

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd : 15-18 H Responses as opening bid	
4 th : 10-14 H Responses (when opener Pass) as opening bid:	
- 'System ON' (all trfs, stayman w/ 11+ H) - 3NT w/ 14H or more	
- Pass w/ balanced hand (w/out 4 th major) and max. 10H	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1♣ - 2♦ = two Majors 2NT = 2 weakest suits	
Weak jump	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1♣ - 2NT = 5♥ + 5♦; 1♣ - 3♣ = 5♠ + 5♦; 1♣ - 2♦ = two Majors	
1♦ - 2♦ = two Majors; 1♦ - 2NT = 5♥ + 5♠; 1♦ - 3♣ = 5♠ + 5♣;	
1♥ - 2♥ = ♠ and Minor; 1♠ - 2♠ = ♥ and Minor (all w/ sub-opening hand or 16+H; if 12-15H – bid highest suit first and other afterwards)	
1♣ - 2♠ = natural	
VS. NT (vs. Strong/Weak; Reopening; PH)	
X = 5 Minor + 4 Major (2 nd), 4+4 Majors (4 th) vs. Strong	
X = INT opening (2 nd), 5 Minor + 4 Major (4 th) vs. Weak	
2♣ = any suit w/ 6+ cards; 2♦ = 5+5 Majors	
2♥ = 5♥ + 5 Minor; 2♠ = 5♠ + 5 Minor; 2NT = 5+5 Minors	
3 level suit = 7 cards w/ 2 major honours (AK, AQJ)	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Natural	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
1♣/♦ - X - XX = 11+H w/out stop on both Majors; 2NT w/both stops	
1♥/♠ - X - XX = 11+H w/out fit; 2NT w/ fit (Jacoby)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th or top of sequence	1 st /3 rd /5 th or top of sequence	
NT	1 st /3 rd /5 th or top of sequence	1 st /3 rd /5 th or top of sequence	
Subseq			
Other: 2 nd when top of internal sequence			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude	
King	AK, KQ(+) → attitude	AKJT(+), KQJ(+) → unblock or count	
Queen	QJ(+), Qx → attitude	QJT(+), AQJ(+), KQTx → attitude	
Jack	Jx, JT(+), KJT(+) → attitude	Jx, JT9(+), HJT → attitude	
10 (T)	Tx, HT9 (+), T9 (+)	Tx, HT9 → attitude	
9	9x	9x	
Hi-X	x x x, x x x x	x x, x x x x	
Lo-X	x x x, x x x x x	x x x, x x x x x	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT*	UDCA	Reverse count	O/E
NT **	UDCA	Reverse count	O/E
	* Lavinthal, when singleton in dummy or declarer (splinter or control)		
	** Appel de Smith (high likes)		
Signals (including Trumps):			
Low is encouraging			
Discard: Odd/Even (Preference/Encouraging)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - 1♦ - X = 4 cards ♥ + ♠; 1♣ - 1♦ - 1♥/1♠ = 4+ cards ♥/♠			
1♠/♦ - 1♥ - X = 4 cards ♠; 1♠/♦ - 1♥ - 1♣ = 5+ cards ♠			

W B F CONVENTION CARD	
CATEGORY: Green	
PLAYERS:	
COELHO, Paulo (2958)	
ALMEIDA, Luis (2916)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 cards majors	
4 cards ♦	
1NT = 15-17 H	
2NT = 20-21 H	
4 th suit forcing game	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Defending against 2♦ Multicolor (see note 1)	
PSYCHICS: Very unusual	

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣		2	
1♦		4		12+ (11 w/ 6+ cards, w/ AK & A and 5 cards ♦, or bicolour w/ all 11H on it)	Natural 1 over 1; very weak 2 over 1; 1NT = 6-10 H	1♣/♦-1♥-1NT may have 4♣ (follows check-back) 1♣/♦-1♠-1NT (follows check-back)	1♣/♦-1♥/♠-2NT – follows check-back / Wolff sign-off
1♥		5		12+ (11 w/6+ cards, w/ AK & A, or bicol. w/ all 11H on it)	4+cards = Bergen & Jacoby; 3 cards w/6-10DH = 2♥; 3 cards w/11+H = longest suit first (2♣ may be short)	After fit, Trial Bid asks for covering losing tricks on that suit	Drury (only 2♣) – note 4
1♠		5		12+ (11 w/6+ cards, w/ AK & A, or bicol. w/ all 11H on it)	4+cards = Bergen & Jacoby; 3 cards w/6-10DH = 2♠; 3 cards w/11+H = longest suit first (2♣ may be short)	After fit, Trial Bid asks for covering losing tricks on that suit	Drury (only 2♣) – note 4
1NT				15-17 H 6 cards Minor possible	2♣ Staym w/ or w/out Major 4 th (answers on note 2); Transfer to Maj; 2♠=2 suit Min; 2NT=one suit Minor	Other sequences, see note 3 After opps overcall, see note 5	
2♣	X	0		Strong undetermined (one suit 6+cards) or 22-23H balanced (may have 5 cards Major)	2♦=relay; 2♥/♠ = 5 cards w/ 2 (out of 3) top honours; 3♠/♦ = 6 cards w/ 2 (out of 3) top honours; 2NT = 8+ H or A+K	After 2♦: Long suit or 2NT	With 5-4 open level 1 and do reverse bid afterwards
2♦	X	0		Any forcing game or 24+ bal. (may have 5 cards Major)	2♥=0A,0-1K,<8H; 2♠=1A major; 2NT=2Ks or 8+H; 3♠/♦ = A♠/♦; 3♥/♠/3NT/4x = CESAR	Long suit or NT	W/out 6cards suit and/or w/singl.-open level 1 and reverse afterwds.
2♥		6		6-10 H	<15 H: Pass or Barrage	Suit w/ entry at level 3 if max; 3NT w/ AKQJ	
					15+H (forcing): a) other suit w/5+ cards; b) 2NT	Otherwise, re-bid at level 3	
2♠		6		6-10 H	<15 H: Pass or Barrage	Suit w/ entry at level 3 if max; 3NT w/ AKQJ	
					15+H (forcing): a) other suit w/5+ cards; b) 2NT	Otherwise, re-bid at level 3	
2NT				20-21 H 5 cards Major possible	Puppet Stayman; Transfer for Majors 3♠ = 5♠ and 4♥; 4♦ = 5+5 M (5-8H); w/9+: 4♦+Blkw	2NT-3♠-3♦- a) w/ 1 major - <i>Smollen</i> b) w/ both – 4♣	
3♣		6		Pre-empt			
3♦		6		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT	X	7		Gambling, solid Minor suit			
4♣		8		Pre-empt			
4♦		8		Pre-empt			
4♥		8		To play	OBS: Weak hand w/out A or K in another suit;		
4♠		8		To play	otherwise open 1 and rebid 4 after 1x from partner		
4NT				Blackwood			
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play		Blckwd 5 RKC: 41/ 30/ 2 w/out Q/ 2 w/ Q/ 2 w/useful void	DOPI & ROP1
5♥				To play		4♣ Gerber - min. 16H (1NT) or 12H (2NT) - 4 KC: 41 / 30 / 2	
5♠				To play		4NT quantitative – w/ 16H (1NT) or 12H (2NT)	
						Splinter (partner shows interest if still have shown hand after 'trash throw')	

Notes:**1 - Defending against 2♦ Multicolor:**

- Double = 13-15H balanced, or any with 19+ H
- 2♥ = 5+♥, 13-18H (max. 2♠)
- 2♠ = 5+♠, 13-18H (max. 2♥)
- 2ST = 16-18 H balanced with stop on both Majors
- 3X = 6 or + cards with 2 top honours (AKQ), 13-18 H

2 – Answering to Stayman:

- 2♦ = no 4 cards Major and not max. (15/16 H)
- 2♥/♠ = 4 cards ♥/♠ and not max. (15/16 H)
- 3♥/♠ = 4 cards ♥/♠ and max. (17 H)
- 2NT = no 4 cards Major and max. (17 H)
- 3♣ = both Majors and not max. (15/16 H) – responder does *Smollen*
- 3♦ = both Majors and max. (17 H) – responder does *Smollen*

3.1 – Answering to 1NT opening after intervention in Double:**a) Double is a strong NT hand:**

- Pass (4333); if RHO Pass, opener Redouble
- w/ any 4+4, Pass w/ 4333 and bid w/ a 5 cards suit
- Redouble = long minor suit or both majors – 2♣ relay
- 2♦ = ♦ and a Major (can be 4+4)
- 2♥/♠ = natural (5+ cards ♥/♠)
- 2NT = both minors

b) Double is a 5 minor + 4 Major hand:

- Redouble = 8+ H, forcing until 2NT; any subsequent Double by any of us is penalty
- Others = ‘System ON’

3.2 – Other sequences, after 1NT opening:

3♣/♦ = invitational (one suit ♣/♦ with 2 from 3 top honours (AKQ)); opener bids 3NT with 3 cards, the missing honour and stops in other suits

3♥/♠ = 6+ cartas ♥/♠, with 14 or + H (slam trial); if opener accepts, start controls

With 5-5 on Majors:

- 0-7 H --> transfer to the best Major
- 8-9 H --> transfer to ♥ followed by 2♣
- 10-12 H --> 4♦ (opener choose the best Major)
- 13 or + (slamish) --> transfer to ♠ followed by 3♥

With 5-4 on Majors:

- 8-9 H --> 2♣ followed by 2♥ (5♥+4♠); 2♣ followed by 2♠ (5♠+4♥)
- 10 or + H --> *Smolen*

4 – Drury (2♣ by responder, after partner 1♥/♠ opening in 3rd/4th position; shows 3+ cards and 10+ DH)

- 2♦ = min opening (12-13H); responder bids 2♥/♠ (or 3♥/♠ with special support, e.g., 4 cards or singleton)
- 2♥/♠ = sub-opening; responder Pass
- 2♥ (if opening 1♠) = min opening and 4 cards ♥; allows finding 4-4 fit in ♥
- 3♥/♠ = 14-15H, FG invitational
- 4♥/♠ = any hand that wants to play game with minimum hand on responder
- 2NT = balanced 15-17H hand; allows responder to choose playing 3NT or 4♥/♠
- 3NT = balanced 18+H hand
- Double jump on another suit (1♠ - 2♣ - 4♣/♦/♥) – Splinter, slam trial

5 – Simplified Lebensohl

- 1NT – (2♣/♦ artificial) – Double = 8+ H (normally balanced)
- 1NT – (2♣/♦ artificial) – 2♦/♥/♠ = 6-7 H w/ 5 cards or 5-7 H w/ 6+ cards (sign-off = opener supports at level 3 w/ 4 cards if opps make second bid, otherwise Pass)
- 1NT – (2♣/♦ Majors) – 2♦ = natural (sign-off); 2♥/♠ = stop in ♥/♠ w/ 8+ H
- 1NT – (2♣/♦ artificial) – 2NT – 3♣ (relay) – Pass = 6-7 H with 6+ cards ♣ (sign-off)
- 1NT – (2♦ artificial) – 2NT – 3♣ (relay) – 3♦ = 6-7 H with 6+ cards ♦ (sign-off)
- 1NT – (2♣/♦ artificial) – 2NT – 3♣ (relay) – 3♥/♠ = 8-9 H with 5+ cards, invitational
- 1NT – (2♣/♦ artificial) – 3♥/♠ = 10+ H with 5+ cards, FG

- 1NT – (2♥) – Double = 7+ H with 4 cards ♠
- 1NT – (2♥) – 2♠ = 6-7 H w/ 5 cards or 5-7 H w/ 6+ cards (sign-off)
- 1NT – (2♥) – 2NT – 3♣ (relay) – Pass or 3♦ = 6-7 H with 6+ cards (sign-off)
- 1NT – (2♥) – 3♣/♦ = 8+ H with 6+ cards or 9+ H with 5 cards, invitational
- 1NT – (2♥) – 2NT – 3♣ = 8-9 H with 5+ cards, invitational
- 1NT – (2♥) – 3♣ = 10+ H with 5+ cards, FG

- 1NT – (2♠) – Double = 9+ H with 4 cards ♥
- 1NT – (2♠) – 2NT – 3♣ (relay) – Pass or 3♦ = 6-7 H with 6+ cards (sign-off)
- 1NT – (2♠) – 2NT – 3♣ (relay) – 3♥ = 8-9 H with 5+ cards
- 1NT – (2♠) – 3♣/♦ = 8+ H with 6+ cards or 9+ H with 5 cards, invitational
- 1NT – (2♠) – 3♥ = 10+ H with 5+ cards, FG

- 1NT – (2♥/♠) – 2NT – 3♣ (relay) – 3NT = 10+ H with stop in ♥/♠
– 3NT = 10+ H without stop in ♥/♠

- 1NT – (3X) – Double = 9+ H (penalty proposal)

- 1NT – (3X) – Pass – Pass – Double = Max w/ doubleton xx in opps suit

6 – Answering to one level open bids after a two suit overcall

A. When both suits are known

- Direct support = fit w/ 6-10 DH, non-forcing, at level 2/3/4 as without overcall
- 4th colour = 6-10 H, 6+ cards, non-forcing
- Cue-bid on lowest suit = fit w/ 11+ DH, invitational or +
- Cue-bid on highest suit = 5+ cards on 4th suit, 11+ H, forcing game
- Double = 11+ H, penalty proposal, with 4+ cards in at least one of opponent's suits
- 2NT = 11-12 H, w/ stop on both suits, no singleton or void
- 3NT = to play, w/ stop on both suits

B. When only a Major suit is known

- Direct support = fit w/ 6-10 DH, non-forcing, at level 2/3/4 as without overcall
- 3♣/♦ = 11+ H, 6+ cards, forcing one round
- Cue-bid on opp Major = fit w/ 11+ DH, forcing one round
- Double = 8+ H, negative double, w/out fit on opener suit, 4-4 on remaining suits
- 3♠ (after 1♥ opening) or 4♥ (after 1♠ opening) = Splinter, 11+ DH
- 2NT = 11-12 H, w/ stop on known suit, no singleton/chicane
- 3NT = to play, w/ stop on known suit