

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound when VUL
Responses:1/1=F1; jump raise=PRE; CUE=F1
After 1M overcall, 2NT in competition is 4 card raise INV+ new m/M: NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd =15-18 HCP
responses as over 1NT opening
reopening=10-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣-2♦=5-5 w/ ♠/♥; x - 3♣=5-5 remaining suits
2NT=5-5 lower rank suits
Style: less than 12 HCP or 15+ HCP
Reopen: 2NT=BAL 19-20 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE=top and bottom suits
1♣-3♣=5-5 w/ ♠/♦
Style: less than 12 HCP or 15+ HCP
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL=PEN when WK NT, else 4M + 5m, 11+ HCP
2♣=M
2♦=♥/♠ 6 cards
2♥/♠=5♥/♠, 4+ m
2NT=m
3♣/♦/♥/♠=NAT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2♦ (multicolor): 2M=takeout; DBL=12-14 BAL any strong hand; 2NT=15-18 HCP
4♠ - 4NT=♣/♦, ♠/♥ ou ♦/♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
2 SUITER DBL: same color; 1 st Step: M or m; NT: mixed
♥/♠=NAT
over 2NT (6+-5+)-DBL: touch; 3♣-non touch
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=10+ HCP, BAL
over our 1M takeout double: transfer responses

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	2 nd /4 th	3 rd	
Subseq	ATT	ATT	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) asks ATT	AK(x) asks ATT	
King	AK, KQJx(+) asks CT	KQJ(+) asks CT	
Queen	QJ(+)	KQ(x), AQJ(+), QJ10(+)	
Jack	J10(+)	J109x, HJ10(+)	
10	109(+)	109(+), H109(+)	
9	9x, 98(+)	9x, 98(+)	
Hi-X	Sx, xxSx	Sx, xSxx	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	Count	odd/even
Suit 2			NAT
3			
1	ATT	Count	odd/even
NT 2			NAT
3			
Signals (including Trumps):			
UDCA			
high card in trumps implies an ace in a M			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
maybe light (10+) with suitable shape			
off shape OK if 18+			
Reopening takeout doubles lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
support doubles and redoubles thru 2♥			
negative doubles thru 4♥			
cooperative doubles after PRE			
responsive and maximal doubles in competition			

W B F CONVENTION CARD
CATEGORY: ●
NCBO: Portugal
PLAYERS: Rafael Sacramento – Inocência Araújo
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card M, 2/1
1♣ w/ 3♣+
1♦ w/ 4♠-4♥-3♦-2♣
1NT/M F
1NT=15-17 BAL V; 12-14 BAL NV
2/1 response: FG
2♣=22+
Drury; CB
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted response 1♠/1NT over 1♥
2♦=♥/♠ 6 cards (5+ if in 3 rd position), 5-10 or 22-23 BAL
2♥/♠=5♥/♠, 4+ m, 5-10
3NT=solid m, 7 cards, w/o outside stopper
4♣/♦ PRE in ♥/♠
1M-3m=mini/maxi splinter
1M-3M=0-6 HCP w/ 4 card support
1M-oM w/ jump=mini/maxi splinter
1M-2ST=4 card support, 6+ HCP
Transfers after 1M-DBL
Weak jump shifts in competition, raises and fit bids
1♣-3♣=5-5 w/ ♠/♦
1♣-2♣=5-5 w/ ♠/♥
1♣-2NT=5-5 w/ ♦/♥
CUE=top and bottom, 2NT=lower rank, 3♣=remaining
SPECIAL FORCING PASS SEQUENCES
in any GF situation
1x-DBL-RDBL
after any overcall over our 2♣ opening
IMPORTANT NOTES
Forth suit=F
LEB; Good-Bad 2NT
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4♥
					2♣=NAT, F3♣; 3♣ PRE; 2♦ intermediate [Note 1]	1♣-1x-1NT: NV=15-17 [Note 2], V=12-14;	Fit showing
					2♥=5♠+4+♥, 6-9; 2♠=5♠+4+♥, 10-11; Walsh	CB [Note 3];	
1♦			4♥	NAT, 3+ cards	1NT=6-10 HCP; 2NT=11-12 HCP	1♦-1M-1NT: NV=15-17 [Note 2], V=12-14	same as above
					2♦=NAT, F3♦; 3♦ PRE; 3♣ intermediate [Note 1]	CB [Note 4];	
1♥		5	4♥	10-21 HCP, 5+ cards	1♠=4-12 HCP, 0-4 cards; 1NT 5+ cards; [Note 5]	1♥-1♠-1NT=5♥(332); 1♥-1♠-2♠=5♥+4♠;	Drury [Note 7]
					2/1=FG; 2NT=4 card support, 6+ HCP; splinters;	2ST=18-19 BAL [Note 6];	
					jump raises= PRE		
1♠		5	4♥	10-21 HCP, 5+ cards	1NT=4-12 HCP; 2♠=8-10 HCP; 2NT=4 card	1♠-1NT:2♣/♦=3+ cards; 2NT same as above	same as above
					support, 6+ HCP;	1♠-1NT-2♣-2♦-2♥: 12-14, 3+♥ [Note 8];	
INT			3♠	15-17 V	2♣=STAY; 2♦/♥=transfers; [Note 9]	Crawling, Trash STAY; Smolen; [Note 10]	PEN DBL; LEB
1NT			3♠	12-14 NV	2♣=STAY; 2♦/♥=transfers; [Note 11]	Crawling and Trash STAY; Smolen; [Note 12]	same as above
2♣	@	0		Artificial, strong 22+	2♦=relay; 2♥/♠, 3♣/♦ NAT good suit;	3♥/♠ 9 playing tricks, NF; 4♣/♦ 10 playing	
						tricks, NF; 2♥/♠ FG; 3♣/♦ FG; [Note 13]	
2♦	@			♥/♠ 6 cards 5-10 or 22-23 BAL	2♥/♠ to play if weak in ♥/♠; 2NT asks	P/C over 2♥/♠; over 2NT: 3♣ min w/♥, 3♦	after DBL, RDB asks partner to
						min w/♠, 3♥ max w/♠, 3♠ max w/♥;	bid his suit
						after 2♥/♠ 2NT: 22-23 BAL [Note 14];	
2♥		5		5♥, 4+ m, 5-10	3♣ pass/correct; 3♦ INV; 2NT=FG	after 2NT: 3♣ min w/♠, 3♦ min w/♦, 3♥ max	
						w/♠, 3♠ max w/♦	
2♠				5♠, 4+ m, 5-10	same as above	same as above	
2NT				20-21 BAL	3♣=PUP STAY, 3♦/♥=transfers, 3♠=PUP to 3NT;	2NT-3♣-3NT [Note 15]	
					3NT=5♠+4♥; 4♣/♦= 5♠+5♥; 4♥/♠=singleton on m		
					two suiter		
3♣		5		PRE			
3♦		5		PRE			
3♥		5		PRE			
3♠		5		PRE			
3NT	@	7		7+ card, m solid suit	4♣ signoff		
4♣	@	7		♥ PRE w/ outside control	4♥ signoff; 4x control		
4♦	@	7		♠ PRE w/ outside control	4♠ signoff; 4x control		
4♥		7		PRE			
4♠		7		PRE			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB	
5♥						Dopi; Ropi	
5♠						Serious no trump	
						Last train	
						Kickback	
						Splinters	