs 1NT strong		Signals (including Trumps):			3♠ Muppet after 2NT, after 2♦-2M-2NT, and after 1m/M-1M-2NT. After 1NT, 3♠ is Muppet GF
		UDCA: Low-High=Enrcg/even number; High-Low=Discrg/odd number			2♣ Check-back Stayman after 1m/M-1M-1NT-2 (2♦=both major; 2♥=♥ w/out ♣; 2♠=♠ w/out ♥; 2NT=denie ♥ and ♠
		Reverse Smith Echo at trump;			Rubensohl after 1NT-overcall
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			
X→ Lebensohl; 2NT=15-17 w/ control; 3NT=solid suit w/ control; Cue-bid over ♦=5/5 in Majors; Cue-bid over ♥/♠ ask partner to bid 3NT w/ control (without control ♣=weak, ♦=Forcing); over ♥/♠, 4♠=bicolor in ♠ and other M, 4♦=bicolor in ♦ and		Takeout Doubles(Style;Responses;Reopening)			
VS. ARTIFICIAL STRONG OPENINGS					
		Light style; Takeout double until 4♣; Penalty doubles when only one suit missing			
					SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKE OUT DOUBLE		Special, Artificial, and Competitive Doubles/Redoubles			
Of 1M: Truscott/Jordan (1 NT: 6-10 points, control at the other M; 2♠: 7-10 points, 3 cards sup.; 2♥:7-10 points; 4 cards sup.; XX: 11+ points, no fit; 2 other M: 11+ points, no fit control at the other M; 2NT: 11+ points, 3/4 cards sup.		Negative double/redbl			
		Responsive doubles/redbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Of 1m: Criss/Cross - 1♠-X-2♦=Inv. 5+ cards; 1♦-X-3♠=Inv. 5+ cards		Supporting doubles/redbl until 2 level			Non-serious 3NT
Of 1NT: Pass: Opener must XX, then i) pass: 6+points; 2♠=bicolor ♣/♥; 2♦=bicolor ♦/♠; XX=Opener must bid 2♠, then pass (5+♠), or bid his suit (5+cards); 2♠=bicolor♠/♦; 2♥=bicolor♦/♥; 2♥=bicolor♥/♠; 2♣=bicolor ♣/♠		Snapdragon doubles			
		Lightner doubles vs games and slams			
					Psychics: Can occur mostly with favour. vuln.

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3		11-21, 3+♣	Walsh responses: 1♦ denies major unless 2M rebid (GF); 1♥=4+c; 1NT=8-10; 2♣=11+ points, 5+cards; 2♦=8-10, 5+♣; 2NT=11-12 balanced; 3♣=5+cards weak; 3NT=13-15 balanced	Check-Back after 1♣-1M-1NT; and after 1♣-1M-2NT, 4♣ is Minorwood after 2♣ (or after invitational responses by passed hands)	1♥=6+, 4c, denies 4M; 1♥=6+, 4+c; 1♣=6+, 4+c; 1NT=6+ (denies 4M); 2♣=6-9, 5+c; 2♦=Inv., 5+♦, 4+♣; 2♥=Inv., 5+♥, 4+♣; 2♠=Inv., 5+♠, 4+♣; 2NT=10+
1♦		4		11-21, 4+♦ (3 if 4432)	1♥=4+cards; 1NT=6-10; 2♣=Kokish relays ^{Note 1} ; 2♦=11+ points, 5+cards; 2NT=11-12 balanced; 3♣=8-10, 5+♦; 3♦=5+cards weak; 3NT=13-15 balanced	Check-Back after 1♦-1M-1NT and after 1♦-1M-2NT, 4♦ is Minorwood after 2♦ (or after invitational responses by passed hands)	1♥=6+, 4+c; 1♣=6+, 4+c; 1NT=6+ (denies 4M); 2♣=9+, 5+c (Kokish relays); 2♦=6-9, 5+c; 2♥=Inv., 5+♥, 4+♣; 2♠=Inv., 5+♠, 4+♦; 2NT=10+ balanced; 3♣=Inv., 5+♣, 4+♦; 3♦=Inv., 5+♦
1♥		5		11-21 5+♥	1♣=4+c; 1NT F1; 2♣=asking distribution w/ ♥support ^{Note 2} ; 2♦=5+cards GF; 2♥=5-10 points, 3+cards; 2NT=11-12 points, 2cards; 3♣=10-12 points, 4♥; 3♦=7-9 points; 4♥; 3♥=0-5 points, 4+cards; 4♥=to play	After 2♥, 2♣ is short-suit game-try with unspecified shortness, 3♣/♦/♥ is long suit game-try (at least 3 cards with honours), 3NT is non-serious slam-try	1♣=4+♣, 2♥; 1NT=6-10, 2♥, F1; 2♣=9+, 3+c (Reversed Drury); 2♦=9+, 2♥; 2♥=6-8, 3c; 2♠=9+, 5+♠, 4♥; 2NT=Inv, 4c, 1 singleton; 3♣=9+, 6+♣; 3♦=9+, 6+♦; 3♥=7-8p,
1♠		5		11-21 5+♠	1NT F1; 2♣=asking distribution w/ ♠support ^{Note 2} ; 2♦♥=5+cards GF; 2♠=5-10 points, 3+cards; 2NT=11-12 points, 2 cards; 3♣=10-12 points, 4♠; 3♦=7-9 points, 4♠; 3♠=0-5 points, 4+cards; 4♠=to play	After 2♠, 2NT is short-suit game-try with unspecified shortness, 3♣/♦/♥ is long suit game-try (at least 3 cards with honours), 3NT is non-serious slam-try	1NT=6-10, 2-♠, F1; 2♣=9+, 3+c (Reversed Drury); 2♦=9+, 2♠; 2♥=6-8, 3c; 2NT=Inv, 4c, 1 singleton; 3♣=9+, 6+♣; 3♦=9+, 6+♦; 3♥=9+, 5+♥, 4♠
1NT				15 (good14)-17 balanced. Could be 5M, 2 doubleton, 1 A or K singleton.	2♣=Stayman (may have not 4 in Major); 2♦=transfer to ♥; 2♥=transfer to ♠; 2♠=minor suit stayman; 2NT=transfer to ♣; 3♣=Muppet ³ (GF); 3NT=to play	2NT by responder after 2♣=transfer to ♦	
2♣	x			Any unbalanced GF (4- losers) or 24+ balanced	Italian Controls ^{Note 3}		
2♦	x			Balanced 22-23 points or weak 6♦ (ocasionally 5); red vs green: 8-11 consistent (10-12 in 4th); all red: 7-10 consistent (10-12 if 4th); all green: 6-10 (1th); 7-10 (2nd); 5-10 (3th); 10-12 consistent (4th); green vs red: 5-10 (1th); 7-10 (2nd); destructive (3th); 10-12 consistent (4th)	2♥=relay to 2NT, may have not ♥; 2♠=4+ cards		
2♥				weak 6♥ (ocasionally 5); similar to weak 2♦	2NT=Ogust ^{Note 4} ; 3♥=pre-emptive extension		
2♠				weak 6♠ (ocasionally 5); similar to weak 2♦	2NT=Ogust; 3♠=pre-emptive extension		
2NT				20-21 balanced (good 19 - bad 22)	3♣=Muppet ^{Note 5} (GF); 3♦=transfer to ♥; 3♥=transfer to ♠; 3♠=??; 3NT=5♠+4♥; 4♣=Gerber; 4♦=5♥+5♠ (no interest in slam); 4NT=quantitative: 11/12 points, balanced.		
3♣		6		6/7 ♣ 8-10 (vul); 5-10 (nvul)			
3♦		7		7♦ 7-10 (vul); 5-10 (nvul)			
3♥		7		7♥ 7-10 (vul); 5-10 (nvul)			
3♠		7		7♠ 7-10 (vul); 5-10 (nvul)			
3NT	x			Gambling		High Level Bidding	
4♣		8		Pre-emptive		Kickback 14/30 with ♥ and ♠	
4♦		8		Pre-emptive		Minorwood 14/30 with ♣ and ♦	
4♥		8		Pre-emptive		Exclusion RKCB	
4♠		8		Pre-emptive		DOPI, ROPI	
4NT	x			Minors 6+/5+		Splinter Bids	
5♣		8/9		8/9 (AKQxxxx)			
5♦		8/9		8/9 (AKQxxxx)			

Note #**Description****1 Kokish relays**

After 1♦-2♣

2♦ = 5+♦ Forcing

2♥ = 4-4-4-1 distribution

2♠ = a good ♠ raise

2NT = 12-14 balanced

3♠ = a bad ♠ raise

3♦ = 16 points, 6+♦

3♥ = splinter in support of ♠

3♣ = splinter in support of ♠

3NT = 18-19 balanced

2 Malafaya 2/1

1st step: ask distribution

2nd step: ask doubleton (if 5-3-3-2); ask shortness (if 5-4-x-x);

3th step: ask points

3 Italian Controls (Ace=2 controls; K=1 control)

2♦ = 0/1

2♥ = 0/1 with a good suit

2♠ = 2

2NT = 3 (3 K)

3♠ = 3 (1 Ace+1K)

3♦ = 4

3♥ = 5

3♣ = 6

3NT = 7

4 Ogust

3♠ = bad hand, bad suit

3♦ = bad hand, good suit

3♥ = good hand, bad suit

3♣ = good hand, good suit

5 Muppet