



DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
Natural 5+c. (rarely 4c.in M)	
Michaels and leaping Michaels	
Cuebid: forcing; may be fitted	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
In 2nd: 15-17, bal. (system on)	
In 4th: 11-13 bal. (responses natural)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
2 suits or weak	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Direct jump = weak	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Multi Landy in 2nd and Landy in 4th	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1( or 2(</b>	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1,3,5 or top of sequence	1,3,5 or top of sequence	
NT	1,2,4 or top of sequence	1,2,4 or top of sequence	
S ubseq	1,3,5 or top of sequence	1,3,5 or top of sequence	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(X),AK(X),AKQ	A(X),AK(X),AKQ	
King	KQ10,KQV10	KQ,K(X),AK	
Queen	QJ9X(X)	QJ9X(X)	
Jack	J10X(X)	J10X(X)	
10			
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low-High	Count	Odd
Suit 2			
3			
1	Low-High	Count	Odd
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
X over artificial bid asks for lead			
X,XX : support in p suit			

W B F CONVENTION CARD	
<b>Country: Portugal</b>	
<b>PLAYERS: Maria-Jose Calamaro (#3651) Cristina Pouseiro (#3620)</b>	
<b>EVENT: EBL Women's Teams</b>	
<b>SYSTEM SUMMARY</b>	
GENERAL APPROACH AND STYLE	
2/1 GF	
5 card Majors	
Better minor	
1NT response = forcing for one round (not forcing after Pass)	
3♣♦♥♠: 7c (exceptionally 6), weak	
1NT opening = 15-17 (may have a 5 c.major)	
2NT opening=20-21 (may have a 5 c.major)	
Checkback, Bergen, Smolen, Lebensohl, Drury	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♣: 3 to 5 loser hands	
2♦ Muti: 6c in major weak; 2nt (22-23 pts)	
2♥/♠: Muiderberg - 5 c.in M + 5c.in ♣or♦ (preempt)	
Puppet Stayman, Gerber	
3NT Gambling	
2NT Jacoby	
Multi Landy	
Inverted minors	
<b>SPECIAL FORCING PASS SEQUENCES</b>	

<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX - 10+pts, may not have fit
1NT (6-9) with defense in other M
2♣ - 3c.fit, 8-10pts
2NT - 4c.fit, 11+pts


<b>IMPORTANT NOTES</b>
<b>PSYCHICS: NO</b>

OPENING	TI C K I F A R T I F I C I A L	MI N. NO. OF C A R D S	NE G. D B L T H R U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1(♣)	3		Better minor
1(♦)	3		Better minor	Natural except when inverted minors			
1(♥)	5			Bergen -3♣=4c.,7-9; 3♦=4c.,10-11 1NT = forcing for 1 round (not F after P) 2NT Jacoby  2♣ Checkback  3/4M=weak w/4+c.	Bergen -3♣=4c.,7-9; 3♦=4c.,10-11 1NT = forcing for 1 round (not F after P) 2NT Jacoby  2♣ Checkback  3/4M=weak w/4+c.	3x=singleton;4x=5-5 w/good 2nd suit; 3M=17+pts; 3NT=14-16; 4M=11-13  2♦=3c+4c in other M,min;2NT=no fit and min;3♦=3c+4 in other M,max; 3NT=no fit and max	After 3x, p.gives control w/good 12-14; 3M=15+; 4M= less than 12 good pts  Drury with 3c., Bergen with 4c.
1(♠)	5			Bergen -3♣=4c.,7-9; 3♦=4c.,10-11 1NT = forcing for 1 round (not F after P) 2NT Jacoby  2♣ Checkback  3/4M=weak w/4+c.	Bergen -3♣=4c.,7-9; 3♦=4c.,10-11 1NT = forcing for 1 round (not F after P) 2NT Jacoby  2♣ Checkback  3/4M=weak w/4+c.	3x=singleton;4x=5-5 w/good 2nd suit; 3M=17+pts; 3NT=14-16; 4M=11-13  2♦=3c+4c in other M,min;2NT=no fit and min;3♦=3c+4 in other M,max; 3NT=no fit and max	After 3x, p.gives control w/good 12-14; 3M=15+; 4M= less than 12 good pts  Drury with 3c., Bergen with 4c.
1NT				15-17 (may have 5c.M)	2♣ Stayman (may be without 4c.M) 2♦♥=transfer for ♥♠ 2♠=minors 5+/5+	After 2♦ Smolen	

				2NT= long minor, respond 3♣ 4♣=Gerber 4♦=5/5M		
2♣	√			3 to 5 loser hands	2♦ relay	2♥/♠=5+c.(not F); 3♥/♠=GF;2NT=24+(system on)
2♦	√			Multicolor	2♥/♠=6c.,weak 2NT=22-23 (system on)	2NT=strength of hand Puppet Stayman
2♥		5		Muiderberg (5M+5m)	2NT= give m and strength  3♦=invite to game 3♥/♠=weak	3♣/♦=min with ♣/♦;3♥=max w/♣; 3♠=max w/♦
2♠		5		Muiderberg (5M+5m)	2NT= give m and strength  3♦=invite to game 3♥/♠=weak	3♣/♦=min with ♣/♦;3♥=max w/♣; 3♠=max w/♦
2NT				20-21 (may have 5c.M)	3♣= Puppet Stayman 3♦/♥=transfer for ♥/♠ 3♠= request bid 3NT 3NT=5♠ and 4♥ 4♣=5-5M, slam try 4♦=5-5M, bid best fit	
3♣		7		Preempt		
3♦		7		Preempt		
3♥		7		Preempt		
3♠		7		Preempt		
3NT	√	7		Long suit in minor		
4♣		8		Preempt		
4♦		8		Preempt		
4♥		8		Tendency less than opening hand		
4♠		8		Tendency less than opening hand		
4NT						
5♣		8+		Tendency less than opening hand		<b>HIGH LEVEL BIDDING</b>
5♦		8+		Tendency less than opening hand	Key Cards (30/41) Gerber	
5♣					Splinters	

5(					Minorwood
					Exclusion blackwood
					DOPI,ROPI
					Controls