

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: Country: PORTUGAL Event: Players: Inês Cunha – Miguel Ramos
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit	
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise	
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise	
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Natural Under Honor, Att or count 135		
	Other:			
1♠ → 2♠=♠, 2♥= both majors	LEADS			SYSTEM SUMMARY
1♦ → 2♦ majors 55	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
1M , 2nt = minors	Ace	ask for att	ask for att	5 cards major
REOPENING= LIKE 2th position (less 3/4 p.o.) jump 2NT = 18/20 bal	King	ask for count	ask for count	1NT 15/17 may have with 5 major or 6 minor
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Queen	Q, Qx, KQ(x), KQJ(x), ask for att	Q, Qx, KQ(x), KQJ(x), ask for att	
2nd = 15/18 bil → system development	Jack	J, Jx(x), J10(x)	J, Jx(x), J10(x)	
4th = 15/18 bil → system development	10	10, 109(x), 10x(x), H109(x), HH10(x)	10, 109(x), 10x(x), H109(x), HH10(x)	
Reopening 1NT = 11-16, SYSTEM ON	9	9, 9x(x), 109(x), 1098(x)	9, 9x(x), 109(x), 1098(x)	
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	attitude	attitude	2 OVER 1 Response Forcing Game
1-Suit: WEAKE	Lo-x	attitude	attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2-Suit: MICHAEL'S CUE BID	SIGNALS IN ORDER OF PRIORITY			OPENING BID
		Partner's Lead	Declarer's Lead	Discarding
JUMP CUE BIDS	Suit: 1st	attitude	Reverse count	low encourage
JUMP CUE BID = ask stop for 3NT	Suit: 2nd	Reverse count or lavinthal	lavinthal	Reverse count or lavinthal
	Suit: 3rd	Count or lavinthal	Count or lavinthal	Count or lavinthal
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st	attitude	Reverse count	Low encourage
DBL = 4 Major + 5(+) minor vs strong, penalty vs weak	NT: 2nd	lavinthal	lavinthal	reverse count
2♣ = 4+4+ majors, 2♦ = 6+ ♥/♠	NT: 3rd	lavinthal		lavinthal
2♥/♠ = Major bid 5(+) & 4(+) in either (or both) minor	Signals (including Trumps): udca ; Rev. Smith			
2NT = both minors	DOUBLES			
3♣/♦ = pree	TAKEOUT DOUBLES(Style;Responses;Reopening)			
REOPENING 4th position → X=11+ hcp; 2♠ = 4+4+ majors, 2nt = minors (5+/5+) rest natural	STANDARD TAKE OUT DOUBLE			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	REOPENING DOUBLE 8+			
DBL = Take Out, 3NT = nat to play	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY without SUPPORT)			
2 or 3♥/♠ →4♣/4♦ = 5+cards + 5Other M	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	XX BY OPENER SHOWS EXTRAS			
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	two-way ckresponses 1NT rebid can have one or both majors	
					2♣ = 5+♣ 10+	2NT = bal non min, 2♥/♥/♠ = stopper, 3nt to play 3♥/♥/♠ = 5+♣, singleton 15+	
					2♦ = multi	Multi system ON	
					2♥ = 6+♥ 8-11, 2♠ = 6+♠ 8-11	2♥/♠ system ON	
					3♣ = 5+♣, 0-8, 2nt = natural		
1♦		3	5♥	11/21 hcp	1♥ = 4+♥, 1♠ = 4+♠, 1NT = 6/10 bal,	two-way ckresponses 1NT rebid can have one or both majors	
					2♣ = 5+♣ GF OR 6+♣, not GF	Responder repeats ♣ to show 6+♣ not GF	
					2♦ = 4+♦ 10+	2NT = bal non min, 2♥/♥/♠ = stopper, 3nt to play 3♥/3♠/4♠ = 5+♦, singleton 15+	
					2♥ = 6+♥ 8-11, 2♠ = 6+♠ 8-11	2♥/♠ system ON	
1♥		5	5♠	11/21 5+ cards	1♠ nat, 1NT = F1 (5-15); 2♣ = 5+♣ FG; 2♦ = 5+♦ FG;	Over 1NT Gazilli variant	2♣ drury 10+, 3♥; 2NT 10+, 4+♥
					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 3♠ 3nt asks	
1♠		5	5♠		1NT = F1 (5-15); 2♣ = 5+♣ FG; 2♦ = 5+♦ FG; 2♥ = 5+♥ FG	Over 1NT Gazilli variant	
					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 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 QUANTITIVE, 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	