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 FG.

Jump cue = fit, 4+cards support, Splinter.

New suit = NF.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18, 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)

1M-3 ♣ = other M+♦; 1m-3 ♣ = other m+♠; 1 ♦-3 ♦=♣+♠ strong. Other jump overcalls = pre-emptive.

Reopen: constructive hands

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Jump cue in response after overcall = fit, Splinter.

Direct cue over opps opening bid = two suit hand.

VS. NT (vs. Strong/Weak; Reopening; PH)

Multilandy: 2 = Majors; 2 = one undefined major; 2 = minor; 2 = minor; 2 = minor or Major+minor strong; 2 = minor

Landy on reopening » 2. = Majors; others=natural; Dbl=5+m + 4M

Over weak NT: Dbl= 14+ bal or any strong hand; 2 = majors;

 $2 \diamondsuit / \blacktriangledown = \text{transfer}; 2 \blacktriangle = \clubsuit + \blacktriangledown \text{ or } \diamondsuit + \blacktriangle; 2NT = \text{ one minor}; 3 \clubsuit = \text{ minors};$

3 ♦= ♦+♥; 3♥= ♣+♠

Reopening vs weak NT» Dbl and 2♣ same as above; others=natural

VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Natural style.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24

Over 1 * » Dbl= *; 1 level suit= natural; 1NT= *+1M (maybe 5-4);

 $2 \clubsuit = ♦ +1M$ (maybe 5-4); 2 ♠ = Majors; 2 ♥ / ♠ = pre-emptive.

Over 2 4/4 (strong) » Dbl= 4/4; 2X = nat; 2NT/3 4/3 = 2suit cesar

OVER OPPONENTS' TAKEOUT DOUBLE

1M-DBL» 2 \bullet /2 \bullet = good 2 \bullet /2 \bullet support; 2NT= fit 4 cards, 11+; 3 \bullet = mixed raise. 1 \bullet / \bullet -DBL » transfers.

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	Normally attitude	

LEADS

Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ $10x \rightarrow attitude$	Ax , AKx , $AKJx \rightarrow attitude$	
King	AK, $KQ(+)$, $KQJ(+) \rightarrow attitude$	AKJT(+), KQJ(+)→ unblock or count	
Queen	QJ (+), AQJ x \rightarrow attitude	$QJ(+)$, $AQJ(+)$, $KQTx \rightarrow attitude$	
Jack	Jx, JT (+), $HJT(+) \rightarrow attitude$	$Jx, JT (+) \rightarrow attitude$	
10 (T)	Tx, H T9 (+), T9 (+)	Tx, $HJT(+)$, $HT9 \rightarrow attitude$	
9	9x	J9x, 9x, T9(+)	
Hi - x	x x, x x x x	Non interest suit – 2 nd	
Lo - x	x x x, x x x x x	Suit with interest – 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 sing	leton in dummy	
**	Appel de Smith		

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Natural TO with standard distribution for normal hands or any for 18+HCP Standard responses (but 1M-DBL-1NT = Lebensohl style, asks for 2♣) Reopening TO = 8+HCP.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and competitive doubles until 4♦.

Doubles in competition = extra strength.

1NT (if strong) - DBL = 5+ in a minor and 4 in a major.

W B F CONVENTION CARD

CATEGORY: GREEN

PLAYERS



Inocêncio Araújo



Luis Oliveir

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2 OVER 1 GF.

2 = FG > 21 + if bal; 17 + with long and solid suit (4 losers).

2 ◆ = Multi. One major weak or strong (5 losers).

 $2 \checkmark / = 6 \text{ cards}, 10-13.$

1NT = 15-17; 2NT = 18-20.

3NT = Gambling.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Inverted minors.

Strong and limited splinters.

Invitational and FG check-back.

Modified Bergen supports.

Modified Michael's cue-bids.

Kickback RKCB (30-41). Exclusion Blackwood, 6 cards Blackwood, when declared double fit.

Walsh over 1♣.

SPECIAL FORCING PASS SEQUENCES

After suit overcall by opps.

Pass in competition when opps interfere on FG actions.

IMPORTANT NOTES

PSYCHICS:Very unsual

ڻ ن	IF MAL	TICK IF ARTIFICIAL MIN. NO. OF CARDS	NEG.DBL THRU				
OPENING	TICK I ARTIFIC			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		3	4♥	Natural, 3+ cards	Inverted minors. Walsh.	2 way check-back over 1NT (note 1). After 1 * - 1M - 2M, same trials as 1M-2M	
1♦		3	4♥	Natural, 3+ cards	Inverted minors.(note 3).	2 way check-back over 1NT. After 1 ◆ - 1M - 2M, same trials as 1M-2M	
1♥		5	4◆	Natural, 5+ cards	1 ♣=4+♠, F1; 1NT= F1; limited and strong Splinters (note 5). Short and long trials (note 6) Modified Bergen Support; 2NT=15+, 2+ cards ♥.	Gazzilli (note 7).	Drury (only 2.*).
1 🛦		5	4♦	Natural, 5+ cards	1NT= F1; 2NT=15+, 2+ cards ♠ (note8).		
INT				15-17, if 15 may have 5 M	(note 9). Stayman, transfers 2 ♠= Stayman for minors; 4 ♣=5-5 major, w/o slam interest; 4 ♦ ♥=transfers w/o slam interest; 4 ♠=Blackwood.		
2*	X			FG, except if 21-23 bal	Italian Controls; 2 ◆=max a King; 2 ◆=1A or 2K; 2N=3+IC; 3x=5+cards, 3+IC.	After 2♦-2♥ requires 2♠, if 2NT follows= 21-23; Muppet sequences.	
2♦	X			Multi, one Major suit, 6+ cards, weak (<10) or strong (5 losers)	2N=relay forcing; 2♥♠=P/C if weak.		
2♥		6		10-13, 6+ cards	2NT=Relay FG; 3♣=inv in the major or FG if clubs; 3♠=Natural, FG.	After 2N opener defines strength and distribution.	
2 🏚		6					
2NT				18-20, may have 5M	Muppet; transfers.		
3 ♣ 3 ♦		(6)7 cards		Pre-emptive	New suit=F1; new suit jump=CAB.	After CAB» 1 st step=no control; 2 nd step=2 nd control; 3 rd step=1 st control.	
3 ∀		(6)7 cards		Pre-emptive	After 3♥»4♠=CAB.		
3NT				7 cards solid minor	4♣=Pass or Correct; 4♦=ask for shortness.		
4 ♣ 4 ♦	1	8(7)		Pre-emptive			
4 ∀							
4NT	X			Minor two suit			
						HIGH LEVEL BIDDING Kickback blackwood; Exclusion Blackwood; trump asking in 5 level; 5NT=trump asking for grand slam; anti-controls when partner denies a previous control=control on suit denied by partner, no control on suit named.	

NOTE 1 – TWO WAY CHECKBACK

1m 1M

1NT 2 = asks for 2. May be sign off in diamonds or any invitational hand

1m 1M

1NT $2 \bullet = FG$, asks attitude for majors. Other minor=3-4 in majors

1m 1M

1NT 2NT= asks for 3♣. Sign off in clubs or FG with a shortness

NOTE 2 -

NOTE 3 – INVERTED MINORS

1m 2m = not GF (invitational or more)

1m o/m jump = 8-10

1m 3m = pre, limited to 7HCP

NOTE 4 -

NOTE 5 – LIMITED AND STRONG SPLINTERS

1♥ 3♠=strong any shortness - 3NT= asks

1 ♥ 3NT/4 * /4 * = */*4 * shortness, limited

1♠ 3NT= strong any shortness - 4♣= asks (answers in gradino)

1♠ 3♥/4m=limited shortness

NOTE 6 – SHORT AND LONG TRIALS

1♥ 2♥

2 =any shortness – 2NT asks (answers in gradino)

1 4 2 4

2NT= any shortness - 3♣ asks (answers in gradino)

Other new suit over support = long trial

NOTE 7 – GAZZILLI

Any strong hand (17+) by opener, after 1NT forcing or 1♠ forcing over 1♥, bids 2♣. Maybe a natural bid, any balanced hand or any strong hand.

After $2 \clubsuit$, $2 \spadesuit$ by responder=8+HCP,

NOTE 8 – 1M -2NT

15+HCP balanced. May have 2 to 4 cards in opener suit.

Opener may bid shortness with 6+ cards.

NOTE 9 - STAYMAN AND TRANSFERS AFTER 1NT

STAYMAN

After 2♦ » 3♣ asks for minors and 3M=smolen

After 2♦ » 3♦ shows a major shortness

After 2M » 3♣ asks for minors and 3♦ shows major fit and asks for controls

TRANSFER FOR MAJORS

1NT 2♦

2♥ 2♠= 5-5 major, slam try

1NT 2♥

3 **♥**= 5-5 major, invitational

1NT 4 = 5-5 major no slam interest

1NT $4 \phi / \psi = \text{transfer to } \psi / \phi$, no slam interest

1NT 4♠=Blackwood

TRANSFER FOR MINORS

1NT 2♠=asks for 4 card minor

1NT 2NT=asks for 3., maybe sign off in or FG with one minor suit any shortness

1NT 3♣=sign off in ♦ or slam try in ♦

1NT $3 \leftarrow = \text{slam try in hearts}$

3♥=slam try in spades

3♠=slam try in clubs

SPECIAL AUCTIONS ON COMPETITION

After partner overcall in suit, jump level in a suit under overcall is support with strength below direct cuebid.

Over strong NT » double=5+m4M

Over weak NT » transfers overcalls

GOOD-BAD in competitive auctions by opener » 2NT=zone 2+ opening bid, Direct suit just for competition.

Rubensohl after overcall over 1NT

2NT scrambling in competition.

Power double in competition.