

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
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.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18, 12-14 on reopening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Bicolores Michaels Precision Other jump overcalls = pre-emptive.
<b>Reopen: constructive hands</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue in response after overcall = fit, Splinter.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Cappelletti

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	1,3,5. If supported suit, attitude.	
Subsequent	Normally attitude		
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude	
King	AK, KQ(+), KQJ(+) → attitude	AKJT(+), KQJ(+) → unblock or count	
Queen	QJ(+), AQJ x → attitude	QJ(+), AQJ(+), KQTx → attitude	
Jack	Jx, JT(+), HJT(+) → attitude	Jx, JT(+) → attitude	
10 (T)	Tx, HT9(+), T9(+)	Tx, HJT(+), HT9 → attitude	
9	9x	J9x, 9x, T9(+)	
Hi - lo	x x, x x x x	Suit without honour – 2 <sup>nd</sup>	
Lo - hi	x x x, x x x x x	Suit with honour – 4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
SUIT *	UDCA	Reverse count	O/E
NT **	UDCA	Reverse count	O/E
	* Lavinthal, when singleton in dummy		
	** Appel de 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 ( but 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♦. Doubles in competition = extra strength. INT (if strong) – DBL = punitive			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>PLAYERS</b> Rogério Rodrigues                      António Rocha
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 OVER 1 GF. 2♣ = FG » 21+ if bal; 17+ with long and solid suit (4 losers). 2♦ = Multicolor (one major, weak or strong (5 losers if strong) 2♥/♠ = 6 cards, 5 losers at most 1NT = 15-17; 2NT = 20-21. 3NT = Gambling.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Strong and limited splinters. Invitational and FG Roudi Bergen supports. Michael's precision cue-bids. RKCB (41-30). Exclusion Blackwood,
<b>SPECIAL FORCING PASS SEQUENCES</b>
After suit overcall by opps. Pass in competition when opps interfere on FG actions.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Very unusual