

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Sound at the 2-level, up about 19HCP,
Responses: Jump Raise = PRE, Cue bid = Forcing Raise
New suit = forcing , Jump shift = fit showing
Take-out Double = Can be light / shaped
Responses: , natural, Cue Bid = forcing
In balancing seat = same
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> and 3 <sup>rd</sup> position: 15-18 HCP, system as over 1NT opening
4 <sup>th</sup> position: 11-17 HCP -follows transfers and 2♣ = Stayman.
minimum opener answers normally, with maximum 2NT. (it follows With Transfer and 3♣ = Stayman)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit = PRE. Responses: new suit = Forcing
2 suits: (1m)-2♦=5♥/5♠, 2NT = 2 lowest suits, 1M-2M= Michael's
Reopen: 2NT = 19/20, (1♣)-p-(p)-2♣ = 2 suiter with ♦
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's over majors (2NT asks minor)
Over 1m, 2♦ = majors, over 1, 2=NAT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=majors, 2♦=1major, 2M=M+m, 2NT=minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out Doubles thru 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
CRASH against 2♣
X = Majors, 1NT = minors against 1♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit = forcing at the 1 level, Jump shift = non forcing,
2NT = limit raise or better after 1M opening, double jump = SPL

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
NT	4 <sup>th</sup> /2 <sup>nd</sup> from 4small	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx(+); Axxx(+)	AK, AKx(+)	
King	KQ, KQ109(+), AKxxx(+)	KQ, AKJ10, KQ109(x)	
Queen	QJ, QJx	AQJx, KQx(x), QJ10x	
Jack	J109, KJ10x	AJ109, J109x	
10	109, K109x, Q109x	109xx, A109x, Q109x,	
9	9x, 98xx		
Hi-X	Sx, xxS	Sx, Sxx, xSxx	
Lo-X	HxS, HxSx, xSxx	HxS, HxxS, xxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Lo = ENC	Count Lo/Hi = even	ATTe
Suit 2	Count: Lo/Hi =E	S/P	Count
3	S/P		S/P
1	as above	as above	1 <sup>st</sup> discard= S/P
NT 2			Count
3			
Signals (including Trumps): Echo in trump suit = ability to ruff, inverted			
Inverted Smith Echo against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classical shape. Responses: Cue = Forcing until a suit is bid twice, New suit = F1, 1NT = 7/10 with stopper, Responsive Dbl			
SUPP Dbl/RDBL			
Reopen = as above			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive and NEG DBL thru 4♥;			
1m-(1♥)-DBL: at most 3♠; 1m-(1♠)-DBL suggests 4+♥, 8+ HCP;			
NEG DBL=T/O; unlimited w/o 5-card suit;			
suggests length in unbid M. RESP at 2-level /overcall,/preempt			
MAXIMAL OVERCALL DBL of raised suit; SUPP DBL and			
RDBL ; 4th seat DBL of third suit=4th suit + tolerance			

W B F CONVENTION CARD
<b>CATEGORY: Natural -Green</b>
<b>NCBO: Brasil</b>
<b>PLAYERS: Ana Carolina Vidigal – Lucia Menezes</b>
<b>EVENT: Women</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors in 1 <sup>st</sup> , 2 <sup>nd</sup>
Forcing 1NT over 1♥/1♠
Weak 2♦/2♥/2♠
Balanced minimum opening = 11 HCP
1NT opening = 15/17 HCP
2Over 1 Responses = FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
GAMBLING 3NT with little outside strength
WEAK JUMP RESPONSES after overcall of m opening
2♣opening = FG
2NT overcall = 2 lower unbid suits
Michael's cue-bids [2]
COMP CUE=limit+raise, JUMP RAISE=PRE, JUMP CUE=SPL
VS 2-suited O/C:cheapest cue=raise,next cue=unbid suit, unbid suit=NF
1M RESP may bypass 1♦
Fit-showings jumps by passed hand
VS M MICHAELS: 2NT, 3♣=trf, FG; trf to our M= 3+card support, inv, 2♠(cue)=4+♥, inv +; 3♦(trf to cue)= 3+♠, inv+;
3M=support, 8/9 if ♥, 6/9 if ♠.
VS m MICHAELS: unbid suit=NF, M suit=STOP
VS TRF and unspecified openings: DBL=HCP but not F
VS 2-suited PRE: DBL=T/O
(1m)-2♦ = Major 2-suiter [2]
Modified Lebensohl after (weak 2)- Dbl
<b>SPECIAL FORCING PASS SEQUENCES</b>
<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♣/1♦		3	4♥	11-21HCP, 12+ if BAL	1M = 12/21; 2m=F1(10+,no M); 2NT: = very weak raise, 3m=PRE; JS= INV,double JS=SPL; triple JS=NAT,1♦ - 2♣=FG	4 <sup>th</sup> suit FG, after opener reverses, 2NT=NEG; 1x-1y-1z=xyz	Jump Cue-bid over O/C=SPL, Cue-bid
1♥		5 (4 in 3rd/4th)	4♦	11-21 HCP	1♠= nat, 1NT=F1;2NT=INV +, with 4M; 3M=1/8 HCP with 4M; 3NT/4m= SPL, 2y=FG, 3y= 10/11,6+cards	1M-2M: 3M=PRE, 2NT=BAL try, new suit =natural try, after 1♥-1♠/1NT-2NT, 3♣=min no void, 3♦=any void, 3♥=max bal, 3♠=max with singleton	1NT=6-11, Semi-forcing 2♣= INV raise, 2M=no interest
1♠		5	4♥	As in 1♥	As in 1♥	1♠-1NT-2NT [12]	2NT = ♣, Jump shift=fit showing
INT				14+/17 BAL May have 5M, 6m, 5m422 and 4441 with singleton H	TRFs (2♦=♥, 2♥=♠, 2NT=♦), 2♠=range check or ♣; 2♣/3♣ =Stayman, 3♦= 2=2=(5-4), FG; 3M= SPL M both minors, FG, 3♦=54 in m, FG, 4♣/♦=Texas, 4♥/♠=to play	After 2-level TRF: new suit=NAT, game raise = mild slam try, After Stayman response: 3♣=2 <sup>nd</sup> stayman, 3♦= bal slam trial if response was 2M, shows mino if response was 2♦; 3M=INV if raise or SMOLEN..	
2♣	x			ART, STR	2♦ = waiting, 2NT = 9/11 BAL, 2♥/2♠/3♣/3♦ = NAT, POS, 3♥/3♠=Semisolid, 4♣/4♦= weak with long ♥/♠	After 2♣-2♦-2♥ = ♥ or bal, 2NT=22/23, rest=NAT	
2♦		6	4♥	WK, NAT (may have 2 <sup>nd</sup> suit)	2NT = asks the hand ; new suit=F1	After 2NT : 3♣= MAX, no major, 3♦ = MIN, 3♥/3♠/3NT = MAX with ♥/♠/♣	2♦-2NT-3♣: 3♦=asks shortness (responses = nat)
2♥		6		As in 2♦	2NT = asks the hand ; new suit=F1	After 2NT: 3♣=min unbal; 3♥/3NT = min / max bal, 3♦=max, short ♠ or ♦, 3♠=max, short ♣	After 3♣ or 3♦ response, suit above always asks
2♠		6		As in 2♥	2NT = asks the hand ; new suit=F1	After 2NT: 3♣=min unbal; 3♠/3NT = min/ max bal, 3♦=max, short ♠ or ♦, 3♥=max, short ♣	After 3♣ or 3♦ response, suit above always asks
2NT				20/21 BAL	TRFs (3level and 4 level), Stayman	Smolen;	
3x		7		All 3x=PRE, NAT	4NT=KCB; new suit=F1; 4M=NAT		
3NT	x			SOLID minor, little outside	♣ bids and 5♦=P/C; 4♦=asks shortness; 4NT=asks # of cards	4♦: 4M= short M; 4NT= short om; 5m= no. 4NT: 6♣/♦ with 8-card suit, otherwise 5♣/♦	
4♣		7		PRE, NAT	Game bids are NAT		
4♦		7		PRE, NAT	Game bids are NAT		
4♥		7		PRE, NAT			
4♠		7		PRE, NAT			
4NT	x			Blackwood	5♣=0, 5♦/♥/♠/NT= ace of ♦/♥/♠/♣	5NT asks for other ace, answers = same	
						<b>HIGH LEVEL BIDDING</b>	
						SPL RAISES	
						KCB-1430	
						Exclusion Blackwood; D0PI; R0PI, DEPO	
						Last train	
						Fast arrival	