

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
OVERCALL AT 1 LEVEL 7/17 HCP	Lead	in Partner's Suit		Country: PORTUGAL	
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise		Event:
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise		Players: Jose Nuno Moraes – Rita Arraiano
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Natural Under Honor, Att or count 135			
	Other:				
1♣ 3+ cards → 2♣ = ♦ + ♠, 2♥ = both majors, 2♥/♠ = 10/13, 2nt = ♦ + ♥	LEADS			SYSTEM SUMMARY	
1♦ 3+ cards → 2♦ majors 55, 2♥/♠ = 10/13, 2nt = ♣ + ♥, 3♣ = ♣ + ♠	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
1M, 2nt = minors, 2M = ♣ + OM, 3♣ = ♦ + OM	Ace	A, AK, Ax(x)	AKx(x), AKJx, AKQx		5 cards major
REOPENING= LIKE 2th position (less 3/4 p.o.) jump 2NT = 18/20 bal	King	AKx(x), Kx, ask for count	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x, ask for count		1♣ opening 2+ may have 5♦332
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Queen	Q, Qx, KQ(x), KQJ	KQ(x), KQJ(x),		Responses transfer over 1♣
2nd = 15/18 bil → system development	Jack	J, Jx, QJx, QJ10(x), KJ10(x)	J, Jx, QJx, QJ10(x), KJ10(x), AJ109(x)		1♦ opening unbalanced
4th = 15/18 bil → system development	10	10, 10x, J10(x), J109(x)	10, 10x, J10(x), J109(x)		1NT 15/17 may have with 5 major or 6 minor
Reopening 1NT = 12-16 → system development	9	9, 9x, 109(x), Q109(x), K109(x)	109(x), Q109(x), K109(x), A109(x)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude		2 OVER 1 Response Forcing Game
1-Suit: WEAK	Lo-x	count "odd"	attitude		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2-Suit: MICHAEL'S CUE BID	SIGNALS IN ORDER OF PRIORITY			OPENING BID	
		Partner's Lead	Declarer's Lead	Discarding	2♦ MULTI = weak with 1 Major 3/8 HCP
JUMP CUE BIDS	Suit: 1st	attitude	reverse count	odd encourage	2♥/♠ = 10/13
JUMP CUE BID = 7+♣ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	lavinthal	lavinthal	Reverse count	3NT = preemptive in 1 minor 8 cards (promise A o K)
	Suit: 3rd	lavinthal		lavinthal	4♣/♦ = very weak preemptive
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st	attitude	Reverse count	odd encourage	RESPONSES
DBL = PENALTY (same strength or more)	NT: 2nd	lavinthal	lavinthal	reverse count	Responses transfers over 1♣
2♣ = Landy 4+4+ majors, 2♦ = 6+ ♥♠ 3-9 or 14-16 or 55 GF	NT: 3rd	lavinthal		lavinthal	1♣ → transfers 1♦ (♥), 1♥ (♠), 1♠ (NT/♣/♦ or 64 gf or ST with 54minor)
2♥/♠ = 10-13	Signals (including Trumps): udca ; oe discards . lavinthal in trump				
2NT = both minors (vs weak NT 4♣ + long minor)	DOUBLES				
3♣/♦ = pree (vs weak NT 4♥ + long minor)	TAKEOUT DOUBLES(Style;Responses;Reopening)				SPECIAL FORCING PASS SEQUENCES
REOPENING 4th position = same	STANDARD TAKE OUT DOUBLE				in the competitive bidding, when the opponents compete to 5 level and we have more strength:
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	REOPENING DOUBLE 8+				DBL = i would bid 5, but you decide
DBL = Take Out, 3NT = nat to play	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY without SUPPORT)				Bid 5 = we make it
2 or 3♥/♠ → 4♣/♦ = 5+cards + 5Other M	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Pass = Forcing, partner should double and we Pass=min penalty or remove with Slam interest
3♣/3♦ → 4♣ = 5+cards Other minor + 5M, 4♣ = 55 majors	1♣ → 1♦ OVERCALL → DBL = 4+♥				
VS. ARTIFICIAL STRONG OPENINGS	1♣/♦ → 1♥ OVERCALL → DBL = 4+♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
DBL = both minors, 1nt = 1 minor, rest same as 1nt opening	1♣/♦ → 1♠ OVERCALL → DBL = transfers lv2				TWO SUITERS MICHAEL'S
OVER OPPONENTS' TAKE OUT DOUBLE					AGGRESSIVE WEAK JUMP
RDBL = 10+ any distribution, usually not with major support					
New suit at level = TRANSFER RESPONSES over 1♣ and 1M					Psychics: POSSIBLE
1♣/♦ → DBL → jump suit al level 2 weak, passed hand fit show					
1♣/♦ → DBL → Passed hand 2♥ weak 55Majors					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♥	any bal 12/14 or 18/19 also with 5♦32 or natural with ♣	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = Transfert for 1NT, 1NT = 10/11 bal	1♣ → 1♦ → 1♥ = 2/3 cards ♥ - two-way ck responses	
					2♣ = 6+♦ FG, 2♦ = 6+♥ 4-8 or 1444 inv+, 2♥ = 6+♠ 4-8 or 4144 inv+, 2♠ = ♣ 6+ FG, 2nt = minors	1♣ → 1♦ → 1NT = 2/3 cards ♥ 18/19 - two-way ck responses	
					3♣ = inv, 3♦ = nat invit, 3♥/3♠ = 6+♦ singleton 15+	1♣ → 1♦ → 2♦ = multi rever nat or 6+♣	
						1♣ → 1♦ → 2NT = 4 ♥ unbal 17+	
						1♣ → 1♦ → 3♦ = 4 ♥ 14-16 unbal	
1♦		4	5♥	11/21 hcp unbal	1♥, 1♠, 1NT = nat; 2♣ = 4+ FG; 2♦ = weak support 3+ ♦	1♦ → 1M → 1NT = any reverse 16+	
					2♥ = 5♠5♥ 6-10; 2♠ = 6+ cards weak 16+; 2NT = FG with 4+♦; 3♦ = invit ♦, 3♦ = pree	1♦ → 1M → 2NT = 4M support 16+	
						1♦ → 1NT → 2♣ = 2/3/4 cards ♣ 11/14	
1♥		5	5♦	11/21 5+ cards	1♠, 1NT = nat; 2♣ = 2+♠ FG; 2♦ = 5+♦ FG;	1♥ → 2♣ → 2♦ = relay ask	2♣ drury 8/11
					2♥ = 8-11 3♥; 2♠ = 6+♠ weak, 2NT = 10+ with 4+♥		
					3♣ = 7/9 with 4+♥; 3♦ = nat invit; 3♥ = pree;		
			5♦		3♠ = 11-14 any void; 3NT = void♣ 7-10 or 15+ 4+♥; 4♠ = void♦ 7-10 or 15+ 4+♥		
					4♦ = void♠ 7-10 or 15+ 4+♥		
1♠		5		11/21 5+ cards	same as 1♥	same as 1♥	same as 1♥
1NT			4♥	15/17 bal, also with 5M 14-16 or 6 minor 14/15+	2♣ = stayman; 2♦/2♥ = transfert M; 2♠ = 6+♠; 2NT = 6+♦; 3♣ puppet; 3♦ majors inv or ST; 3♥ = 1354; 3♠ = 3154; 4♣ = majors	1NT → 2♣ → 2♦ → 2♠ = 4♠5♥ invit,	
					3♣ = Muppet stayman; 3♦ = 55 majors invit; 3♥/3♠ splinter 54	1NT → 2♣ → 2♥ = 4♥ possible 4♠	
					4♣(♥)/4♦(♠)/4♥(♣)/4♠(♦) = 6+ cards ISL		
2♣	*	0	6	bal 22/23 or 24+	2♦ = 6+ or A+ 2♥ = 0-5;	2♣ → 2♦ → 2♥ forced 2♠ = bal 22/23 or	
						2♣ → 2♦ → 2NT = minors 5+4+; 3NT =	
2♦	*	5	NO	MULTI weak 6+ ♥ or ♠ 3/9 hcp; can be 5 with good suit in third position	2♥ = negative P/C; 2♠ = P/C interested in ♥; 2NT = F1 invit+; 3♥ =		
						2♦ → 2NT → 3♠ = 6/7 with 1M; 3♦ = 4/5 with 1M; 3M = max with OM	
2♥		6	NO	a) 10/13 hcp with 6 cards; b) 8-12 hcp with 7 cards;	2NT = F1 constructive; 3♣ = inv in M or FG with♣; 3M = pree	2♥ → 2NT → 3♠ = any 64; 3♦ = bal or minimum ; 3other = sing in transfer max	
					2NT = ask		
2♠		6	NO	same as 2♥			
2NT			4♥	20/21 bal, also 5M → same development after 2♣ or 2♦ opening	3♣ = muppet stayman; 3♦/3♥ = transfert M; 3♠ = both minors FG+;	2NT → 3♣ → 3♦ = 1 or 2 majors, 3♥ = NO major ; 3♠ = 5 cards, 3NT = 5 cards ♥	
					4♣(♥)/4♦(♠)/4♥(♣)/4♠(♦) = 6+ cards ISL		
3♣/3♦		6	NO	preemptive: 1st and 2nd position good suit; 3rd can be very weak			
3♥/3♠		6	NO	preemptive: nv vs v can be very weak (5 card possible)			
3NT	*		NO	preemptive 8 cards in 1 minor, promise good suit with A or K		High Level Bidding	
4♣/4♦		7	NO	preemptive very weak or unbal		4NT RKCB 1430 to ♠	
						4♠ RKCB 1430 to ♥ and minors	
4♥/4♠		7	NO	preemptive, can be solid in 3rd or 4th position		4NT QUANTITATIVE, ON NT BID OR WITHOUT FIT	
4NT	*		NO	both minors weak 6/6		DOPI - DEPO - ROPI	
						5NT = JOSEPHINE WITH JUMP	
						Exclusion Blackwood → 0,1,2,2+Q	
						Cue Bid : mixed	
						when opponent double cue bid : Pass = Q or K or singleton, RDBL = A or void, cue bid or trump = xx+	
						Forced Pass at 5 level with more strength	
						against slam in competition action : pass = 0/1 trick, penalty = 2 trick, after partners pass : dbl = 1 trick, pass = 0/2	