



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		Category: Natural - GREEN (OCT 2018)
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
Style: 1 level aggressive; 2 level rule 2/3				Country: BRAZIL
Responses : 1/1 F1 ; JUMP RAISE = pre ; CUE = F1; 1NT = 8-10; 2NT = 14-15		Lead	In Partner's Suit	
2/1 NF ; JUMP SHIFT = fit-showing; JUMP-CUE = 4-card supp distr. values		Suit	3rd/5th	Event: ALL EVENTS
Reopening: JUMP SHIFT = intermediate; 2NT = 19-20; CUE = 2-suiter		NT	4th (or smallest with interest)	Players: BRANCO, M - CCHAGAS,G
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Subseq	same	SYSTEM SUMMARY
2ND/4TH Live =15-18 HCP bal ;		Other: Vs NT, A asks CT/UB;K or Q asks ATT/UB		GENERAL APPROACH AND STYLE
Responses: stayman,transfers; others like 1NT opening		L/D DBL against high-level contracts;		NATURAL with 5-card majors; inverted minors (10+); weak two bids; strong 2♣
REOPENING: 11-14 HCP bal over minor; 11-16 HCP bal over major		LEADS		1♥ - 1♠ = like a F NT; 1♥ - 1NT = 5+♠; 1m - 1x - 1y: 2♣ = INV (F to 2♦); 2♦ = FG;
Responses: stayman (2♦/♥/♠ = min, 2NT = max w/ or w/o maj), transfers		Lead	Vs. Suit	Vs. NT
		Ace	AKx(+)	AKx(+);
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	AK ;KQx(+)	KQ(J/10)x(+); AKJ10(+)
1-Suit: WEAK: New suit=F1; 2NT=asks		Queen	QJx(+)	QJx(+); KQ109x
2-Suit: Tactical (may be a bad hand with a 7-card suit)		Jack	J10x(+); KJ10x(+)	same
		10	109x(+); H109x(+)	same
Reopen: 2NT=BAL(19-20 HCP);JUMP=INTERMEDIATE		9	9x; 98x; H98x(+)	9x; H98x
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Hi-x	Sx ;xSx ;HxS ;HxxS ;xSxx	same
(1M)-2M=OM+m ; Response: 2NT asks		Lo-x	xxS	same
(1m)-2m = majors Response: 2NT asks ;		SIGNALS IN ORDER OF PRIORITY		1M - 3M = 6-9 HCP with 4 trumps ; 1M - 2NT = FG with 4-card support;
(1m) - 3m = Natural pre; (1M)-3M= asks for stopper			Partners Lead	Declarer's Lead
Reopening: (1M) 2M = OM + m; (1m) 2m = Majors		Suit:1st	Hi/lo=E	Hi/lo=O
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi=ENCRG	S/P
AGAINST WEAK NT: DBL=14HCP+; 2♣ = Majors; 2♦/♥ = ♥/♠; 2♠/=♠+m		3rd	S/P	Hi=ENCRG
2NT = minors; Others = NAT		NT: 1st	Hi/lo=E	Hi/lo=O
AGAINST STRONG NT (possible 16HCP): the same		2nd	S/P	Hi=ENCRG
Passed-hand: Dbl = shortness ♠; 2♣ = shortness ♥; 2♦=Ms;2♥/♠ M+m 55		3rd	Hi=ENCRG	S/P
		Signals (including Trumps): Trumps:Hi-lo shows interest in ruff or ATT for a particular suit		1♣ - 2♠ = inv w/ ♦; 1♦ - 2♠ = INV w/ ♣; 1m - 2♥ = 5♥+5♠ 9-11HCP
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		SMITH ECHO in some situations		1♣ - 2♦ = and 1♦ - 3♣ = INV w/ supp (ft showing)
Cue=2-suiter; DBL=take-out; Jumps = tactical; NT=nat bal		DOUBLES		TRANSFER AFTER 1M - (DBL), 2M (DBL)
AGAINST 3m: 4♣ = ♣ + maj, 4♦ = majors; AGAINST 3NT gambling: 4♣=♥+♠;		TAKEOUT DOUBLES (Style; Responses; Reopening)		1NT(2M) 2NT forces 3♣; 3♣=♦; 3♦=OM; CUE=4441;3OM = ♣
4♦= ♦+ Major; 4♥ / 4♠ = to play; DBL = cards		May be light (10 HCP) with classic shape		IN COMPETITION; Jump raises = weak; Jump shift = fit-showing; (1M)-3♣=2-suits
VS. ARTIFICIAL STRONG OPENINGS		CUE-BID is F1 and promises rebid; RESP DBL in many situations;		(1x) - 2NT = 2-suiter lowest suits; (1M) - 2M = OM + ♣; (1m) - CUE majors
Against 1♣: DBL=♣+M;1NT=2-suiter w/o ♣;2NT=minors		2NT for T/O;AFTER (RDL) JUMP IS PRE; Reopening:may be slightly unshaped		1m - (1x) - 2M (jump) = 4M + 5m 8-10 HCP; 1m-(1M)-3om = 5om + 4OM FG;
Jumps=weak		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		1m - (1x) - 3M = 5m + 5M 8-10 HCP
Against 2♣: DBL=♣+M;2NT=2-suiter w/o ♣;3NT=minors		NEG DBL THRU 4♥; 1♠-(1♦)-DBL= 4+ cards in both Ms;		1M (2x) 2NT = 4-card support INV +; 1M (3♦/♥/♠) 4♣ = good 4M and Cue(4x) = ♣ FG
Jumps=weak		1m-(1♥)-DBL=exactly 4♠; 1m-(1♠)-DBL suggests 4+♥;		1M (2x) 3NT = good 4M bid; (2M)-3M =OM+♠; 4♣ and 4♦ = OM+♦; 4M =♣+♦ strong
OVER OPPONENTS' TAKE OUT DOUBLE		RESP DBL thru: 4♥; (4♠)-DBL=OPT DBL; (4♠)-4NT=T/O;		(3m) - 4♣ = Om + major; (3m) - 4♦ = majors ;
After 1m-(DBL): TRANSFERS ;2NT=inv with supp; RDBL= suit above		SUPP DBL when RHO interferes in low level; MAX DBL when there is no		(2♦ weak) 4♣/♦ = ♣+♥/♠; (2♦ weak) 3♦ = Majors;
After 1M-(DBL): transfers above 1♠;2NT=inv with supp		room to invite;2NT for T/O in many situations;		1m (1NT) 2♣ = Ms 2♦/♥ =TRF; 1M (1NT) 2m = m + OM;
RDBL=10HCP+; JUMP SHIFTS = fit showing; JUMP RAISES = WEAK;		(1/2NT) (3NT) DBL suggests a ♠ lead; Protective DBL (high-level)		SPECIAL FORCING PASS SEQUENCES
2M (DBL) = transfers		(2M) DBL (3M): 4M = 2-suiter; 4NT = Blackwood		NORMALLY SHOWS SHORTNESS IN OPPONENTS SUIT
After 1NT-(DBL): RDBL forces 2♣; Others = System on		1M (3x) 4♣/♦ = good 4M without/with control; 1m (3x) 4m = F		(2/3X) DBL (5X) or (2/3X) 3Y (5X) PASS = FORCES TO DBL;
				lf opp vul against not PASS = NF
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				2♣ DRURY ; 1M - 2♦ by passed hand = bal 9-11; specialized cue bids;
				SPLINTER BIDS IN FG SITUATIONS=DISTRIBUTIONAL VALUES;
				INERTED LEB:AFTER (2X)-DBL.; 2NT t/o in many situations; 2♣ - (2/3X) - DBL = neg
				Good/Bad: 1♥/♠ (-) 1♠/NT (2♠/♥): 2NT = Good 5m; 3m = NAT competitive
				(2M) 3♣ (-) 3♦ = FG not necessarily with ♦;
				Psychics: RARE

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-21 HCP NATURAL	NAT; 1NT=6-10 HCP; 2NT=11-12HCP; 2♣=NAT 10+	JUMP REBID=F1; RELAYS if opener rebids suit	JUMP SHIFT = FIT SHOWING
1♣					2♦=fit showing; 2♥ = 5♥+5♠ 8-10HCP; 2♠ = 6+♦ INV	Two-way Check-back Stayman; WOLF sign-off	
1♣					3♣=6-9HCP w/ 5♣; 3NT=16-17HCP w/ 4♣;	AFTER 1M response: 3OM=18-20 w/ 4-card support	
1♦		3	4♥	11-21 HCP NATURAL	NAT; 1NT=6-10 HCP; 2NT=11-12HCP; 2♦=NAT FG	SAME AS ABOVE	AS ABOVE
1♦					3♣=fit showing; 3♦=6-9 HCP w/ 5♦; 2♠=6+♣		
1♦					3NT=16-17HCP w/ 4♦;		
1♥		5	4♦	NATURAL 11-21HCP	1♠=RELAY(4-12HCP);1NT=5♠; 2NT=FG 4card supp	OVER 1♠: 1NT=4♠;	3♣ = NAT INV; JUMP SHIFT= FIT-Showing
1♥					3♣=FG 3/4 supp; 3♦ = INV 4 supp; 2♠=NAT FG + supp	2NT after 1♥-2♥ = inv+ with any shape	2NT= 4-card supp + ♣;
1♥					3NT=4/5 card supp singleton OM; 4m= splinters	3NT after 1♥-1NT = 4♠ distibutional values	2♣ = DRURY; 2♦ = bal 10-11
1♥					2♣/♦ = NAT F1		
1♠		5	4♥	NAT 11-21HCP	1NT=90% F1; 1♠ - 2♥ = 10+ HCP; Others = as above	As above	AS ABOVE
1NT			3♠	15-17 HCP BAL VUL	2♣=STAYMAN; 2♦/♥/♠/NT =transfer ♥/♠/♣/♦	Responding 2♣ STAY: 2NT/3♣= both majors min/max	SAME
1NT					3♣/♦= both minors FG; 3♥/♠=♣/♦ FG; 4 level = TRF	After STAY: 3♣ asks; 3♦ forces 3♥; SMOLEN	
1NT				12-14 HC BAL NON-VUL	2♣=F 2♦; 2♦=STAY; 2M=NAT; 3x=ART; 4m=TRF; 4M=NAT	ART in sme cases	
2♣	x	0		ART any shape or BAL 23 HCP+	2♦=6HCP+; 2♥=NEG (no Ace); 2♠/3♣/♦=NAT; 2NT=5♥+	AFTER 2♣ - 2♦: 2♥= NAT or bal; 2♠=NAT; 2NT/3♣ = Trf	SAME
2♦		5		WEAK TWO-BID (possible 65)	NEW SUIT = F1; 2NT=POSITIVE; RAISES=NF	2♦ - 2NT: new suit = NAT; Rebid = min; 3NT = max	SAME
2♥		5		AS ABOVE	AS ABOVE	AS ABOVE	AS ABOVE
2♠		5		AS ABOVE	AS ABOVE	AS ABOVE	AS ABOVE
2NT				BAL 21-22 HCP	3♣=STAY; 3♦/♥ =TRF to ♥/♠; 3♠= minors;	AFTER 3♦/♥: 3♥/♠ = 2-card supp; 3NT = 3-card supp;	SAME
2NT					4♣/♦/♥/♠=trf ♦/♥/♠/♣(RKCB)	4♥/♠ = 4-card supp	
3♣		6		NAT PRE	4♦ asks quality of suit;	Over 3♦: 3♥ = bad suit; 3♠ = AK; AQ; AJ10	SAME
3♦		6		NAT PRE	4♣: asks quality of suit		
3♥		6		NAT PRE	3♠ = NAT F1; MINOR = CUE.	NATURAL	SAME
3♠		6		NAT PRE	MINOR=cue; 4♥=to play		
3NT	x			Solid Minor ; 3rd and 4th: To play	4♣ = pass/correct; 4♦ = asks sing; 4NT asks 8th card	NATURAL	NATURAL
4♣		6		NAT PRE	NATURAL		
4♦		6		NAT PRE	NATURAL		
4♥		6		NAT PRE	SHARPLES; 4♠=to play		
4♠		6		NAT PRE	SHARPLES;		
4NT	X			LONG MINOR	NATURAL		
5♣		7		NAT			
5♦		7		NAT			
5♥		7		NAT			
5♠		7		NAT			
5NT							
HIGH LEVEL BIDDING							
RKC BLACKWOOD; DIPO at 5-level; DEPO at 6-level or above trump suit							
EXCLUSION BLACKWOOD; 5NT asking aces when no available room							
TRUMP-QUEEN asking;							
JUMP to 5NT GSF:							
♠/♥ suit: 6♣=0 or Q; 6♦=K or A; 6♥=K or A + extra-lenght; 6♠=2 H; 6NT = 3H							
♣/♦ suit: 6♣=0; 6♦=1 H; others= 2 H							
JUMP to 5NT (no clear fit) = pick-up a slam							