

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive Overcalls
Responses: 1NT =8-10 hcp; 2NT = 14-15 hcp
Natural: 2 level not forcing
New suit jumping = PRE; Jump raise = PRE
(1x)p(1y)2y = to play
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18 hcp bal (2 <sup>th</sup> /3 <sup>th</sup> ), responses = same as 1 NT opening
10-14 hcp (4 <sup>th</sup> ), responses: level 2 natural, 2NT = 13-14hcp
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: WEAK, resp: new suit = F1, 2NT ask hand
2-suits: (1Major)-2NT = minors (1 minors) -2NT = other minor + ♥
Reopen: Jump suit = 16+ hcp 6 cards, cue bid = two suit; 2NT = 20/21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)2M = OM +m, responses: 2NT ask, 3♣ = Pass or correct
(1♣)2♣ or (1♠)3♠ = natural, (1♣♦)2♦ = Majors 5-5
Jump cue bid ask for stops to play 3NT with minor
Reopen: (1m) 2m = Majors
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DBL = Natural
Multi Landy: 2♣ = Majors; 2♦ = 6 cards ♥ or ♠ 2♥ or 2♠ = M + m and if ask the minor with 2NT Resp: 3♣♦ = minor; 3♥♠ = Máx hand minors ♣ or ♠ 2NT = both minors 3 Suit = Natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = T/O, except (4♠)DBL = OPT DBL
(2♦♥♥) - ? = jump shows two suits
(3 suit) - ? : 4♣ = 5-5 hand w/1m+1M, 4♦ = 5-5 with 2 other rank suit
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M - (DBL) - ?; Capelletti
Other: Natural

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	Same	
NT	4 <sup>th</sup>	Same	
Subseq	same	same	
Other: Vs NT A asks count/unblock, Kasks attitude, Q show good suit Against high level A asks encourage, K asks count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKJx(+)	
King	AK; KQX(+); AKX(+)	KQ10x(X); AKX(X)	
Queen	QJX(X)	QJX(X); KQJX(X)	
Jack	J10x(X) KJ10x(X)	J10x(+); AJ10x(x); KJ10x(x)	
10	10x; 109x, H109x(+)	109x(x); H109x(x)	
9	9x; 98x(x); H98x(x)	H98x(x)	
Hi-X	Sx; xSxx; xxS;	Sx(+); xSx(+)	
Lo-X	xSx; HxS	xxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H-Lo = E	H-Lo = O	H-Lo = ENCRG
Suit 2	H = ENCRG	S/P	S/P
3	S/P	H = ENCRG	S/P
1	H/Lo = ENCRG	H-Lo = O	H-Lo = ENCRG
NT 2	S/P	S/P	H = ENCORG
3	H = ENCRG	S/P	H = ENCRG
Signals (including Trumps):			
TRUMPS: H-Lo shows interest in ruff.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light (10hcp)			
Reopening may be lightly unshaped			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg dbl thru 4♥; 1♣-(1♦)-Dbl = both majors (4-4 or 5-5)			
1m-(1♥)-Dbl = exactly ♠ 4 cards; 1m-(1♠)-Dbl = suggest 4+♥ cards			
RESP DBL thru 4♥; (4♠)-4NT = T/O			
SUPP DBL: 3 cards support when RHO interfere			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Brazil</b>
<b>PLAYERS: Francisco Assis &amp; Orlando Correa</b>
<b>EVENT All</b>
<b>SYSTEM SUMMARY</b>
Natural; 5 cards M; 1m opening with 3 cards+
2 over 1 is GF
2♣ = strong; 2♦♥♠ = Nat weak
2NT = 21/22 hcp ; 1m-1x-2ST = 18/20 hcp
Inverted 1♠/1NT response to 1♥
Two Way Check Back after 1m-1y-1NT or 1m-1♥-1♠, 2♣ = trsf 2♦ inv, 2♦ = GF, 2NT = trsf 3♣
2 over 1 = GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥-1NT = 5+ cards ♠
1♥-1♠ or 1♠-1NT = ART not forcing 6-11 hcp
1M-2NT – support inv or better
1x-jump suit = 6 cards suit invitational (9-10hcp)
<b>DEFENSIVE AND COMPETITIVE BIDDINGS</b>
GAMBLING 3NT (no side honours)
2NT over Majors = minors
2NT over minors = two suits ♥ and another minor
Jump fit showing after passed
<b>SPECIAL FORCING PASS SEQUENCES</b>
(3x)-3y-(5x)-p = forcing
3x-DBL-(5x)-?; p = forcing, DBL= 2 suits with 4 cards
Pass = forcing when already GF
<b>IMPORTANT NOTES</b>
2♣ = DRURY 10/11 hcp, 2♦ = 2 cards support 10/11 hcp
<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 Possible 3♣3♦ or 4♣4♦	INVERTED RAISES, 2NT=INV Jump raise=INV with 6 cards 9-10hcp	2WCB after 1x-1y-1NT or 1x-1♥-1♠ After rebid relé=GF;After . Neg dbl.	Jump= fit showin
1♦					2♣=GF; 1m-1M-2ST-?=TRF suit above	1m-1M-2NT-3♣=ART ask for 4 cards suit?	As above
					1♣♦(same rank responses use same system)1♥♠	1♣♦(same rank action use same system)1♥♠	
1♥		5	4♥	11-21 hcp Natural	INVERTED 1♠/1NT RESPONSES; 2/1=GF 2NT=4 cards supp inv +; Jump = 9=10 hcp 6 cards	1♥-1♠-1NT = 4cards♠ 1♥-1♠-2NT-3♣ ask for other suit	Jump = fit showing 2♣=Drury; 2♦=10-11hcp w/ fit
1♠		5	4♥	11-21 hcp Natura	3NT4♣♦=splinter 10-12hcp. Jump raise=8-9 hcp	1♠-1NT-2NT-3♣ as for other suit	As above
INT			3♠	15-17 hcp BAL	2♣STAY; 3♣Puppet STAY; Four way TRF 3♣♦=5-4or4-5; 3♥3♠=(31)45; 4 suit=TRF above	Afies STAY 3♣ ask hand and 3♦=5 minor After STAY smoolen on 3 <sup>th</sup> level	Lebenshol over overcall
2♣	ART			GF or BAL22/23 hcp	2♦= 6+ hcp w/o ; 2♥= 0-5 hcp; 2NT = 5 cards ♥ 2♠3♣♠=Nat; 3♥♠=solid suit and nothing mor	2♣-2♥-3♠=5 card♥+4cards♠ 2♣-2♦♥-4♣♦♥♠=TRF to above	After Overcall pass=5+ hcp and REDBL or DBL= 0-5 hcp
2♦		6	4♣	6-10 hcp	Suit=Natural F1; 2ST=ask hand and strong Jump new suit=SPL	After 2NT 3♣=6-8hcp, 3other=suit, 3NT=♣ Suit 4 <sup>th</sup> level=6-5 distribution	DBL=Natural penalty 2NT=same w/o interference
2♥		6	4♦	6-10 hcp	Suit=Natural F1; 2ST=ask hand and strong Jump new suit=SPL	After 2NT 3♣=6-8hcp, 3other=suit, 3NT=♣ Suit 4 <sup>th</sup> level=6-5 distribution	DBL=Natural penalty 2NT=same w/o interference
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2NT				21-22 hcp BAL	PUPPET STAY; 3♦♥=TRF♥♠; 3♠=5-5 any 4 suit=TRF above; 4NT=BARON	2NT-3♣-3♦4♦= both major	Pass= forcing to DBL DBL=T/O w/ good suit
3♣		7		PREE	Nat		
3♦		7		PREE	Nat		
3♥		7		PREE	3♠= Nat F1; minor= cue bid		
3♠		7		PREE	3♥= Nat F1; minor= cue bid		
3NT	ART	7		Solid minor	4567♣=Pass or correct; 4♦=ask side singleton	3ST-4♦-?; 4NT=w/o sing, 5♣♥=sing other	
4♣		8		PREE			
4♦		8		PREE	4♥♠= Natural, 4NT=RKCB		
4♥		8		PREE	4♠ =Natura, 4NT=RKCB		
4♠		8		PREE	Nat		
4NT	ART			Ask Aces	Roman Blackwood 03=14		
5♣		8		PREE	Nat	<b>HIGH LEVEL BIDDING</b>	
5♦		8		PREE	Nat	RKCB 3014: 5♣=0 or 3KC, 5♦=1 or 4KC, 5♥=2KC, 5♠=2KC w/ trumpQ	
5♥		8		PREE	Nat	5NT= 2KC w/ void, 6 suit=2KC w/ void and trumpQ	
5♠		8		PREE	Nat	DOPI,ROPI - - DEPO,REPO	
						Exclusion KCB , 5NT when no room available = RKCB	
						Jump 5NT when is clear fit = pick up a slam	