

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural . 4+ cards at 1 lvl 1
Cue 12+ with fit (weaker if passed hand) or any GF
Jump cue=fit, 4+cards support, Splinter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on
10-14 on reopening .System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue in response after overcall=fit, Splinter
VS. NT (vs. Strong/Weak; Reopening;PH)
Multilandly » 2♣=Majors; 2♦=one undefined major; 2♥/♠=♥/♠+minor; 2NT = minors or Major+minor strong; Dbl = 16+
Landy on reopening » 2♣=Majors; 2NT=minor others=natural; Dbl = competitive
Over weak NT: Dbl = 14+ bal or any strong and; 2♣ = majors Others=natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	135	135	
NT	135	135	
Subseq	Attitude	attitude	
Other: Internal sequence leads			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1			
Suit 2			
3			
1			
NT 2			
3			
Signals in Trumps: preferencial			
Discards odd even			
udca			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural TO with standard distribution for normal hands or any for 18+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative and competitive doubles until 4♦			
Support doubles and redoubles			

W B F CONVENTION CARD
Francisco Russo / José Pinheiro
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 OVER 1
2♣ - Any Strong » 22-23 if bal; 17+ with long and solid suit
2♦/♥/♠ - Weak, 6/7 cards, limited to 11HCP
1NT » 14-16; 2NT » 19-21
3NT » Gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted minors
Invitational and FG Check-back
Bergen supports
Ghestem
Blackwood. Exclusion Blackwood
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE
1M-DBL-2♣= constructive 2 level support
1M-DBL-2NT = 4 card fit . inv or plus

IMPORTANT NOTES
PSYCHICS: seldom used

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Nat 3+	Inverted minors	2 way checkback 1NT . checkback 2NT	
1♦		4		Nat 4+ (3 if 4432)	Inverted minors	2 way checkback 1NT . checkback 2NT	
1♥		5		Nat 5+	1NT fl , Bergen , Splinter	2 way checkback 1NT . checkback 2NT	
1♠				Nat 5+	1NT fl , Bergen , Splinter	2 way checkback 1NT . checkback 2NT	
INT				14-16 5 major possible	Stayman, Smolen ; transfers 2♠= Stayman for minors; 2NT = One minor suit ; 3♣ Puppet Stayman 4♦ = 5-5 major, w/o slam interest; 4♣ = Blackwood		
2♣				Strong hand	2♦ = relay; other suit = 5+cards with minimum 2 honours	After 2NT » system on	
2♦		6+		6+ (5-11)	2NT (ask) .	2NT > Ogust	
2♥		6+		6+ (5-11)	2NT (ask)	2NT > Ogust	
2♠		6+		6+ (5-11)	2NT (ask)	2NT > Ogust	
2NT				(19-21) 5 card M possible	Puppet; transfers; 3♠=rly to 3NT ; 3NT=5♠+4♥ ; 4♣ = Blackwood ; 4♦ = 5-5 major, w/o slam interest		
3♣		(6) 7					
3♦		(6) 7					
3♥		(6) 7					
3♠		(6) 7					
3NT		7+		Solid minor			
4♣		(7) 8					
4♦		(7) 8					

4♥		(7) 8				
4♠		(7) 8				
4NT			Minor 2 suit			
5♣					HIGH LEVEL BIDDING	
5♦					Blackwood ; Exclusion Blackwood ; Minorwood	
5♥						
5♠						