

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 = 1NT 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 = 11H+ w/out stop on both Majors; 2NT w/both stops
1♥/♠ - X - XX = 11H+ w/out fit; 2NT = 12H+ w/ fit (Jacoby)
1♥ - X - 1♠ = 3 cards ♥ w/ '8+' to 10H; 2♥ = 3 cards ♥ w/ 6 to '8-' H

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 /2 nd /4 th or top of sequence	1 st /2 nd /4 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	AKx, AKJx → attitude	
King	AK, KQ(+) → attitude	AKJT(+), KQT9(+)-> unblock /count	
Queen	Qx, QJ (+) → attitude	QJ10(+), KO9(+), KQTx → attitude	
Jack	Jx, JT (+), KJT(+) → attitude	J10x(x), HJT(+) → attitude	
10 (T)	Tx, HT9 (+), T9 (+)	T9x(x), HT9(x) → attitude	
9	9x		
Hi-X	x x x, x x x x	Non interest suit - 1 st	
Lo-X	x x x, x x x x x	Suit with interest (1 H) - 2 nd	
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		
	** Appel de Smith (high likes)		
Signals:			
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♥ - X = 4 cards ♠ (suit <i>collante</i>)			
1♣ - 1♦ - X - 2♦ - P - P - 2♥ = 4 cards ♥ + 4 cards ♠ w/ 6-10H			
1♣ - 1♦ - X - 2♦ - P - P - 2♠ = 4 cards ♥ + 4 cards ♠ w/ 11+H (FG)			
1♣ - 1♦ - 1♠ = 4+ cards ♠;			
1♣ - 1♦ - 1♥ = 5+ cards ♥; 1♣ - 1♥ - 1♠ = 5+ cards ♠			

W B F CONVENTION CARD
CATEGORY: Green
PLAYERS: COELHO, Paulo (2958) GIL, Pedro (2878)
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)
Opening hands w/ 5 cards Major and 15-17H: (5-3-3-2, 5-3-2-3, 3-5-3-2, 3-5-2-3 or 4-5-2-2)
1♥/♠ - 1♣/NT - 2m - 2♥/♠ - 2NT
OBS: a) 2m is minor w/ 3 cards or ♠ (always) if 2-2 in minors b) responder always bids 2♥/♠ w/ 2 cards, even w/ 4-5 cards in declared minor
Response hands w/ 5+5 in Majors after partner opening in minor: 1♣/♦ - 1♠ - 1NT - a) 3♥ w/ 11+H b) 2♥ w/ 6-9H (only shows 4 cards), non-forcing c) 2♣ Check-back w/ 10H
PSYCHICS: Very unusual

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		12+ (11 w/ 6+ cards, or with AK & A and 5 cards ♣)	Natural 1 over 1; very weak 2 over 1 WALSH; 1NT = 8-10 H	1NT w/ 4 cards Major possible after 1♦ response (2♥/♠ = natural and FG)	
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 - note 4) 1♣/♦-1♠-1NT (follows check-back - note 5)	1♣/♦-1♥/♠-2NT - note 6
1♥		5		12+ (11 w/6+ cards, w/ AK & A, or bicol. w/ all 11H on it) 12+ (11 w/6+ cards, w/ AK & A, or bicol. w/ all 11H on it)	With 3 cards: 2/3/4♥/♠ = 5-10 H; 2♣ = 11+ H w/ or w/out long suit With 4+ cards: Bergen & Jacoby; after intervention in Double - system ON; Other - same as for 3 cards fit	After fit, Trial Bid asks for covering losing tricks on that suit	Drury (only 2♣) - note 7
1♠		5	After fit, Trial Bid asks for covering losing tricks on that suit			Drury (only 2♣) - note 7	
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 8	
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 major honours; 3♣/♦ = 6 cards w/ 2 major 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)	Albarran (ask for Aces)	Long suit or NT	W/out 6 card suit and/or w/singl - open level 1 and reverse afterwds
2♥		6		6-10 H	<15 H: Pass or Barrage 15+ H (forcing): a) other Major w/5+ cards; b) minor w/ 6 cards or 5 w/ AK/AQJ/KQJ; c) 2NT	2NT: 3♣ = min&bad suit; 3♦ = min&good suit	2♠: 3♣/♦ = 3 cards ♠ & singleton; 3♠ = 3 cards ♠; 3♥ = other
2♠		6				3♥ = max & bad suit; 3♠ = max & good suit; 3NT = AKQJxx OBS: a) min 6-8, max 9-10; b) good suit AK/AQJ/KQJ	3♣/♦: other suit = 3 cards & singl; 4♣/♦ = 3 cards / 2 w/ maj. honour;
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 - Smollen b) w/ both - 4♣	3♥/♠ = other
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; otherwise open 1♥/♠ and rebid 4♥/♠ after 1x response		
4♠		8		To play			
4NT				Blackwood			
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play		Blackwood 5 RKC: 41/ 30/ 2w/out Q/ 2+Q/ even w/useful void/ odd w/useful void	
5♥				To play		DOPI & ROPI (Double & Redouble)	
5♠				To play		4♣ Gerber 4KC: 41/30/2	4NT quantitative
						Splinter (partner shows interest if still have shown hand after 'trash throw')	

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

3 – 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 – Check-back (2♣ by responder, after 1♣/♦–1♥–1NT):

Responder must have 11+H and 5 cards ♥ or 4 cards with 4 cards ♠

- 2♦ = 3♥ and 4♠ and not max. (12/13 H)
- 2♥ = 3♥ but not 4♠ and not max. (12/13 H)
- 2♠ = 4♠ but not 3♥ and not max. (12/13 H)
- 2NT = neither 3♥ nor 4♠ and not max. (12/13 H)
- 3 on the opening minor = 5 cards, without neither 3♥ nor 4♠ and max. (14 H)
- 3 on the other minor = 3♥ and 4♠ and max. (14 H)
- 3♥ = 3♥ but not 4♠ and max. (14 H)
- 3♠ = 4♠ but not 3♥ and max. (14 H)
- 3NT = neither 3♥ nor 4♠ and max. (14 H)

5 – Check-back (2♣ by responder, after 1♣/♦–1♠–1NT):

Responder must have 11+H and 5 cards ♠ with or without 4 cards ♥

- 2♦ = 3♠ and 4♥ and not max. (12/13 H)
- 2♥ = 4♥ but not 3♠ and not max. (12/13 H)
- 2♠ = 3♠ but not 4♥ and not max. (12/13 H)
- 2NT = neither 4♥ nor 3♠ and not max. (12/13 H)
- 3 on the opening minor = 5 cards, without neither 4♥ nor 3♠ and max. (14 H)
- 3 on the other minor = 4♥ and 3♠ and max. (14 H)
- 3♥ = 4♥ but not 3♠ and max. (14 H)
- 3♠ = 3♠ but not 4♥ and max. (14 H)
- 3NT = neither 4♥ nor 3♠ and max. (14 H)

6 – If opener rebids 2NT, 3♣ is check-back: same answers, without graduation.**7 – 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

8 – Answering to INT open bids after an overcall

- 1NT – (Double) – “System ON”
- 1NT – (2♣) – “System ON” (Double is Stayman)
- 1NT – (2♦ artificial) – Double = 8+ H (penalty proposal)
- 1NT – (2♦/♥) – level 2 suit = 6-8 H w/ 5 cards or 5-8 H w/ 6+ cards (sign-off) = opener supports al level 3 w/ 4 cards if opps make second bid, otherwise Pass
- 1NT – (2♦/♥/♠) – 2NT – 3♣ (relay) – Pass = 6-8 H with 6+ cards ♣ (sign-off)
- 1NT – (2♦ artificial/♥/♠) – 2NT – 3♣ (relay) – 3♦ = 6-8 H with 6+ cards ♦ (sign-off)
- 1NT – (2♦ artificial) – 2NT – 3♣ (relay) – 3♥/♠ = 9-10 H with 5+ cards, invitational
- 1NT – (2♦ artificial) – 3♥/♠ = 11+ H with 5+ cards, FG
- 1NT – (2♥) – Double = 8+ H with 4 cards ♠
- 1NT – (2♥) – 2NT – 3♣ (relay) – 3♠ = 9-10 H with 5+ cards, invitational
- 1NT – (2♥) – 3♠ = 11+ H with 5+ cards, FG
- 1NT – (2♠) – Double = 9+ H with 4 cards ♥
- 1NT – (2♠) – 2NT – 3♣ (relay) – 3♥ = 9-10 H with 5+ cards, invitational
- 1NT – (2♠) – 3♥ = 11+ 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)

9 – 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