

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: Inês Cunha – João Fanha	
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Natural Under Honor, Att or count 135				
	Other:					
1♠ → 2♠=♠, 2♥= both majors					SYSTEM SUMMARY	
1♦ → 2♦ majors 55					GENERAL APPROACH AND STYLE	
1M , 2nt = minors					5 cards major	
REOPENING= LIKE 2th position (less 3/4 p.o.) jump 2NT = 18/20 bal					1NT 15/17 may have with 5 major or 6 minor	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)						
2nd = 15/18 bil → system development						
4th = 15/18 bil → system development						
Reopening 1NT = 11-16, SYSTEM ON						
JUMP OVERCALLS(Style; Responses; Unusual NT)					2 OVER 1 Response Forcing Game	
1-Suit: WEAKE					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2-Suit: MICHAEL'S CUE BID					OPENING BID	
					2♦ MULTI = weak with 1 Major 0/7 HCP	
JUMP CUE BIDS					2♥/♠ = 8/11	
JUMP CUE BID = ask stop for 3NT					3NT = preemptive with both minors	
					3♣/♦/♥/♠ = very weak preemptive	
					4♣/♦ = very weak preemptive	
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)					RESPONSES	
DBL = 4 Major + 5(+) minor vs strong, penalty vs weak					Walsh	
2♣ = 4+4+ majors, 2♦ = 6+ ♥/♠						
2♥/♠ = Major bid 5(+) & 4(+) in either (or both) minor						
2NT = both minors						
3♣/♦ = pree						
REOPENING 4th position → X=11+ hcp; 2♠ = 4+4+ majors, 2nt = minors (5+/5+) rest natural						
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					SPECIAL FORCING PASS SEQUENCES	
DBL = Take Out, 3NT = nat to play					in the competitive bidding, when the opponents compete to 5 level and we have more strength:	
2 or 3♥/♠ →4♣/4♦ = 5+cards + 5Other M					DBL = i would bid 5, but you decide	
					Bid 5 = we make it	
					Pass = Forcing, partner should double and we Pass=min penalty or remove with Slam interest	
VS. ARTIFICIAL STRONG OPENINGS						
OVER OPPONENTS' TAKE OUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
RDBL = 10+ any distribution, usually not with major support					TWO SUITERS MICHAEL'S	
					AGGRESSIVE WEAK JUMP	
					Psychics: POSSIBLE	

OPEN	TICK IF ART.	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	5♥	11/21 hcp	1♦ = 4+♦, 1♥ = 4+♥, 1♠ = 4+♠, 1NT = 6/10 bal 2♣ = 5+♣ 10+ 2♦ = multi 2♥ = 6+♥ 8-11, 2♠ = 6+♠ 8-11 3♣ = 5+♣, 0-8, 2nt = natural	two-way ckresponses 1NT rebid can have one or both majors 2NT = bal non min, 2♥/♥/♠ = stopper, 3nt to play 3♥/♥/♠ = 5+♣, singleton 15+ Multi system ON 2♥/♠ system ON	
1♦		3	5♥	11/21 hcp	1♥ = 4+♥, 1♠ = 4+♠, 1NT = 6/10 bal, 2♣ = 5+♣ GF OR 6+♣, not GF 2♦ = 4+♦ 10+ 2♥ = 6+♥ 8-11, 2♠ = 6+♠ 8-11	two-way ckresponses 1NT rebid can have one or both majors Responder repeats ♣ to show 6+♣ not GF 2NT = bal non min, 2♥/♥/♠ = stopper, 3nt to play 3♥/3♠/4♠ = 5+♦, singleton 15+ 2♥/♠ system ON	
1♥		5	5♠	11/21 5+ cards	1♠ nat, 1NT = F1 (5-15); 2♣ = 5+♣ FG; 2♦ = 5+♦ FG; 2♥ = 7-10 3♥; 2♠ = 6+♠ weak, 2NT = 15+ with 2+♥ 3♣ = 7/10 with 4+♥; 3♦ = 11/14 with 4+♥; 3♥ = pree; 3♠ = 15+ any sing or void 4+♥; 3NT = sing or void ♠ 10-15 4+♥; 4♣ = sing or void ♣ 10-15 4+♥; 4♦ = sing or void ♦ 10-15 4+♥	Over 1NT Gazilli variant Over 3♠ 3nt asks	2♣ drury 10+, 3♥; 2NT 10+, 4+♥
1♠		5	5♠		1NT = F1 (5-15); 2♣ = 5+♣ FG; 2♦ = 5+♦ FG; 2♥ = 5+♥ FG 2♠ = 7-10 3♠, 2NT = 15+ with 2+♠ 3♣ = 7/10 with 4+♠; 3♦ = 11/14 with 4+♠; 3♠ = pree; 3NT = 15+ any sing or void 4+♠; 4♣ = sing or void ♣ 10-15 4+♠; 4♦ = sing or void ♦ 10-15 4+♠; 4♥ = sing or void ♥ 10-15 4+♠	Over 1NT Gazilli variant Over 3nt 4♣ asks	
1NT			4♥	15/17 bal, also with 5M 14-16 or 6 minor 14/15+	2♣ = stayman; 2♥/2♥ = transfert M; 2♠ = minor stayman; 2NT = 6+♠; 3♣ = 6+♣; 3♦ majors inv or ST; 3♥ = 1354; 3♠ = 3154; 4♣ = majors, to play; 4♥/4♥ = transfert M		
2♣	*	0	6	bal 24/25 or 28+, strong or GF in Major or GF in minor	2♦ = waiting (at least 4 hcp or 1 king, but denies ability to bid 2♠) 2♥ = negative 2♠ = positive > 8+ hcp or 2 kings 2nt/3♣/3♥/3♠ = transfer to ♣/♥/♠ 6+ cards in minors, 5+ cards in Majors always with 2 of top 3		
2♦	*	5	NO	MULTI weak 6♥ or ♠ 0/7 hcp; can be 5 not unfavourable, Bal 22-23 or 26-27 or strong with ♣ or ♦	2♥ = negative P/C; 2♠ = P/C interested in ♥; 2NT = F1 invit+; 3♥/♠ = P/C	Over 2♥/♠ 2NT = 22-23 Bal, 3♣/3♦ = strong in the suit Over 2NT 3♣/♠ = bad ♥/♠; 3♥/♠ = good ♥/♠	
2♥		6	NO	8/11 hcp with 6 cards;	2NT = ask for side A or K; 3♣ = ask for side 4 card suit; 3♦ invite for game in openers suit; 3M = pree		
2♠		6	NO	same as 2♥			
2NT			4♥	20/21 bal, also 5M	3♣ = stayman; 3♥/3♥ = transfer M; 3♠ = minor stayman		
3♣/3♦		6	NO	preemptive: 3rd can be very weak (5 card possible)			
3♥/3♠		6	NO	preemptive: nv vs v can be very weak (5 card possible in 3rd)			
3NT	*		NO	preemptive both minors	4nt asks to bid longer/better minor, all others to play	High Level Bidding	
4♣/4♦		7	NO	preemptive very weak or unbal		4NT RKCB 1430 to ♥ and ♠ 4♣ RKCB 1430 to ♣ >> 4♦ shows no slam interest (poor hand for prior bidding or poor trumps)	
4♥/4♠		7	NO	preemptive, can be solid in 3rd or 4th position		4♦ RKCB 1430 to ♦ >> 4♥ shows no slam interest (poor hand for prior bidding or poor trumps)	
4NT	*		NO	both minors weak 6/6		4NT QUANTITATIVE, ON NT BID OR WITHOUT FIT DOPI - DEPO - ROPI 5NT = JOSEPHINE WITH JUMP 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	