

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		
INT 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
Suit (*)	UDCA	Reverse count
NT	UDCA	Odd / Even
(*)	Lavinthal, when singleton or void 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: Lena ESPÍRITO-SANTO		
Pedro SALGUEIRO		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2 over 1 FG (1NT 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 (any 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 » 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 = 12-14 or 18-19; 3NT = 16-17	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♥ = relay 2♣ = Ace major 2 NT = 8+ or 2 Kings 3♣,♦ = Ace Clubs or Ace Diamonds	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; 3NT = 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:			
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				<ul style="list-style-type: none"> • 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 			

NOTE 1 – MODIFIED MICHAEL'S CUE-BIDS

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