




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural style, if M maybe 4+ cards at 1 level Natural responses Cue=12+ with fit or any FG Jump cue=fit, 4+cards support, Splinter New suit= NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on 10-14 on reopening if 1m opening. System on 10-16 on reopening if 1M opening. System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1M-3♣ = other M+♦; 1m-3♣ = other m+♠; 1♦-3♦=♣+♠ strong Other jumps=pre
Reopen: constructive hands
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue in response after overcall=fit, Splinter Direct cue over opp opening bid = two suit hand
VS. NT (vs. Strong/Weak; Reopening;PH)
Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♠=♥/♠+minor; 2NT=minors or Major+minor strong; Dbl=5+m+4M Landy on reopening » 2♣=Majors; others=natural; Dbl=5+m+4M
Over weak NT: Dbl=14+ bal or any strong and; 2♣=majors Others=transfer;
Reopening vs weak NT: Dbl and 2♣ remains the same; Others=natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural style
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ » Dbl=♣; 1 level suit=natural; 1NT=Majors or minors; 2♣=♣/♠ or ♦/♥; 2♦=♣=♣/♥ or ♦/♠
Over 2♣ » the same one level up
OVER OPPONENTS' TAKEOUT DOUBLE
1M-DBL-oM= constructive 2level support 1x-DBL-2NT= fit, 11+ New suit=F1

LEADS AND SIGNALS																												
OPENING LEADS STYLE																												
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DOUBLES																												
TAKEOUT DOUBLES (Style; Responses; Reopening)																												
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																												
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS																												
Negative and competitive doubles until 4♦ Support doubles and redoubles 1NT (if strong) – DBL = 5+ in a minor and 4 in a major																												

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: PORTUGAL

PLAYERS
 Anabela Oliveira  Luis Oliveira
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 OVER 1 2♣ - Strong » 22-23 if bal; 17+ with long and solid suit (5losers) 2♦ - FG, any distribution; 24+bal or 4losers 2♥/♠ - Weak, 6/7 cards, limited to 11HCP 1NT » 15-17; 2NT » 20-21 3NT » Gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted minors Strong and limited Splinters Invitational and FG Checkback Modified Bergen supports Modified Michael cue-bid Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit Walsh over 1♣
SPECIAL FORCING PASS SEQUENCES
After suit overcall by opps Pass in competition when opps interfere on FG actions
IMPORTANT NOTES
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. Walsh	2way checkback over 1NT (note 1). Checkback over 2NT (note 2)	
1♦		3	4♥		Inverted minors.(note 3)	2way checkback over 1NT. Checkback over 2NT; relay after 2 level M fit (note 4)	
1♥		5	4♦	Natural, 5+ cards	1♠=0-4♠, F1; 1NT=5+♠, F1; limited and strong Splinters (note 5). Short and long trials (note 6) Modified Bergen Support; 2NT=15+, 2+ cards ♥	Gazzilli (note 7).	Drury
1♠		5	4♦	Natural, 5+ cards	1NT= F1; 2NT=15+, 2+ cards ♠ (note8)		
1NT				15-17, if 15 may have 5 M	(note 9). Stayman, transfers 2♠= Stayman for minors; 4♣=5-5 major, w/o slam interest; 4♦♥=transfers w/o slam interest; 4♠=Blackwood		
2♣	X			Undefined strong hand. If bal = 22-23; one suit hand = 4/5 losers	2♦=relay; other suit=5+cards with minimum 2 honours	After 2NT » system on	
2♦	X			GF, any distribution	2♥=maximum 1 king; 2♠=2 IC. 2NT=bal, 3+ IC; other suit=5+ cards, 3+IC		
2♥		6(5)		5-11, (5)6 cards	2NT=Relay; 3♣=ask for shortness; new suit jump=Control Asking Bid	Over 2NT=Ogust; After CAB» 1 st step=no control; 2 nd step=2 nd control; 3 rd step=1 st control	
2♠		6(5)					
2NT				20-21, may have 5M	Stayman; transfers; 3♠=minor asking; 4m=blackwood		
3♣		(6)7 cards		pre	New suit=F1; new suit jump=CAB	After CAB» 1 st step=no control; 2 nd step=2 nd control; 3 rd step=1 st control	
3♦							
3♥		(6)7 cards		pre	After 3♥»4♠=CAB		
3♠							
3NT				7solid minor	4♣=P/C; 4♦=ask for shortness		
4♣		8(7)		pre			
4♦							
4♥							
4♠							
4NT	X			Minor two suit			
HIGH LEVEL BIDDING							
						Kickback blackwood; Exclusion Blackwood; trump asking in 5 level; 5NT=trump asking for gran 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 a 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

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

Other new suit over support = long trial

NOTE 7 – GAZZILLI

Any strong hand (16+) by opener, after **1NT** forcing or **1♠** forcing over **1♥**, bids **2♣**. Maybe a natural bid, any balanced hand or any strong hand.
 After **2♣**, **2♦** by responder=9+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

SPECIAL AUCTIONS ON COMPETITION

After partner overcall in suit, jump level 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 in competition.