



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4+ cards at 1 level. Natural responses. Cue = 12+ with fit or any GF. Jump cue = fit, 4+ cards support, Splinter. New suit = Major over minor is F1, minor over Major is NF.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on. 10-14 on reopening if 1m opening. System on. 10-16 on reopening if 1M opening. System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Modified Michael's cue-bids ( <b>note 1</b> ) Other jump overcalls = pre-emptive.
<b>Reopen:</b> 2M after 1m = 6+ cards, 11-14 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue over RHO = natural. Cue on LHO suit = two suit hand.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multiland: 2♣ = Majors; 2♦ = one undefined major; 2♥/♠ = ♥/♠ + minor; 2NT = minors; Dbl = 5+ m + 4 M Landy on reopening: 2♣ = Majors; others = natural; Dbl = 5+ m + 4 M. <b>Over weak NT:</b> Dbl = 15+ bal or any strong hand; 2♣ = majors; 2♦/♥ = transfer; 2♠ = Minors strong or ♣; 2NT = Minors weak or ♦. <b>Reopening vs weak NT:</b> Dbl = 14+ bal or any strong hand; 2♣ = Majors; others = natural.
<b>VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M - (DBL) » trsf to M = good support (8+); 2NT = fit 4 cards, 11+; 3♣ = mixed raise.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	1,3,5	1,3,5	
NT	1,2,4	1,3,5. If supported suit, attitude.	
Subsequent	1,3,5 before dummy Attitude before declarer		
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude	
King	AK, KQ(+), KQJ(+) → attitude	AKJT(+), KQJ(+) → unblock or count	
Queen	QJ(+), AQJ x → attitude	QJ10(+), QJ9(+), AQJ(+) → attitud	
Jack	Jx, JT(+), HJT(+) → attitude	Jx, HJT(+), JT9(+) → attitude	
10 (T)	Tx, HT9(+), T9(+)	Tx, HT9(+) → attitude	
9	9x	J9x, 9x, T9(+)	
Hi - lo	x x x, x x x x	Suit w/out H: 2 <sup>nd</sup> (1 <sup>st</sup> if 3 <sup>-</sup> cards)	
Lo - hi	x x x, x x x x x	Suit with H: 4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
SUIT *	UDCA	Reverse count	O/E
NT **	UDCA	Reverse count	O/E
	* Lavinthal, when singleton in dummy		
	** Appel de Smith		
Signals (including Trumps): on declarer played suit, UDCA.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural TO with standard distribution for normal hands or any for 18+ HCP Standard responses Reopening TO = 8+ HCP.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and competitive doubles until 4♦. Support doubles and redoubles.			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	
<b>PLAYERS</b>	
Inocencio Araújo FPB 1088	 Luís Soares de Almeida FPB 1237 
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2 OVER 1 GF and 1NT F1 over M 2♣ = Strong, maybe not GF 2♦ = One major, weak 2♥/♠ = 11-14. 1NT = 15-17; 2NT = 20-21. 3NT = Gambling.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Walsh over 1♣ Inverted minors Bergen raises Modified Michael's cue-bids ( <b>note 1</b> )	
<b>SLAM APPROACHES</b>	
NON SERIOUS 3NT (3♠ if ♥)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After suit overcall by opps, "pass" may be penalty.	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Very unusual	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♥	Natural, 3+ cards	Walsh. Inverted minors ( <b>note 2</b> ).	2 way check-back over 1NT ( <b>note 3</b> ). After 1♣ – 1M – 2M, same trials as 1M-2M	After RHO double, transfers. After 1♥ overcall ( <b>note 10</b> )	
1♦		3	4♥	Natural, 3+ cards	Inverted minors ( <b>note 2</b> ).	2 way check-back over 1NT ( <b>note 3</b> ). After 1♦ – 1M – 2M, same trials as 1M-2M	After 1♥ overcall ( <b>note 11</b> )	
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT= F1; limited splinters Bergen raises.	After direct support, long and shorts trial bids ( <b>note 4</b> ).	Drury (2♣ with 3 cards support and 2♦ with 4 <sup>+</sup> ). Special supports with 4 <sup>+</sup> cards ( <b>note 5</b> ).	
1♠		5	4♦	Natural, 5+ cards	Limited splinters. Bergen raises.			
INT				15-17 bal, may have 5 M	Stayman, Puppet Stayman, 2♠= ♣ or minor strong; 2NT = ♦ or minors weak; 3♣= Puppet Stayman; 3♦ = Majors GF; 3♥/♠ = 3154 with singl. ♥/♠; 4♣= Quantitativ; 4♦=6 <sup>+</sup> ♥; 4♥=6 <sup>+</sup> ♠; 4♠=Ask aces	After Stayman ( <b>note 6</b> ); after transfer for Majors ( <b>note 7</b> ); after transfer for minors ( <b>note 8</b> ); after Puppet Stayman ( <b>note 9</b> ).		
2♣	X			Ask for IC; 22 or + if balanced	2♦ = 0/1 CI; 2♥ = 2 CI; 2♠ = 3 <sup>+</sup> CI, com 5 <sup>+</sup> ♠; 2NT = 3 <sup>+</sup> CI, bal; 3♣/♦ = 3 <sup>+</sup> CI, com 6 <sup>+</sup> ♣/♦.	After 2♦-2NT, same as 2NT opening After 2♣-2♦, 2♥ ask to bid 2♠ (Inv. Kokish)	After opp overcall, double = weak (0/1 IC) bal; pass = positive (2 or + IC) bal or weak unbalanced.	
2♦	X			One Major suit, 6+ cards, weak (6-10 HCP)	2NT= relay forcing; 4♣= ask to bid suit in transfer; 4♦= ask to bid suit.			
2♥		6		11-14 HPC	2NT= relay, FG 3♣= Invitational in ♥/♠ or FG with 5 <sup>+</sup> ♣	After 2NT, 3♣ = 6♥/♠+4 any, 3♦ = 6322 or any minimum, others = maximum with singleton/void.		
2♠		6						
2NT				20-21, may have 5M	3♣ = Puppet Stayman; 3♦/♥ = Transfer; 3♠ = Minors, slam trial. 3NT = 5♠+4♥ not forcing; 4♣ = Gerber; 4♦ = Majors; 4♥/♠ = Slam try in ♣/♦. 4NT = Quantitative	2NT - 3♦ - 3♥ - 3♠ = denies 4♠ 2NT - 3♦ - 3♥ - 3ST = 5♥+4♠, not forcing 2NT – 3M – 3NT = 3 or + cards in M 2NT - 3♦ - 3♠ = 5♠ + 2♥		
3♣		(6)7		Pre-emptive				
3♦		(6)7		Pre-emptive				
3♥		(6)7		Pre-emptive				
3♠		(6)7		Pre-emptive				
3NT				7 cards solid minor	4♣ = Pass or Correct; 4♦ = ask for shortness.			
4♣		8(7)		Pre-emptive				
4♦								
4♥								
4♠								
4NT	X			Minor two suit				
							<b>HIGH LEVEL BIDDING</b>	
							Kickback (Re: 41-30, 5NT= even KC w/ useful void, 6X= odd KC w/ void in X, 6 in trump suit= odd KC w/ void above suit); Exclusion Blackwood; Sometimes TURBO; after king asking, responder names the first useful king; DEPO after opp overcall.	

**NOTE 1 – MODIFIED MICHAEL’S CUE-BIDS**

Over 1♣: 2♦ = ♥+♠; 2NT = ♦+♥; 3♣ = ♦+♠

Over 1♦: 2♦ = ♥+♠; 2NT = ♣+♥; 3♣ = ♣+♠ (weak); 3♦ = ♣+♠ (strong)

Over 1♥: 2♥ = ♣+♠; 2NT = ♣+♦; 3♣ = ♦+♠

Over 1♠: 2♠ = ♣+♥; 2NT = ♣+♦; 3♣ = ♦+♥

**NOTE 2 – INVERTED MINORS****1m - 2m** = not GF (invitational or more)**1m - o/m** with jump = 8-10 HCP**1m - 3m** = pre, limited to 7 HCP**NOTE 3 – 2 WAY CHECK BACK**After **1m - 1♦/1M – 1NT = 12-14 Bal:****2♣** = asks for **2♦**, sign-off or invitational**2♦** = asks for majors, GF**1m - 1♦/1M – 2NT = 18-19 Bal** (**3♣** = asks for majors)**3♦** = both; **3M** = 3 cards; **3OM** = 4 cards; **3NT** = w/out M**NOTE 4 – LONG & SHORT TRIAL BIDS****1♥ - 2♥ - 2♠** = any shortness; 2NT asks, answers by steps**1♥ - 2♥ - 2NT** = trial bid in ♠**1♠ - 2♠ - 2NT** = any shortness; **3♣** asks, answers by steps

Other new suit over support = long trial

Same trial bids, after 1m – 1M – 2M

**NOTE 5 – DRURY WITH 4+ CARDS SUPPORT****1♥ - 2♦** = 10-12 HCP, without singleton**1♥ - 2♠** = 10+ HCP, with singleton (2NT asks, answers by steps)**1♥ - 3♥** = 7-9 HCP**1♠ - 2♦** = 10-12 HCP, without singleton**1♠ - 2NT** = 10+ HCP, with singleton (**3♣** asks, answers by steps)**1♠ - 3♠** = 7-9 HCP**NOTE 6 – STAYMAN SEQUENCES**

After 2♦, 2♠ = 5♠ + 4♥, invitational

After 2♦, 3♣ = ask minors

After 2♦, 3♦ = singleton in one M

After 2♦, 3M = Smolen

After 2♥, 2♠ = Invitational w/out 4♠

After 2♥, 2NT = Invitational with 4♠

After 2♥, 3♠ = Slamish in ♥

After 2♠, 3♣/♦ = 5+♣/♦ + 4♥

After 2♠, 3♥ = Slamish in ♠

**NOTE 7 – TRANSFER FOR MAJORS SEQUENCES**

1NT - 2♦ - 2♥ - 2♠ = 5-5 majors, invitational (NF)

1NT - 2♥ - 2♠ - 3♥ = 5-5 majors, slamish

1NT - 4♦/♥ = slamish in ♥/♠

**NOTE 8 – TRANSFER FOR MINORS SEQUENCES**

1NT - 2♠ - 2NT = Super-accept in ♣

1NT - 2♠ - 2NT/3♣ - 3♦ = minors, strong

1NT - 2NT - 3♦ = Prefers ♦

**NOTE 9 – AFTER PUPPET STAYMAN**

1NT - 3♣ - 3♦ = Denies 5 cards in a Major (may have 1/2 with 4)

1NT - 3♣ - 3♦ - 3♥ = 4 cards in ♠

1NT - 3♣ - 3♦ - 3♠ = 4 cards in ♥

**NOTE 10 – AFTER 1♠ - (1♥):**

Double = 4 or 5♠

1♠ = maximum 3♠ (may be strong with ♣)

1NT = natural

2♣ = 4♣, limited to 7 HCP

2♦ = natural, F1

2♥ = 6♠, weak or FG

2♠ = 6♠, invitational

2NT = natural

3♣ = pre-emptive

3♦ = pre-emptive

3♥ = 4-1-4-4, FG

3♠ = pre-emptive

3NT = to play

4♣ = 5♣+5♠

4♦ = 5♦+5♠

4♠ = to play

**NOTE 11 – AFTER 1♦ - (1♥):**

Double = 4 or 5♠

1♠ = maximum 3♠ (may be strong with ♦)

1NT = natural

2♣ = natural, F1

2♦ = 4♦, limited to 7 HCP

2♥ = 6♠, weak or FG

2♠ = 6♠, invitational

2NT = natural

3♣ = mixed raise

3♦ = pre-emptive

3♥ = 4-1-4-4, FG

3♠ = pre-emptive

3NT = to play

4♣ = 5♣+5♠

4♦ = 5♦+5♠

4♠ = to play

**SPECIAL AUCTIONS IN COMPETITION**

GOOD-BAD

LEAPING MICHAELS

LEBENSÖHL

2NT SCRAMBLING

MIXED RAISE

2NT INVITATIONAL OR +, WITH 4+ CARDS SUPPORT