

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.
INT 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. 1♣ or 2♣
Over 2♣: Dbl= Majors; 2♦= 1 M; 2♥/♠= ♥/♠+m; 2NT= minors
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 → 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	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			
Inocência 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♥/♠ = 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			

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 (note 2). 2M= 6 cards, weak (limited to 7 HCP).	2 way check-back over 1NT (note 3).	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♥ 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♦= 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			Strong, maybe not FG. Ask for IC; 20 or + if balanced	2♦= 0/1 CI; 2♥= 2 CI; 2♠= 3+CI, with 5+♠; 2NT= 3+CI, bal; 3♣/♦= 3+CI, com 6+♣/♦, 3♥= 3+CI, with 5+♥.	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 any, 3♦= 6322 or any minimum, others = maximum with singleton/void.	
2♠		6					
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♠ = 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	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♦ = ♥+♠; 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

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♥ - 3♥ = 5-7 HCP

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

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

1♠ - 3♠ = 5-7 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

RUBENSOHL AFTER OPPS OVERCALL OVER 1NT

2NT LEBENSHOL AND SCRAMBLING

MIXED RAISE

2NT INVITATIONAL OR +, WITH 4⁺ CARDS SUPPORT