

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Intervenções Naturais (tendencia Ricos / Outro Rico)
Respostas Naturais (cuebid = apoio limite+)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ^a = igual a abertura, SystemOn
4 ^a Live = TakeOut (tend. 4M5+m)
Reveil = (10)12-14 SystemOn
JUMP OVERCALLS (Style; Responses; Unusual NT)
Unusual 2ST = menores do leilão;
(1♣)-2♦ = ricos
Reopen: iguais, SystemOn
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels CueBid
(1♣)-2♣ = Natural; (1♦)-2♦ = Ricos
VS. NT (vs. Strong/Weak; Reopening;PH)
MultiLandy
Dbr = 4M5m; 2♣=ricos; 2♦=Multi;2M=M+m
Landy em 4 ^a / Passado de mão
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+(11+);
Sobre Rico : 2♣=bom apoio de 3 cartas; 2ST=Jordan; 2x=NF
3M=barragem; 3ST=to play

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 / 3 / 5 sempre (excepto ADV contra ST)		
NT			
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	1 / 3 / 5 sempre (excepto ADV contra ST)		
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Prioridade:		Par / Impar (chama)
Suit 2	1) atitude (baixa chama)		
3	2) contagem (alta/baixa = impar)		
1	3) preferencial		
NT 2			
3			
Signals (including Trumps):			
Em trunfo, jogar "de cima para baixo" pode ser interesse em corte ou preferencial (raro)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Competitivos até 4♠			
De chamada até 4♠			
Responsivos até 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dobres opcionais;			
(1ST) – X = 4M5+m			
(1 ST fraco) – X = 15-17			

W B F CONVENTION CARD
2018/10/15
CATEGORY: VERDE
NCBO:
PLAYERS: 2262 Eduarda Reis – 3102 João Amaral
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Ricos 5; ♣/♦ 3+; 1ST=15-17;2ST=20-21
1ST Forcing sobre 1♥/♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = Forte indeterminado ou Forcing Partida
2♦ = Multicolor (2fraco em ♥/♠ ou 22-23 Bal)
2♥/♠ = sub-abertura M+m
3ST = Gambling sem defesa lateral
Sobre MultiColor ADV
2♥/♠ = curto; 2ST=16-18 (diferido=menores)
SPECIAL FORCING PASS SEQUENCES
Quando obvias
IMPORTANT NOTES
Checkback; MultiLandy (Landy); RKCB5keys; DOPI/ROPI
Splinters; BergenRaises; 2STJac; Jordan [!] ; Lebensohl
Drury;
PSYCHICS: Raros ou mesmo nulos

