

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural style; Natural Responses Cuebid = fit and forcing (if not passed hand) / if passed » invitation New suit = F1 Jump = weak
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd / 3 rd seat » 15-18 system on 4 th seat (reopening) » 12-14 system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Modified MICHAEL's Cuebids (see Note 1) Reopen 2M after 1m = 6+ cards, 11-14 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid over opponent opening bid = two suit hand
VS. NT (vs. Strong/Weak; Reopening;PH)
Multilandy » 2♣ = majors; » 2♦ = undefined major; 2♥/♠ = ♥/♠+ minor; 2NT = minors; DBL = 4 major + 5 minor (*) Landy (reopening) » 2♣ = majors; 2NT = minors; Others = natural Over weak NT: DBL = 15+ ; Others = natural (*) 2♣ = asks for the minor; 2♦ = asks for the major
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural style; Lebensohl (over 2 major weak) and Leaping Michaels 2♥/♠ » 4♣ = bicolor other Major + Clubs 2♥/♠ » 4♦ = bicolor other Major + Diamonds 3 minor » 4 minor = Majors 3 minor » 4 other minor = 1 Major + Other minor 3 Major » 4 minor = that minor + Other Major 3 Major » 4 Major = minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Mathe Double = two Majors, at least 4/4 depends on vulnerability 1 or 2 ♦ ♥ ♠ = natural, 5 cards / 2♣ = natural with Clubs 1NT = two minors, at least 4/4 depending on vulnerability
OVER OPPONENTS' TAKEOUT DOUBLE
Support = 3 cards 5-7H ; Jump = 4 cards less than 7H 2♣ = 3 cards 8-10H; 2NT = 4 cards 8-10H RDBL = 11+ without fit; could have 2 cards

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	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude		
King	Asks for attitude	Asks for count or Q unblock	
Queen	QJ (+), AQJ x » attitude		
Jack	J109xx; QJxx; J108xx; Jx	J109xx; QJxx; J108xx; Jx	
10	Promises at least 1 key card	Idem	
9	9x ; 109xx	9x; 109xx	
Hi-Lo	x x ; x x x x	Suit w/out H: 2nd (1st if 3 cds)	
Lo-Hi	x x x ; x x x x x		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit (*)	UDCA	Reverse count	Odd / Even
NT	UDCA	Reverse count	Lavinthal
(*) Lavinthal, when singleton in dummy			
Signals (including Trumps):			
Lo-High			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural TO with standard distribution for normal hands or any 18+ HCP			
Standard responses			
Reopening TO = 8+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive and Negative doubles until 4♦			
Support doubles and redoubles			
1NT (strong) – DBL = 5 in a minor + 4 in a major			

W B F CONVENTION CARD
CATEGORY: Green NCBO: PORTUGAL PLAYERS: Nuno BALTAZAR Pedro SALGUEIRO
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 2 over 1 FG (INT forcing over Major opening) 2♣ = Strong » 22-23 if bal.; 17+ if 5 losers w/ solid suit 2♦ = FG, any distribution, 24+ bal. or 3 / 4 losers 2♥ / ♠ = weak (5-10), 6 cards, INT = 15-17; 2NT= 20-21 3NT = gambling ♣ / ♦ = 3+ / 11H+ ♥ / ♠ = 5+ / 11H+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted minors (Criss Crosss) Limited splinters (up to 4♦) Checkback: over 1NT forcing until 2NT; over 2NT » FG Trial bids (ask for support) Lebensohl: over 1NT; 2 Major weak or Partner Reverse Puppet Stayman (3C over 2NT strong) Bergen raises over Major opening 1 st and 2 nd seat Drury: 3 cards over Major suit opening on 3 rd and 4 th seat Michaels Modified (see Note 1) Helvic (defense over 1NT doubled) 1D Walsh » over 1♣ opening Blackwood 5 Keys Exclusion Blackwood Minorwood (BKW for minors) Ogust: 2ST over 2 M weak opening » asking for strength Smolen 4 th Suit FG
SPECIAL FORCING PASS SEQUENCES
Pass in competition when opps interfere on FG sequence
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3+		11 - 21	Standard/ Inverted Minors (Cris Cross) • 1♣,♦-2♣,♦ = 12+, GF , denies Major 4° • 1♣-2♦/1♦-3♣ = 8-11 • 1♣,♦-3♣,♦ = fit,0-7 • 2♥,♠ = 6+ c, 0-5 (WJS) • 3 x = 7c, 4-7	• 2 M = solid defense on M • 2NT = 12-14 bal with def 2 M (18+ bids 3NT) • 2♦/2♣, 3♣/2♦ without def M, def minors • Jump = splinter • 3m = NF (mín) • 4m = asks Aces	
1♥ 1♠		5+		11-21	• Splinter • Bergen support to 3C=7-9 / 3D=10-11 • 1NT = F1 • 2/1 = GF • 2NT = Jacoby (12+)	• Over 1NT > 2♣ = 2+ cds; 2♥,♠ = 6/5 cds catchall • After 2/1 > 2NT= 15-17 bal., 3ST = -19	DRURY 2♣ = 10-11H » 3 cards
1NT		Very Rare A/K single		15-17 May have Major 5	Stayman 2♣ = 8-9 H (asking / may have no Major) 2♦/♥ = transfers Hearts / Spades	2♦ = denies Majors Jump = 4 cards fit; 2NT = max with 4 cards	Helvic (Hard Line): defense 1NT DBL Pass > RDBL RDBL > 2♣ mandatory Direct > 2 suits in a row Difered > 2♣ = 4♣+4♥; 2♦ = 4♠+4♦
					2♠ = minors (W/S); 2NT= unicolor minor (W/S) 3 ♣ /♦ = good suit, 6 cards, 2 Key 4♣ = Minorwood 4NT = Quantitative	See Note 2	
2♣	X	0		Undefined strong hand. If balance. = 22-23 One suit= 5 losers	2♦ = relay 2♥ / 2♠ = 5 Hearts or Spades w/ 2 Key Cards 3 ♣ /♦ = 5 C or D with 2 Key Cards 2NT = 8+ balanced	After 2NT »» system on	Over suit » Doble = negative 0-7- ; Pass = 8+; Suit / 2NT= natural, 8+ Over DBL » RDBL = negative 0-7; Pass = 8+; Suit / 2NT= natural, 8+
2♦	X	0		Any distribution 24+balanced or 3/4 losers	Roman Controls (Ace = 2 / King = 1) 2♥ = max 1 Control (King) 2♠ = 2 Controls (1 Ace or 2 Kings) 2 NT = 3+ Controls balanced 3 X = 3+ Controls, 5 cards on X	After 2NT »» system on	Over suit » Doble = negative 0-7- ; Pass = 8+; Suit / 2NT= natural, 8+ Over DBL » RDBL = negative 0-7; Pass = 8+; Suit / 2NT= natural, 8+
2♥ 2♠		6		5-10	2NT = Asking	Over 2NT » answers by steps OGUST – see Note 3	
					3♣ = aks for shortness (void ou singleton) 2♠ / 3♦ = natural. F1	3♦ = short in a minor ; Over Hearts » 3♠ = short Spades ; Over Spades » 3♥ = short Hearts	
2NT		2		20-21 May have Major 5	3♣ = Puppet Stayman 3♦/♥ = Transfer to Hearts or Spades 3♠ = minor suit 6 cds; 3ST = 5♠+4♥ 4♣/♦ = Minorwood; 4♥/♠ = minors, short H or S	See Note 4	
3♣♦♥♠		6+		Pre-empt	Another suit = forcing	Support = fit 3 vis or 2 w/ Honors; 3NT = solid opening suit Rebid opening suit = all other occasions New suit = fit Resp. suit control on that suit (K or singleton.; A or void)	
3NT		8		Solid suit without side stopper	4♠ = sign off ♣♦ 4♦ = asks singleton	4♥♠ = short Hearts or Spades 4NT = short minor 5♣♦ = 7222	
4♣♦♥♠		8		Pre-empt			
HIGH LEVEL BIDDING					Control Cue-bids Exclusion Blackwood: at 5X level after fit established Asking for trump Queen: • 5 NT or 5 in trump = denies Q • 6 in trump = Q w/o K in suit lower than trump • 6 in suit lower than trump = Q of trump and K of that suit		
Blackwood 5 Keys ⇔ • 0/3 • 1/4 • 2/5 • 2/5 (2 Aces + Trump Queen) 5ST = 1 + useful void 6X = 2 + useful void on X (if below trump suit) 4NT asks Aces ; Following suit asks Trump Queen ; 5NT asks specific Kings							

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 – STAYMAN AND TRANSFERS AFTER 1NT

1NT 2♦
2♥ 2♠ = 5-5 major, invitation (6-9H)

1NT 2♦
2♥ 3♠ = 5-5 major, game (10-14H)

1NT 2♥
2♠ 3♥ = 5-5 major, slamish 15+H

1NT 2♣
2M 3♣ = ask minors: Opener: 3♦ = minor 4cds; 3M = 5 cds; OM = that major; 3NT = 4333
3♦ = fit with M, slamish, asks for controls

1NT 2♣
2♦ 3♦ = singleton in one M

1NT 2♣
2♦ 3M = Smolen (invitation 9+H » 3♥ = 5S + 4H; 3♠ = 4S + 5H)

1NT 4♣ / 4♦ = RCBK for minor Clubs or Diamonds (Minorwood)

TRANSFER FOR MINORS

1NT 2♠ = transfer for minors (weak or strong) » 3♣ = accept or pass

1NT 2NT = unicolour minor (weak or strong) » 3♣ = accept or pass / 3NT = choose

NOTE 3 – OGUST (after 2NT reply following a 2M weak opening)

3♣ = 5-7 H with 1 out of 3 top cards (A, R or D)

3♦ = 5-7 H, with 2 out of 3 top cards

3♥ = 8-10H, 1 out of 3 top cards

3♠ = 8-10 H, with 2 out of 3 top cards

3NT = 8-10 H, with 3 top cards

NOTE 4 – STAYMAN AND TRANSFERS AFTER 2NT

After 2NT - 3♣ (Puppet)

3♦ = at least 1 Major	3♥ 3♠ = 4 cards in the other Major 4♣ = 4 cds both Majors. Slam attempt 4♦ = 4 cds both Majors, Opener bids 3NT = to play
3♥ = 5 cards Hearts	3NT = to play 4♥ = to play 3♠ 4♣ 4♦ = controls, slam interest
3♠ = 5 cards Spades	4♠ = to play 4♣ 4♦ 4♥ = controls, slam interest
3NT = No Majors	4X = controls, slam interest

After 2NT - 3♠ = Stayman for minors

- 3NT = denies Clubs and / or Diamonds
- 4♣ / 4♦ = 4+ Clubs or Diamonds. Responder decides
- 4NT = at least 4-4 Clubs and Diamonds. Responder chose