



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♣/♦ = 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			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	1,2,4	1,3,5. If supported suit, attitude.	
Subsequent	Normally attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude	
King	AK, KQ(+), KQJ(+) → attitude	AKJT(+), KQJ(+)-> unblock or count	
Queen	QJ (+), AQJ x → attitude	QJ(+), AQJ(+), KQTx → attitude	
Jack	Jx, JT (+), HJT(+) → attitude	Jx, JT (+)-> attitude	
10 (T)	Tx, HT9 (+), T9 (+)	Tx, HJT(+), HT9 → attitude	
9	9x	J9x, 9x, T9(+)	
Hi - lo	x x x, x x x x	Suit without honour – 2 nd	
Lo - hi	x x x x, x x x x x	Suit with honour – 4 th	
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		
	** Appel de Smith		
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
 Inocência 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♦ = Multicolor (one major, weak or strong (5 losers if strong) 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). Modified Bergen raises; 2NT=15+, 2+ cards ♥.	Gazzilli (note 7). After direct support, long and shorts trial bids (note 2).	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 – LONG & SHORT TRIAL BIDS

1♥ - 2♥, 2♠ = any shortness; 2NT asks, answers by steps

1♥ - 2♥, 2NT = trial bid in ♠

1♠ - 2♠, 2NT = any shortness; 3♣ asks, answers by steps

Other new suit over support = long trial

Same trial bids, after 1m – 1M – 2M

NOTE 3 – INVERTED MINORS

1m - 2m = not GF (invitational or more)

1m - o/m jump = 8-10

1m - 3m = pre, limited to 7HCP

NOTE 5 – LIMITED & STRONG SPLINTERS

1♥ - 3♠ = strong any shortness; 3NT asks

1♥ - 3NT/4♣/4♦ = ♠/♣/4♦ shortness, limited

1♠ - 3NT = strong any shortness - 4♣ = asks (answers by steps)

1♠ - 3♥/4m = limited shortness

NOTE 6 –

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 or + HCP, any hand

NOTE 8 – 1M - 2NT

15 or + 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+m & 4M

Over weak NT » transfers overcalls

GOOD-BAD in competitive auctions by opener » 2NT = zone 2+ opening bid; direct suit just for competition.

Rubensohl after opps overcall over 1NT

2NT scrambling in competition.

Power double in competition.