DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level = aggressive. Responses: 1/1 = F1; 2/1 = NF; cuebid = F1;
(1m) 1M (P): 3m = 4 card support 8-9hcp; 2NT = 4 card supp. inv+;
3om/3OM = fit show; jump supp. = pre; 4 level JS =fit-show
2-level overcall: Responses = cuebid = F1
4 level JS = fit show

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 14+-18hcp, system on
Reopening = 10-15 hcp after 1m opening bid and 11-16 hcp after 1M
opening bid; 1NT sandwich: natural by UH and 2 suiter by PH
P (P) P (1m) 1NT = 5+om/4M => 2m = asks M, 2om = to play, 2M=
to play; P(P)P(1M) 1NT = 5+m/4OM => 2♣ =P/C, 2OM = to play

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
(1m) 2NT = ♡ + om (P) 3m = inv,+ in ♥;
(1M) 2NT = minors
Reopen: JS = intermediate; 2NT = 18-19 bal. system on

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2♦ = majors; 2♡/2♠ to play; 3M = mixed
(1M) 2M = OM + m 2NT ask hand: 3♣/♦= min.; 3♥/♠= ♣/♦ max
(1M) 3M = asks stopper in M; (1m) 3m = natural pre

VS. NT (vs. Strong/Weak; Reopening;PH)
X = 5m+4M → 2♣ =P/C, 2◊ = asks M, 2M = to play
2♣ = ♡♠ →2◊ = ART
bid your longer suit (natural if responder rebids ◊); 2NT = asks distr.
2◊ = one major → 2♡/2♠/3♡/3♠/4♡ = P/C
2♡/2♠ = ♡/♠ + m → 2NT = relay, 3♣ = P/C
2NT = minors; Vs weak NT: X = penalty; reopening: 5m+4M

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Over WK2: cuebid = ask for stopper; (2M) 4m = m+OM
(3m) 4♣ = M+ om → 4◊ = asks M, 4M = to play; (3m) 4◊ = Ms
→ 4M = to play

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣) X = Majors; 1NT = minors
(2♣) X = Majors; 2NT = minors

OVER OPPONENTS' TAKEOUT DOUBLE
1M (X) TRF from 1NT to 2M-1; 1m (X) TRF from XX to 2m-1
1M (X) jump OM = 8-9 4 card supp.

LEADS AND SIGNALS

OPENING LEADS STYLE
	Lead	In Partner's Suit
Suit	3/5	3/5
NT	4th and 2nd	Same
Subseq	Small w/ interest	Same
Other: vs NT => A asks unblock or count; K asks ATT; vs SUIT =>		
Q aks count if obvious the lead is from AKQ; highest w/xxx if supp.		

LEADS
Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax+	AK10xx; AKJ10
King	KA; KQ(+)	AKx; KQx; KQJ(x)
Queen	QJ(+)	QJx; KQ109(+)
Jack	J10x(+); KJ10(+)	AJ10x; KJ10x(+); J10x
10	109x, H109(+)	same
9	9x	9x;
Hi-X	Sx;	Sx; xSx; xSxx,
Lo-X	HxS; HxxS(+); xxS; xxSx	xxxS(x)(+)

SIGNALS IN ORDER OF PRIORITY
		Partner's Lead	Declarer's Lead	Discarding
	1	Low = encrj	Hi/Lo = odd	Low = encrj
Suit	2	Hi/Lo = odd	S/P	S/P
	3	S/P		Hi/Lo = odd
	1	Low = encrj	Hi/Lo = odd	Low = encrj
NT	2	Hi/Lo = odd	S/P	S/P
	3	S/P		Hi/Lo = odd
Signals (including Trumps): Hi/Lo = interest in ruffing; S/P				
Upside down count, ATT or present count. Against 5-level contract or slam				
→ K from AK or KQ = asks for count; A = asks ATT				

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
May be lighter with good distribution;
Responses: cuebid = F1
Lebensohl and Scramble, depending on the situation
Reopening may be slightly misshaped

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Negative X thru 4♡; 1♣ (1◊) X = Majors; 1♣ (1◊) 3◊ = 5♡5♠ inv+;
Responsive X thru 4♡; SUPP. XX; INV.X
SUPP X thru 2♡, Snapdragon Double

W B F CONVENTION CARD

CATEGORY: NATURAL - GREEN
NCBO: SOUTH-AMERICAN - BRAZIL
PLAYERS:
      MELLO Sylvia – VARGAS DE ANDRADE Isabella

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card major; Inverted minors GF
1NT = 14+ - 17
2◊/2♡/2♠ = weak, may have another suit
2♣ = ART. strong
2/1 GF unless rebid same suit (but 1♠ - 2♡ is GF)
1♠ - 1NT = semi-forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♡ - 1♠ = relay, 0-4 ♠ and 4-11 hcp, usually denies supp.
1♡ – 1NT = 5+♠, F1
Good/ Bad 2NT; 2NT = T/O in many situations
1m (X) TRF from XX to 2m-1
1M - 3♣ = ART: 1) 3 cards supp inv; 2) 4OM333 GF;
3) any SPL GF, 12-15 hcp → 3◊ = relay for description
1M - 3◊ = ART, 4M supp. inv.
GF; 1♡-3♠ = any singl. / 1♡-3NT = ♠ sing.
1♣ - 2◊ = ART, 1 major, 4-9 hcp
1m - 2♡ = ART., 5♠ 4♥, 5-9 hcp
1m - 2♠ = ART., limit raise
1M (2M/OM) 2NT/3♣ = TRF; 3♦ = support inv+
WEAK2 (X) TRF from 2NT to suit -1

SPECIAL FORCING PASS SEQUENCES
(3m) X (5m) P = forcing if V vs NV
(3m) 3x (5m) P = forcing if V vs N

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♡	11-21 hcp, natural	1NT = w/ 4♣; 2♣ =GF; 2◇= 1 major 4-9; 3♣= 6-9	1♣-1♦ = can have major	Jump shift = fit showing
				3♣/3◇ and 4♣/4◇ BAL	2NT= INV; 2♡ = 5♠4♥ 6-9 hcp; 2♠ = inv supp	1♣ -1x-1NT / 1♣-1x-1y = 2-way CB	
1♦		3	4♡	11-21 hcp, natural	2◇=GF; 2♣=GF, 3♣ = inv.; 2♡/2♠/2NT = same	1◇ - 1M-1NT / 1◇-1♡-1♠ = 2 way CB	Jump shift = fit showing
				4♠4♥4◇1♣	as above; 3◇= 6-9, 4+ card supp.	In both auctions, 2NT puppet to 3♣	
1♥		5	4♡	11-21 hcp natural	1♠ = ART relay, 4-11; 1NT = 5+♠ F1; 3♣ = 3 way	1♡-1♠:1NT =5332; 2♣ = 4+♣ or 4♠; 2NT =	2♣/♦ = limit raise w/3/4 cards
					3◇ = limit raise w/4; 3M = 8-9; 1NT= SF	GF may be unb.; 1♡-2♡- 2♠ or 1♠-2♠-2NT	2NT = 6♣, 10/11 hcp
1♠		5	4♡	11-21 hcp, natural	1M-2♣/2◇ = FG unless rebid; 1♠-3♡ = inv.	Inv+ w/ shortness	Jump shift = 4 card supp. + 5suit
INT			4♡	14+ - 17 hcp	2♣ = Stay; 2◇/2♡=♡/♠; 2♠ = inv. in NT or ♣;	Res.Stay: 2◇/2♡/2♠; Smolen; 3♣ after	same
				Possible 5M or 6m or 5422	2NT = ◇; 3♣ = Puppet; 3♦ = 5♣ 5◇; 3M =5+431M	Stayman asks hand; 3♦ = shows 5m	same
2♣		0		21 hcp, any shape	2◇ = waiting, GF; 2♡ = 0-5, no ace; 2♠/2NT(♡)/	Over 2◇: 2♡=bal or ♡; 2♠=nat.;2NT=♣;	same
				ART, FG or 22+ bal	3♣/3◇ = good suit, 8 hcp	3♣ = ◇; 3◇=5◇4♣;3♡=6♣4+◇;3♠=6◇4+♣	
2♦		5		4-10 hcp	2NT = relay; new suit = F1;	Over 2NT: 3♣ = min; other = natural, max	same
				May have other suit 4+			
2♥		5		4-10 hcp	2NT = relay; new suit = F	Over 2NT: 3♣ = min; other = natural, max	same
				May have other suit 4+			
2♠		5		4-10 hcp	2NT = relay; new suit = F	Over 2NT: 3♣ = min; other = natural max	same
				May have other suit 4+			
2NT				19+-21 hcp bal.	3♣ =Muppet; 3◇/♡=♡/♠; 3♠=puppet to 3NT to play		same
				Possible 5M or 6m or 5422	or show ♣+◇; 3NT =2 suits; 4♣/◇/♡/♠ = ◇/♥/♠/♣		
3♣		6		NAT PRE			
3♦		6		NAT PRE			
3♥		6		NAT PRE			
3♠		6		NAT PRE			
3NT				Solid minor, no A or K outside	4♣ = P/C; 4◇ = asks SPL; 4♡/4♠ = to play		
				in 1st, 2nd and 3rd position			
4♣				NAT PRE			
4♦				NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT							
5♣				NAT PRE		**HIGH LEVEL BIDDING**	
5♦				NAT PRE		RKCB 1430; 5NT = void + odd # kcard; 6x = void + even # kcard	
5♥						Double RKCB with double fit on certain situations	
5♠						Exclusion; 5NT after 4NT = inv. to 7, responder can bid specific K	