

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive, 1/1 = F1; 2/1= NF; CB = F1
(1m) 1M P (3Om) = 4 cards supp 7-9
(1m) 1M P (3m) = GI + 4 cards supp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 SISTEM ON
Reopening = 10-15 after 1 m opening and 11-16 after 1M
Sandwich: non PH = natural; by PH = 2 suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak by a NV hand; intermediate by a Vuill hand
1m - 2NT = om + ♥; 1m - 2♦ = majors;
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1M - 2NT = minors; 1M (3M) = ask stopper; 1 m (3m) natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = PEN; 2♣ = ♥+♠; 2♦ = one M; 2♥/♠ = ♥/♠+m; 2NT=♣+♦
Reop X = forces to 2♣ P/C
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(WK2) CB = ask for stopper; (2M) 4m = OM+m; (2♦) 4♦ = Majors
(2M) 4NT = minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Multi land
X = majors and 1NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (X) transfer after 1NT; jump in OM = sup 4 cards 7-9
2Weak (x) TRANSFER

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	2/4	
Subseq	Small w interest	same	
Other: versus NT, A asks for unblok or count; K asks ATT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKx(+)	
King	KA; KD(+)	KDx; KDJx	
Queen	DJ(+)	KD109+	
Jack	J10(+); KJ10;	AJ10; KJ10; J10x	
10	109(x); H109(+)	same	
9	9x	same	
Hi-X	Sx	Sx; xSx;	
Lo-X	HxS; HxxS(+); xxSx	xxxS(X)+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Hi/Low = odd	Low = enc
Suit 2	Hi/Low = odd	SP	SP
3	SP		Hi/Low = odd
1	Low = enc	Hi/low odd	Low = enc
NT 2	Hi/Low = odd		
3	SP		Hi/Low = odd
Signals (including Trumps): upsidedown count, ATT or present count,			
Against 5 Level contract or slam : K from AK and A ask for ATT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be lighter by Shape hand			
Lebensohl, scramble			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣ 1♦ X = Majors; 1m (1♠) X = ♥; 1 m (1♥) X = ♠			
Responsive X thru 4♥; Supp X and XX			

W B F CONVENTION CARD
<b>CATEGORY NATURAL GREEN</b>
<b>NCBO:</b>
<b>PLAYERS: CHAGAS GABRIEL – PAIN LEDA</b>
<b>SENIORS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5 card major, inverted minors,
1NT = 14+-17-
2♦/♥/♠ = weak may have another suite
2♣ = GF
1♦ - 2♣ = GF
Inverted minors = GI or +
1♠ - 1NT = semi-forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥ - 1♠ = 0-4 ♠ 4-11 points
1♥ - 1NT = 5+ ♠ F1
Good and bad 2NT after 1 m opening
1M - 2♣ = may be 2 cards
1M - 3♣ = ART : 1) 3 cards sup. Inv; 2) 4OM-3-3-3 GF; 3) any SPL GF
1M - 3♦ = ART. 4 card sup. inv
1♥♠ - 3♠/3ST= ANY VOID; 1♥♠ - 3ST/4♣/♦/♥ = SING
1m - 2m = ♦/♣ inv - 1 m - jump in om = fit show inv
1m - 2♥ = Majors 7-9; 1m 2♠ = inv om
1M (X) jump in OM = mixed ras; 1M (X) TR from 1NT
1M (2X) jump in OM = mixed rase; 1M (2X) 2NT = Inv or more
w 4 card supp
WEAK 2 (X) TR
1m - 3 m = preempt
<b>SPECIAL FORCING PASS SEQUENCES</b>
(3m) X (5m) forcing if V vs NV
(3m) 3X (5m) forcing if V vs NV
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♥	11-21hcp natural	1suit= nat; 1NT=6-10; 2♣ = Inverted Inv or +; 2♦ = fit show 2NT = Inv w/4♦; 2♥= 5-5 Majors 7-9;	1m – 1M - OM = F1 1m – 1X – 1Y or 1NT = 2way CB	Jum shift = Fit Showing	
					2♠ = Inv Om; 3♣ = preempt			
1♦		3	4♥	11- 21hcp natural	1NT= 6-10 w ♦; 2♦= Inv or+; 3♣ = Fit show; 2NT = Inv w 4+♣; 2♥ = 5-5 Majors; 2♠ = Inv Om	same	same	
					3♦ = preempt			
1♥		5	4♥	11-21 hcp natural	1♠ = ART relay; 1 <sup>ST</sup> = 5+♠; 3♣ = 3 way; 3♦ = I+ w/ 4 supp; 3M = 6-9 ; 1NT = 5♠ 2♣ = 2+ cards; 2♦ = usually 5 cards; 3♠ = any void; 4♣/♦/♥= singl	1♥ - 1♠ - 1NT = 5-3-3-2 1♥ - 1♠ - 2♣ = 4♣ or 4♠	Drury 2♣ (3) 2NT (4) 2♦ (4) 7-9 Jump shift = fit show	
1♠					Same as above 3 = NT = any void	2NT = GF may be unb;		
INT			4♥	14+ - 17-	2♣ = stayman; 2♦/♥/♠ = TR; 3♣ = Puppet	2NT = m w 2M; 3♣ = M w 2 M; break TR M	same	
					3♦ minors 5-5; 3♥/3♠ = 5-4 minors + sing	w 4 supp; break TR m = don't like		
2♣		0		GF	2♦ = relay; 2♥ = Neg;	Over 2♦ : 2♥ = bal or ♥; 2♠ = nat; 2NT/3♣= TR; 3♥/♠ = 6♣+4♦/6♦+4♣	same	
2♦		5		Nat weak	2NT = ask m or M; new suit = F1			
2♥		5		same	same			
2♠		5		same	same			
2NT					3♣ =puppet; 3♦/♥= TR; 3♠ = TR to 3ST; 3NT = TR To 4♣ = to show 2 suits		2	
3♣		6		preempt				
3♦		6		same				
3♥		6		same				
3♠		6		same				
3NT		6		Solid minor no AK outside	4♣ = P/C; 4♦ = ask SPL; 4♥/♠ = to play			
4♣		7		preempt				
4♦		7		same				
4♥		7		same				
4♠		7		same				
4NT		minors		same				
5♣		7		same				
5♦		7		same				
5♥		7		same				
5♠		7		same				
<b>HIGH LEVEL BIDDING</b>								
							RKCB 0341; exclusion 0341;	

