

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Intervenções Naturais (tendencia Ricos / Outro Rico)
Respostas Naturais (cuebid = apoio limite+)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ^a = igual a abertura, SystemOn
4 ^a Live = TakeOut (tend. 4M5+m) ^[13]
Reveil = (10)12-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Unusual 2ST = menores do leilão;
(1♣)-2♦ = ricos ^[14]
Reopen: iguais, SystemOn
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels CueBid ^[14]
(1♣)-2♣ = Natural; (1♦)-2♦ = Ricos ^[14]
VS. NT (vs. Strong/Weak; Reopening;PH)
MultiLandy ^[13]
Dbr (se ST forte)= 4M5m; 2♣=ricos; 2♦=Multi;2M=M+m
Dbr (se ST fraco) = 15+HCP bal
Landy em 4 ^a / Passado de mão
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels; Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Indefinido
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+(11+); ^[04]
Sobre Rico : 2♣=bom apoio de 3 cartas; 2ST=Jordan; 2x=NF
3x=fit bid; 3M=barragem; 3ST=to play; outras=splinter;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	1 / 3 / 5 sempre (excepto ADV contra ST)		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10	1 / 3 / 5 sempre (excepto ADV contra ST)		
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Prioridade:		
Suit 2	1) atitude (baixa chama)		Par / Impar (chama)
3	2) contagem (alta/baixa = impar)		
1	3) preferencial		
NT 2			
3			
	Signals (including Trumps):		
	Em trunfo, jogar "de cima para baixo" pode ser interesse em corte ou preferencial (raro)		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Competitivos até 4♠			
De chamada até 4♠			
Responsivos até 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dobres opcionais;			
(1ST) – X = 4M5+m ^[13]			

W B F CONVENTION CARD
2018/10/15
CATEGORY: VERDE
NCBO:
PLAYERS: 2262 Eduarda Reis – 2582 José Egreja
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Ricos 5; ♣/♦ 3+; 1ST=15-17;2ST=20-21
1ST Forcing sobre 1♥/♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = Forte ou Forcing Partida ^[05]
2♦ = Multicolor (2fraco em ♥/♠ ou 22-23 Bal) ^[06]
2♥/♠ = sub-abertura M+m ^[07]
3ST = Gambling sem defesa lateral ^[11]
4♣/♦ = Namyats ^[12]
Sobre MultiColor ADV
2♥/♠ = natural; 2ST=16-18 (diferido=menores) ^[08]
1m-2♥ = 5♠+4/5♥ 6-8 ^[03]
1m-2♠ = 5♠+4/5♥ 9-11 ^[03]
SPECIAL FORCING PASS SEQUENCES
Quando obvias
IMPORTANT NOTES
Checkback ^[10] ; MultiLandy (Landy) ^[13] ; RKCB5keys;
DOPI/ROPI
Splinters; BerRais; 2STJac; Jordan ^[04] ; Lebensohl ^[16] ; Drury;
PSYCHICS: Raros ou mesmo nulos

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11+	Walsh ^[01] ; InvMin ^[02]		
1♦		3		11+	2♥=competi. 5♠+4/5♥; 2♠=lim. 5♠+4/5♥; ^[03] InvMin ^[01] ;		
1♥		5		11+	2/1; 1STF1; Bergen; 2STJac; 3ST=13-15 3crt		Jordan; FitBids; Drury ^[04]
1♠		5		Desenvolvimentos iguais a 1♠			
1ST		bal		15-17 bal (pode ter ricos 5º de forma não sistémica)	Stayman (Garbage); Transfers; Smolen;	Sequências Naturais	After dbl = Fugas Pass → Rdbl Rdbl → 2♣ 2X = seguidos Diferido = salt
					2♠=mm; 2ST=1menor; 3m=HHxxx ; 3M=slam	Smolen (salto no rico de 4 cartas)	
2♣				Forte ou GF	2♦=relais; 2M/3m=HHxxx(x);	Rebide 2M=GF / Rebide 3M=passável ^[05]	
2♦	✓			Multi sub-abertura em M ou	2M=p/c; 2ST=rel. (respostas inv); 3ST=to play	^[06]	
				22-23 bal	4♣=ask Transfer; 4♦=ask BID; 4M=to play		
2♥				5M4+m sub-abertura	2♠=NF construtivo; 3♣=p/c; 3♦=inv♥;	^[07]	
					2ST=relais ask	3♣/♦=nat, min / 3♥/♠=♣/♦ max	
2♠				Desenvolvimentos iguais a 2♥			
2ST				Bal 20-21 pode ter rico 5º	Puppet Stayman; 3♦/♥=transfer; 3ST=5♠+4♥ 3♠=transfer para 3ST ^[09]		
3♣		7(6)		Natural, barragem	Novo naipe abaixo de partida «quase» Forcing	Sequencias Naturais	
3♦				Igual	Igual	Igual	
3♥				Igual	Igual	Igual	
3♠				Igual	Igual	Igual	
3ST				Gambling sem defesa	n♣=p/c; 4♦=pergunta singleton; M=to play ^[11]	3ST-4♦:4M=sing;4ST=7222;5m=Sing om	
				lateral			
4♣	✓			Namyats = boa abertura 4♥	4♥ = para jogar; outras controlo ^[12]		
4♦	✓			Namyats = boa abertura 4♠	4♠ = para jogar, outras controlo ^[12]		
4♥		8(7)		Naturais, Forcing, Controlos			
4♠		8(7)		Iguais			
4ST				Menores			
5♣		9(8)		Barragem		HIGH LEVEL BIDDING	
5♦		9(8)		Igual		RKCB3041; 5ST=2+void; 6x=1+void;	
5♥		9(8)		Igual		DOPI / ROPI;	
5♠		9(8)		Igual		Minorwood (5 chaves)	
						Blackwood exclusão	

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