

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural; 4+ c. = 6/16 HCP
Responses Cue bid = Forcing (w/ or w/out fit)
New Suit = Forcing
Jump Raise = Pre-emptiv
Take out Double X followed by 1 suit = 18+ HCP (4/5 LT)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2th position 15+/18 HCP (System on)
4th position 10/14 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive (at level 2: constructive if vulnerable, light if not vulnerable)
Unusual NT 2 suiter (passed hand)
2 suiter bids Ghestem
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
2nd MULTI LANDY:
2 C=M+M
2D= 1 M
2H= M+ m
2S=M+ m
2NT=m+m
4th LANDY:
2C=M+M
Other bids: natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st/3rd/5th+internal sequences		
NT	1st/3rd/5th+internal sequences		
Subseq	+/- attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx	
King	K, KQ (+), KQJ (+)	AKJT (+), KQJ(+)	
Queen	QJ (+), AQJ x	QJ (+), AQJ (+); RDxxx	
Jack	J x, J10 (+) H J 10 (+)	J x, J10 (+) J 10 (+)	
10	10 x, 10 9 (+), H 109	10x 1098	
9	9 x, H 9 8 x	9x 98x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding Odd Encor
1	Odd Encor		
Suit 2	Even Descor		
3			
1	Odd Encor		Odd Encor
NT 2	Even Descor		Even Descor
3			
Signals (including Trumps):			
standart counting			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Negative Double thru 4 D			
Support Double when RHO interferes till 2 Hearts			
Support Redouble			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
With passed hand over 1H/ 1S:			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Ana de Magalhães Pereira/ Jorge Cruzeiro
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
C= 3+ c
D= 3+ c
H/S= 5+ c.
1 NT = 15+-17 HCP
'2/1' GF
Over 1H; 1NT = F1
Over 1S: 1NT = F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Jacobi and bergen raises
2 C= Strong
2 D= - weak or 21-23 bal
2 H= 5 cards and 5+ any suith
2 S= 5 and 5+ in minor
3C/D/H/S/NT/ = PREEMPTIVE BIDS
Lebensol
Over 2 Multi → 2H/S= short
2 NT = 16-18 HCP bal
Walsh
Inverted Minors
Checkback
Smollen
Puppet over 2nt opening
Trial bids
SPECIAL FORCING PASS SEQUENCES
1x / LHO Overcall / Pass = Maybe penalty
1NT / LHO Overcall / Pass = Maybe penalty

OVER OPPONENTS' TAKEOUT DOUBLE
Fit w/3c: 2H/S/= 5-8 - ; 2C/D/ = 8-10; XX= 11+
Fit w/4+c: 3H/ S= 0-6; 2NT = 11+
Splinter; Suppor XX after a partner's overcall

2C= Drury 3 cards(or 4333); Bergen raises
Over 1H/ 1S: 2NT= Minors

IMPORTANT NOTES
PSYCHICS: Rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Natural, 3 or + c.	Walsh; Inverted minors (2d= intermediate). 1-2 C (11+)-Forcing till 3 2H/S/ = strong (follows by controls)	natural and Checkback after 1nt	
1♦		3	4H	Natural, 3 or + c (if 4432).	Walsh; Inverted minors (3C= intermediate). 1-2 D(11+)-Forcing till 3 2H/ S= strong (follow by controls)	natural and Checkback after 1nt	
1♥		5	4D	10-21 HCP, 5+; * 3rd and 4th place: 4+	‘2/1’ = GF; 1NT-F1 2H = 6-10, w 3 cards support; 2NT = fit w/ 4+ GF; 3x = Bergen raises; 4x = splinter; 3S=Splinter	Over 2/1 GF, 2 H= catch-all; 2NT = 14-17; 3NT = 11-12	2C= Drury (3 c or 4333) 2ST Over 1 H= Both Minors 3x – Bergen
1♠		5	4D	10-21 HCP, 5+; * 3rd and 4th place: 4+	‘2/1’ = GF; 1NT-F1 2H = 6-10, w 3 cards support; 2NT = fit w/ 4+ GF; 3x = Bergen raises; 4x = splinter	Over 2/1 GF, 2S = catch-all; 2NT = 14-17; 3NT = 11-12	2C= Drury (3 c or 4333) 2ST Over 1 /S = Both Minors 3x – Bergen
INT		15-17	4D	15-17 HCP BAL	2C= Stay (may have no majors); 2H= transfer; 2S= transfer 2S= Both minors, weak or strong 2NT= 1 minor, weak or strong 3C/D invitacional 3H/S/strong; = 4NT invitational	Over 1NT – 2C – 2 D : Smolen	
2♣	X	0		Strong	2 D= Relay; 2H/ S= 5 cards with 2 honors; 2ST= 14+ ; 3C/ D= 6 cards with 2 honors	After 2C- 2D-2 NT 3C=Puppet Stay	
2♦	X	0		H or S- weak, or 22-23 HCP BAL	2H=to play if weak in ; 2 S= to play if weak in 2NT=asks; 3C/ D= Forcing	After 2NT, 3C= min, 3D= min, 3H= max, 3S= max.	
2♥				5 Hearts and 5+ other suit	2ST=GF; 2S= Pass or correct; 3d=Inv. or more with fit		
2♠		r		5 Spades and 4+ minor	2ST=GF; 3c= Pass or correct; 3d=Inv. or more with fit		
2NT				20-21 balanced	3C= Puppet stayman; 3D/H= transfer; 3S= 5S+4H 4C= natural; 4D= natural		

3♣		Preemptive					
3♦		Preemptive					
3♥		Preemptive					
3♠		Preemptive					
3NT		Preemptive					
4♣		natural					
4♦		natural					
4♥		natural					
4♠		natural					
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB & Blackwood 3/0 4/1 2 2 + Q	
5♥						5 NT = 2 Aces + 1 Useful Void	
5♠						6 x (under trump) = 1A + 1 usef void	
						6 on trump suit = 2A + 1 usef void	
						If LHO interfer, X or XX is even, “pass” is odd (DEPO)	