DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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 = F1.
New Suit – F1.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
16-18, system on.
10-14 on reopening if 1m opening. System on.
10-16 on reopening if 1M opening. System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Modified Michael's cue-bids (note 1)
Other jump overcalls = pre-emptive.
2M = 10-13 if vuln, 7-9 if non vuln.
Reopen : 2M after 1m = 6 ⁺ cards, 11-14 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue over RHO = natural.
Cue on LHO suit = two suit hand.
VS. NT (vs. Strong/Weak; Reopening; PH)
Multilandy: 2♣= Majors; 2♦= one undefined major; 2♥/♠= ♥/♠ +
minor; $2NT = minors$; $Dbl = 5^+ m + 4 M$
Same on reopening
Over weak NT: Dbl= 15+ bal or any strong hand; 2*= majors;
2 ♦/♥ = transfer; 2 ♣ = Minors strong or ♣; 2NT= Minors weak or ♦.
Reopening vs weak NT: Dbl= 14+ bal or any strong hand;
2♣= Majors; others = natural.
VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural style.
·
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24
OVER OPPONENTS' TAKEOUT DOUBLE
$1M - (DBL)$ » trsf to $M = good support (8+); 2NT = fit 4 cards, 11^{+};$

3 = mixed raise.

LEADS AND SIGNALS					
OPENING LEADS STYLE					
	Lead	In Partner's Suit			
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				

LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	Ax , AKx , $AKJ10x \rightarrow attitude$	Ax , AKx , $AKJx \rightarrow attitude$		
King	AK, $KQ(+)$, $KQJ(+) \rightarrow attitude$	AKJT(+), KQJ(+)→ unblock or count		
Queen	$QJ(+)$, $AQJx \rightarrow attitude$	QJ10(+), QJ9(+), AQJ(+) \rightarrow attitud		
Jack	$Jx, JT (+), HJT(+) \rightarrow attitude$	Jx , $HJT(+)$, $JT9(+) \rightarrow attitude$		
10 (T)	Tx, H T9 (+), T9 (+)	Tx , $HT9(+) \rightarrow attitude$		
9	9x	J9x, 9x, T9(+)		
Hi - lo	x x, x x x x	Suit w/out H : 2 nd (1 st if 3 ⁻ cards)		
Lo - hi	x x x, x x x x x	Suit with H : 4 th		

SIGNALS IN ORDER OF PRIORITY					
	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.					

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Natural TO with standard distribution for normal hands or any for 18⁺ HCP Standard responses

Reopening $TO = 8^+ HCP$.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and competitive doubles until 4♦.

Support doubles and redoubles.

W B F CONVENTION CARD

CATEGORY: GREEN

PLAYERS

Inocêncio Araújo FPB 1088



Luís Soares de Almeida FPB 1237



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2 OVER 1 GF and 1NT F1 over M

2♣ = Strong, maybe not GF

2♦ = One major, weak

 $2 \checkmark / = 11-14.$

1NT = 15-17; 2NT = 18-19.

3NT = Gambling.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Walsh over 1♣

Inverted minors (not FG)

Bergen raises

Modified Michael's cue-bids (note 1)

SLAM APPROACHES

NON SERIOUS 3NT (3♠ if ♥)

SPECIAL FORCING PASS SEQUENCES

After suit overcall by opps, "pass" may be penalty.

IMPORTANT NOTES

PSYCHICS: Very unusual

ING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	BL.					
OPENING	TICK IF ARTIFICE	MIN. N CARD	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.4		3	4♥	Natural, 3+ cards	Walsh. Inverted minors (note 2). 2M= 6 cards, weak (limited to 7 HCP).	2 way check-back over 1NT (note 3). After 1♣ – 1M – 2M, same trials as 1M-2M	After RHO double, transfers. After 1♥ overcall (note 10)	
1 •		3	4♥	Natural, 3+ cards	Inverted minors (note 2). 2M= 6 cards, weak (limited to 7 HCP).	2 way check-back over 1NT (note 3). After 1 ◆ - 1M - 2M, same trials as 1M-2M	After 1♥ overcall (note 11)	
1♥		5	4♦	Natural, 5+ cards	1 ♠=4+♠, F1. 1NT= F1. Limited splinters. Bergen raises.	After direct support, long and shorts trial bids (note 4).	Drury (2* with 3 cards support). Special supports with 4^+ cards (note 5). $2 \leftarrow \max$ with Hx.	
1 🖍		5	4♦	Natural, 5+ cards	Limited splinters. Bergen raises.			
INT				15-17 bal, may have 5 M	2♣= Stayman, 2♠= ♣ or minors strong. $2NT = ♦$ or minors weak. $3♣$ = Puppet Stayman. $3♠$ = Majors GF. $3♥/♠$ = $3154/1354$ with singleton $♥/♠$. $4♣$ = Quant. $4♠/♥$ = 6 + $♥/♠$, slamish. $4♠$ =? Aces.	After Stayman (note 6); after transfer for Majors (note 7); after transfer for minors (note 8); after Puppet Stayman (note 9).		
2*	X			Ask for IC; 20 or + if balanced	$2 \spadesuit = 0/1 \text{ CI}; 2 \blacktriangledown = 2 \text{ CI}; 2 \spadesuit = 3^{+}\text{CI}, \text{ with } 5^{+} \spadesuit; 2\text{NT} = 3^{+}\text{CI}, \text{ bal}; 3 \spadesuit / \spadesuit = 3^{+}\text{CI}, \text{ com } 6^{+} \spadesuit / \spadesuit, 3 \blacktriangledown = 3^{+}\text{CI}, \text{ with } 5^{+} \blacktriangledown.$	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 ⁺ ♣.	After 2NT, $3 = 6 $ $4 = 6 $ any, $3 = 6322$ or any minimum, others = maximum with singleton/void.		
2 🏔		6				Singleton void.		
2NT				18-19, 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 - 3 = denies 4 = 2NT - 3 - 3 - 3 = 3 = 5 + 4 = 3 = 3 = 5 = 3 = 3 = 3 = 3 = 3 = 3 = 3		
3♣		(6)7		Pre-emptive	4♦= Conditioned Blackwood	Responses with 6 steps		
3♦		(6)7		Pre-emptive	4♣= Conditioned Blackwood			
3♥		(6)7		Pre-emptive	4♣= Conditioned Blackwood			
3♠		(6)7		Pre-emptive	4♣= Conditioned Blackwood			
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 (65 or +, weak)				
						HIGH LEVEL BIDDING		
						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 $1 : 2 = \forall + \Rightarrow 2NT = + \forall 3 = + \Rightarrow$

Over $1 \bullet$: $2 \bullet = \bullet + \bullet$; $2NT = \bullet + \bullet$; $3 \bullet = \bullet + \bullet$ (weak); $3 \bullet = \bullet + \bullet$ (strong)

Over $1 \lor : 2 \lor = ++ \Leftrightarrow : 2NT = ++ \Leftrightarrow : 3 \Leftarrow = ++ \Leftrightarrow$

Over $1 \triangleq : 2 \triangleq = + \forall : 2NT = + \Rightarrow : 3 \triangleq = + \forall$

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 $1m - 1 \neq /1M - 1NT = 12-14$ Bal:

 $2 \clubsuit$ = asks for $2 \spadesuit$, sign-off or invitational

 $2 \spadesuit$ = asks for majors, **GF**

1m - 1 ϕ /1M - 2NT = 18-19 Bal (3 ϕ = asks for majors)

 $3 \bullet = both$; 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

NOTE 5 – 4⁺ CARDS SUPPORT, AFTER PASS

1♥ - 2NT= 8 to 11 HCP, without singletons

1 ♥ - 2 ♦ /3 ♦ /3 ♦ = 8 to 11 HCP, with singleton

 $1 \lor - 3 \lor = 5-7 \text{ HCP}$

 $1 \triangle - 2NT = 8$ to 11 HCP, without singletons

1♠ - **3**♣/**3**♦/**3**♥= 8 to 11 HCP, with singleton

 $1 \spadesuit - 3 \spadesuit = 5-7 \text{ HCP}$

NOTE 6 – STAYMAN SEQUENCES

After $2 \diamondsuit . 2 \diamondsuit = 5 \diamondsuit + 4 \heartsuit$, invitational

After $2 \blacklozenge$, $3 \clubsuit$ = ask minors

After $2 \diamondsuit$, $3 \diamondsuit$ = singleton in one M

After 2 , 3M = Smolen

After $2 \heartsuit$, $2 \spadesuit$ = Invitational w/out $4 \spadesuit$

After $2 \heartsuit$, $2NT = Invitational with <math>4 \spadesuit$

After $2 \checkmark , 3 \blacktriangle = \text{Slamish in } \checkmark$

After $2 \spadesuit$, $3 \clubsuit / \spadesuit = 5^+ \clubsuit / \spadesuit + 4 \heartsuit$

After 2 , 3 = Slamish in

NOTE 7 – TRANSFER FOR MAJORS SEQUENCES

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

 $1NT - 2 \checkmark - 2 \land - 3 \checkmark = 5-5$ majors, slamish

1NT - 4 / = slamish in /

NOTE 8 – TRANSFER FOR MINORS SEQUENCES

 $1NT - 2 \blacktriangle - 2NT = Super-accept in \clubsuit$

1NT - 2 - 2NT/3 - 3 = minors, strong

 $1NT - 2NT - 3 \spadesuit = Prefers \spadesuit$

NOTE 9 – AFTER PUPPET STAYMAN

1NT - 3 - 3 = 0 Denies 5 cards in a Major (may have 1/2 with 4)

1NT - 3 - 3 - 3 = 4 cards in \bullet

1NT - 3 - 3 - 3 - 3 = 4 cards in \checkmark

NOTE $10 - AFTER 1 - (1 \lor)$:

Double = $4 \text{ or } 5 \triangleq$

 $1 \blacktriangle = \text{maximum } 3 \blacktriangle \text{ (may be strong with } \clubsuit)$

1NT = natural

2 = 4, limited to 7 HCP

 $2 \spadesuit = \text{natural}, F1$

2 = 6, weak or FG

2 = 6, invitational

2NT = natural

3 = pre-emptive

 $3 \blacklozenge = \text{pre-emptive}$

3 = 4-1-4-4, FG

 $3 \blacktriangle = \text{pre-emptive}$

3NT = to play

4♣ = **5**♣+**5**♠

 $4 \diamond = 5 \diamond + 5 \diamond$

 $4 \blacktriangle = \text{to play}$

NOTE $11 - AFTER 1 - (1 \heartsuit)$:

Double = $4 \text{ or } 5 \triangleq$

 $1 \blacktriangle = \text{maximum } 3 \blacktriangle \text{ (may be strong with } \blacklozenge)$

1NT = natural

2 = natural, F1

 $2 \spadesuit = 4 \spadesuit$, limited to 7 HCP

2 = 6, weak or FG

2 = 6, invitational

2NT = natural

3 = mixed raise

 $3 \blacklozenge = \text{pre-emptive}$

3 = 4-1-4-4, FG

 $3 \blacktriangle = \text{pre-emptive}$

3NT = to play

4♣ = **5**♣+**5**♠

 $4 \diamond = 5 \diamond + 5 \diamond$

 $4 \blacktriangle = \text{to play}$

SPECIAL AUCTIONS IN COMPETITION

GOOD-BAD

LEAPING MICHAELS

RUBENSOHL AFTER OPPS OVERCALL OVER 1NT

2NT LEBENSHOL AND SCRAMBLING

MIXED RAISE

2NT INVITATIONAL OR +, WITH 4⁺ CARDS SUPPORT