




DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4 <sup>+</sup> cards at 1 level
Natural responses
Cue=12 <sup>+</sup> with fit or any FG
Jump cue=fit, 4+cards support, Splinter
New suit= NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on
12-16 on reopening. System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1M-3♣ = other M+♦; 1♦-3♣= ♣+♠ not strong; 1♦-3♦=♣+♠ strong; 1♣-3♣= Natural; 1♣-2♣ = ♦+♠
Other jumps=pre
<b>Reopen:</b> constructive hands
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue in response after overcall=fit, Splinter
(1♣)- 2♣= ♦+♠, (1♠)- 2♦= ♥+♠, (1♣)- 2NT= ♥+♦
(1♦)- 2♦= ♥+♠, (1♦)- 2NT= ♣+♥, (1♦)-3♣=♣+♠ NF, (1♦) 3♦=♣+♠ strong not GF
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♠= ♥/♠+minor; 2NT=minors or Major+minor strong; Dbl=5 <sup>+</sup> m+4M
Landy on reopening » 2♣=Majors; others=natural; Dbl=5 <sup>+</sup> m+4M
<b>Over weak NT:</b> Dbl=14 <sup>+</sup> bal or any strong and; 2♣=majors
Others=transfer;
<b>Reopening vs weak NT:</b> Dbl and 2♣ remains the same;
Others=natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ » Dbl=♣; 1 level suit=natural; 1NT=Majors or minors;
2♣=♣/♠ or ♦/♥; 2♦=♣=♣/♥ or ♦/♠
<b>Over 2♣ » the same one level up</b>
<b>OVER OPPONENTS TAKEOUT DOUBLE</b>
1M-DBL-suit under opening= constructive support, 8+HCP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	1,3,5	1,3,5	
NT	1,2,4 with att	1,3,5. If agreed suit » attitude	
Subseq	Normally attitude		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, AKx	A, Ax AKx ask for att	
King	AK, K, Kx, KQx	AKJT, KQT9, KQJx power leas	
Queen	Q, Qx, QJx	KQx, Q, Qx, QJx	
Jack	J, Jx, JTx	J, Jx, JTx	
10	HJT, T, Tx	HJT, HT9	
9	HT9, 9, 9x	T9xx, 9, 9x, 9xx	
Hi-X	Xx or xxxx	Xx or xxx	
Lo-X	Xxx or xxxxx	Hxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
SUIT*	UDCA	Reverse count	O/E
NT**	UDCA	Reverse count	O/E
	* Lavinthal when a singleton in dummy		
	** Appel Smith		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural TO with standard distribution for normal hands or any for 18+HCP			
Standard responses (1M-DBL-1NT = Lebensohl style, asks for 2♣)			
Reopening TO = 8+HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and competitive doubles until 4♥			
Support doubles and redoubles			
1NT (if strong) – DBL = 5 <sup>+</sup> in a minor and 4 in a major			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	 <b>PORTUGAL</b>
<b>PLAYERS</b>	
	
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<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2 OVER 1	
2♣ - FG » 24 <sup>+</sup> if bal; or long and solid suit (4losers)	
2♦ - Multi; 3-10 with 1M or 17-21 with 1M or 21-23 bal	
2♥/♠ - Two suiter, ♥+other/♠+minor	
1NT » 15-17; 2NT » 18-20	
3NT » Gambling	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Inverted minors, forcing until 2NT	
Strong and limited Splinters	
Two way Checkback	
Modified Bergen supports	
Modified Michael cue-bid	
Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit	
Walsh over 1♣	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After suit overcall by opps	
Pass in competition when opps interfere on FG actions	
<b>IMPORTANT NOTES</b>	

1M-DBL-2NT= fit, 11+, 4 cards support  
New suit=F1

PSYCHICS:Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 3+ cards	Inverted minors, forcing until 2NT we bypass 4+♦ with less than 11 and 1+ 4card M	2way checkback over 1NT ( <b>note 1</b> ). Checkback over 2NT ( <b>note 2</b> )	
1♦		3	4♥		Inverted minors.( <b>note 3</b> )	2way checkback over 1NT. Checkback over 2NT; relay after 2 level M fit ( <b>note 4</b> )	
1♥		5	4♦	Natural, 5+ cards	1NT=F1; limited and strong Splinters ( <b>note 5</b> ). Short and long trials ( <b>note 6</b> ) Modified Bergen Support; 2NT=15+, 2+ cards ♥	Gazzilli ( <b>note 7</b> ).	Drury
1♠		5	4♦	Natural, 5+ cards	1NT= F1; 2NT=15+, 2+ cards ♠ ( <b>note8</b> )		
INT				15-17, may have 5M	( <b>note 9</b> ). Stayman, transfers 2♠= Stayman for minors; 4♣=5-5 major, w/o slam interest; 4♦♥=transfers w/o slam interest; 4♠=Blackwood		
2♣	X			FG, 24+ if bal or any distributional hand 4+ losers	CI= Italian control A=2, K=1 CI - 2♦=0/1CI; 2♥=2CI; other suits=3+CI, natural suit; 2NT=3+CI, bal	After 2NT » system on	
2♦	X			Multi, weak or strong M, or 21-23 bal	2♥=P/C; 2♠=S/O if ♠ or INV if ♥; 3m=FG; 3♥=P/C; 3♠=FG; 4M=tp play; 4♣=bid in transfer; 4♦=bid your suit; 2NT=relay	( <b>note 10</b> )	
2♥	X			♥+other, at least 5-5, limited to 11 points	2♠=P/C; 2NT=Relay; 3♦=FG with ♥ fit; ; new suit jump=Control Asking Bid		
2♠	X			♠+minor, at least 5-5, limited to 11 points			
2NT				18-20, may have 5M	Stayman; transfers; 3♠=minor asking; 4m=blackwood		
3♣		(6)7		pre	New suit=F1;	After CAB» 1 <sup>st</sup> step=no control; 2 <sup>nd</sup> step=2 <sup>nd</sup> control; 3 <sup>rd</sup> step=1 <sup>st</sup> control	
3♦							
3♥		(6)7		pre			
3♠							
3NT				7solid minor	4♣=P/C; 4♦=ask for shortness		
4♣		8(7)		pre			
4♦							
4♥							
4♠							
4NT	X			Minor two suit			
<b>HIGH LEVEL BIDDING</b>							
Kickback blackwood; Exclusion Blackwood; trump asking in 5 level; 5NT=trump asking for grand slam; anti-controls when p denies a previous control=control on suit deny by p, no control on suit named.							

**NOTE 1 – TWO WAY CHECKBACK**

**1m 1M**  
**1NT 2♣** = asks for 2♦. May be sign off in diamonds or any invitational hand

**1m 1M**  
**1NT 2♦** = FG, asks attitude for majors. Other minor » 3-4 in majors

**1m 1M**  
**1NT 2NT**= asks for 3♣. Sign off in clubs or FG with shortness

**NOTE 2 – CHECKBACK OVER 2NT**

**1m 1M**  
**2NT 3♣ » 3♦**= 3-4 in majors

**NOTE 3 – INVERTED MINORS**

**1m 2m** = not GF, invitational or more  
**1m o/m jump** = 8-10  
**1m 3m** = pre, limited to 7HCP

**NOTE 4 – RELAY AFTER 2 LEVEL MAJOR FIT**

**1m 1♥**  
**2♥ 2♠** = asks for distribution and strength  
**2NT**= minimum bal; **3NT**=maximum bal; others=maximum control; **3♥**=minimum

**1m 1♠**  
**2♠ 2NT** = asks for distribution and strength  
**3♣**= minimum bal or maximum ♣ control; **3NT**=maximum bal; others=maximum control; **3♠**=minimum

**NOTE 5 – LIMITED AND STRONG SPLINTERS**

**1♥ 3♠**=strong any shortness - **3NT**= asks  
**1♥ 3NT/4♠/4♦** = ♠/♣/4♦ shortness, limited  
**1♠ 3NT**= strong any shortness - **4♣**= asks (gradino)  
**1♠ 3♥/4m**=limited shortness

**NOTE 6 – SHORT AND LONG TRIALS**

**1♥ 2♥**  
**2♠**= any shortness – **2NT** asks » gradino  
**1♠ 2♠**  
**2NT**= any shortness - **3♣** asks » gradino

Other new suit over support = long trial

**NOTE 7 – GAZZILLI**

Any strong hand (17+) by opener, except 15-17 bal with 5M; after 1NT forcing, bids 2♣. Maybe a natural bid, any balanced hand or any strong hand.  
After 2♣, 2♦ by responder=8+HCP,

**NOTE 8 – 1M -2NT**

15+HCP balanced. May have 2 to 4 cards in opener suit.  
Opener may bid shortness with 6+ cards.

**NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT**

**STAYMAN**  
After 2♦ » 3♣ asks for minors and 3M = Smolen  
After 2♦ » 3♦ shows a major shortness  
After 2M » 3♣ asks for minors and 3♦ shows major fit and asks for controls

**TRANSFER FOR MAJORS**

**1NT 2♦**  
**2♥ 2♠**= 5-5 major, slam try

**1NT 2♥**  
**2♠ 3♥**= 5-5 major, invitational

**1NT 4♣**= 5-5 major no slam interest  
**1NT 4♦/♥**=transfer to ♥/♠, no slam interest  
**1NT 4♠**=Blackwood

**TRANSFER FOR MINORS**

**1NT 2♠**=asks for 4 card minor

**1NT 2NT**=asks for 3♣, maybe sign off in ♣ or FG with one minor suit any shortness

**1NT 3♣**=sign off in ♦ or slam try in ♦

**1NT 3♦**=slam try in hearts  
**3♥**=slam try in spades  
**3♠**=slam try in clubs

**NOTE 10 – AFTER MULTI 2♦**

2♦-2♥ = P/C; 2♦-3♥ = pre, P/C; 2♦-2♠=P if ♠ or INV if ♥; 2♦-3♣/♦/♠=Nat, F1; 2NT=Relay; 2♦-4♣=Bid your suit in transfer; 2♦-4♦=Bid your suit; 2♦- any-2/3NT=21-23bal, system on; 2♦-weak answer – 3♥/♠ after 2♥ or 3♠/4♥ after 2♠=strong hand (ACOL style)

**SPECIAL AUCTIONS ON COMPETITION**

After partner overcall in suit, jump level in 3♣, when possible or in a suit under overcall is support with strength below direct cuebid.  
Over strong NT » double=5+m4M  
Over weak NT » transfers overcalls

**GOOD-BAD** in competitive auctions by opener » 2NT=zone 2+ opening bid, Direct suit just for competition.

**Rubensohl** after overcall over 1NT

2NT **Scrambling Lebensohl** in competition.