

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: Sound,
Reponses: Jump Raise = Preemptive
Cue-Bid = F1; Jump Cue = Raise inv+
New Suit = Forcing - jump shift = fit
In Balancing Position: Same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17. System on
Reopening over major 12-16, over minor 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; New suit = F1
Reopen: Suit 12-16, Cue: system on; 2nt = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1C-2/3C natural
1m-2D majors
1h-2h and 1s-2s = Michaels
1x – 2nt = 2-lowest suit ; 1M-3M = ask stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Against strong NT, 2C=majors, 2D=1major, 2H/S=major+minor, 2NT=minors
Against weak NT, 2C=majors, 2D/2H transfers, 2S=4S+6m, 2NT=4H+ 6m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out thru 4h; Leb (2x double) Note 7
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = c + other
Nt = 2 suit
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level; Jump Shift non-forcing
2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	2/4	
Subseq			
Other: 2th from 4 small against NT / low encourage			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Akx(+)/ Axxx (+)	Akx(+)/ Axxx (+)	
King	AK/KQ(xxx)	AK/KQ(xxx)	
Queen	QJ(xxx)	QJ(xxx)	
Jack	Jx/J10(xxx)	Jx/J10(xxx)	
10	109(xxx)	109(xxx)	
9	98(xxx)	98(xxx)	
Hi-X	doubleton	doubleton	
Lo-X	3+	3+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-Lo = O	Count	Count
Suit 2	Low = Encouraging	Att	Att
3	Suit preference	Lav	Lav
1	Low = Encouraging	Count	Att
NT 2	Hi-Lo = O	Lav	Count
3	Suit preference		Lav
Signals (including Trumps): Udca – count and att			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape; Cue = F until a suit is bid twice;			
New suit = F1; Reopen: same as above			
Reopening can be protecting			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dble thru 4h; after overcall thru 4h			
After M overcall. Cue = inv+ 3cards; 2nt = inv+ 4 cards			
Repeat same suit dble by Neg doubler = Take out			

W B F CONVENTION CARD
CATEGORY: . Green
NCBO: Brazil
PLAYERS: Marcos Paiva- Mauricio Figueiredo
EVENT (Open/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 2/1 Solid unless nvul x vul 5533
Longer minor, with 33 or 44 open 1C
1NT answer over M = Semi-forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C forcing game unless regular
22-23 2D/H/S = natural weak max 10 HCP
3NT gambling in 1/2, to play on 3/4
2NT Overcall = two lower unbid suits
Negative Doubles to 4h
1m – 2d = majors
Michael's
Gazilli; 2-way check back
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Double jump shift = splinters; RKC 0314
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4h	Nat, 10-21	Inverted minor; 2d = clubs inv; 2h = maj(5-9hcp); 2s = om inv; others natural	Two way check back; 1c-1x-2c-2nt = GF asks sing; Note1	Jump shift= fit showing
1♦		3	4h	Nat, 10-21	Inverted minor; 2d = clubs inv; 2h = maj(5-9hcp); 2s = om inv; others natural	Two way check back; 1c-1x-2c-2nt = GF asks sing; Note1	Jump shift= fit showing
1♥		5	3s	Nat, 10-21	2s = 4+h inv; 2nt = raise GF; 3m =m inv; 3s = spl with void; 3nt = s sing; others natural	1h-2h- 2nt = any invite; others =GF; 1h-1nt-2c = Gazzili Note 2 and 3	2c = drury-fit;2d = drury; Jump shift= fit showing
1♠		5	3s	Nat, 10-21	3h = 4+s inv; 2nt = raise GF; 3m =m inv; 3st = spl with void; others natural	1s-2s- 2nt = any invite; others =GF 1s- 1nt-2c = Gazzili Note 2 and 3	2c = drury-fit;2d = drury; Jump shift= fit showing
INT				(Good) 14 - 17	Stay, trf, 2s to c, 2nt to d; 3x = minors (many hands)	Note 4	T/O double level2; cards level3
2♣	x	0			2d= wait; others nat (HHxxx+)	Note 5	After overcall double = 0-5, Pass =6+, bid = nat
2♦		5			New suit forcing; 2NT asks for feature if maximum	3NT = AKQxxx	
2♥		5			New suit forcing; 2NT asks for feature if maximum	3NT = AKQxxx	
2♠		5			New suit forcing; 2NT asks for feature if maximum	3NT = AKQxxx	
2NT				20-22	Stayman, transfer	Note 6	Double= penalty
3♣		6			New suit forcing		
3♦		6			New suit forcing		
3♥		6			3s= nat; 4m = cue		
3♠		6			4h = nat; 4m = cue		
3NT	x			Glambling	4c = p/c; 4d = asks control; 4st = asks 8 th card		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4♥		7		Pre-emptive	Natural		
4♠		7		Pre-emptive	Natural		
4NT	x	8		Blackwood	0,1,2,3		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		RKC 0314, DOPI, ROPI, Cue	
5♥		7				Exclusion RKC 0314	
5♠		7				5NT = odd RKC with void	
						6X=2rkc with void	

MAURÍCIO FIGUEIREDO & MARCOS PAIVA

Supplementary Sheet

Note 1 – Responding to 2NT rebid

After 1♣ - 1♦ - 2NT:

3♣ = relay to 3♦ (new suit = shortness);

3♦/♥ = 4♥/♠ 12+ HCP;

3♠ = 4⁺♣;

3NT = to play;

4♣ = 5♦+5♣;

After 1♣/♦ - 1♥ - 2NT:

3♣ relay to 3♦

Pass to play

3♥ = sign-off

3♠ = 4♥/5♦ or more

3 NT = 4♦ + 4♥ (11-12)

3♦ = 5 cards ♥

3♥ = 3 cards ♥

3♠/3NT = 2 cards ♥ with/without ♠

3♥ = 4♠+4♥

3♠ = 4⁺♣+4♥

3NT/4♥ = to play

After 1♣/♦ - 1♠ - 2NT:

3♣ relay to 3♦

Pass to play

3♥ = 4♠/5♦ or more

3♠ = ♠ sign-off

3 ST = 4♦ + 4♠ (11-12)

3♦ = 4 cards ♥

3♥ = 4 cards ♥

3♠/3NT = 2 or 3 cards ♥ with/without 3 cards ♠

3♥ = 5 cards ♠

3♠ = 3 cards ♠

3NT otherwise

3♠ = 4⁺♣ + 4♠

3NT/4♠ = to play

Note 2 - Gazilli

1♥/♠ - 1♠/1NT

2♣ = 11 to 14 HCP (M+ clubs) or 15 to 18 HCP (any hand)

2♦ Asks

Rebid = 11 to 14 HCP (1-suited)

2 OM = 5431

Next Step Asks 2nd Suit (up the line)

Next Step Asks shortness (up the line)

2 NT = 5422 or 5332
 3♣ Asks 2nd Suit (up the line; 3NT = 5332)
 3♦ (1♠ - 1NT or 1♥ - 1♠) = 5OM
 3♦/♥/♠ (1♥ - 1NT) = 5♣/5♦/♠+♦

3♣ = 1-suited W/singleton
 1st Step shortness WO/SUP (up the line)
 2nd Step shortness W/SUP (up the line)

3♦ = 1-suited WO/singleton
 1st Step MIN/MAX WO/SUP (up the line)
 2nd Step MIN/MAX W/SUP (up the line)

3♥ = 2-suited W/♣
 3♠ = 2-suited W/♦
 3NT = 2-suited majors

2♦ = NAT no extras
 2♥ = 4+♣ no extras
 2NT GF (many hands)

Note 3

SEQUENCE 1M - 1x - 2NT

1♥/1♠-1NT-2NT

3♣ = asks;
 3♦ = 4-card minor (3♥ asks: 3♠=♣; 3NT=♦; 4♠=INV 3♠);
 3NT = 2533;
 3♦ = ♣ (over ♥) ♥ (over ♠)
 3♥ = ♥ (over ♥) ♣ (over ♠);
 3♠ = ♦;
 3NT = minors;

1♥-1♠-2NT

3♣ = asks
 3♦ = 4-card minor (3♥ asks: 3♠=♣; 3NT=♦);
 3♠ = 4 card SUP FG
 3NT = 2533;
 3♦ = minor suit
3♥ = ♠ (bad suit)
3♠ = ♠ (good suit)
 3NT = to play

Note 4

- 4♣/4♦/4♥/4♠ = Xfer
 - 4NT = Quantitative

STAYMAN SEQUENCES (1NT)

-1NT - 2♣ - 2♦
 2♥ = INV 5♥/4♠
 2♠ = INV 5♠+UNBAL (2NT asks)

2NT = BAL INV (could have no 4 card major)
3♣/♦ = 2nd Stayman
3♥/♠ = Smolen

- 1NT - 2♣ - 2M
2♠ = INV with 5♠ / 4+m (2NT asks the minor: 3♣=♣; 3♦=♦)
2NT = invitational
3♣/♦ = 2nd Stayman
3♠ = 4-card support SI, singleton/void in ♠ or BAL
Splinters
- 1NT - 2♣ - 2NT = both majors MIN
- 1NT - 2♣ - 3♣ = both majors MAX

TRANSFER SEQUENCES (1NT)

- 1NT - 2♦/♥ (transfer to ♥/♠)
2♥/♠ = 2 or 3 cards SUP
3♥/♠ = MIN with 4-card support
Others = Shortness MAX with 4-card support
2NT = Max 3 card SUP
- 1NT - 2♦ - 2♥ - 2♠ (5♥ + 5 another suit, invitational)
2NT asks (up the line)
- 1NT - 2♦ - 2♥/♠ - 3minor
New suit 3-level = 4-card support in the minor suit no 3♥/♠
3♥/♠ = 3-card support, no 4-card minor support
4 minor (support) = Maximum with support in both suits
4♥/♠ = minimum with support in both suits
3 NT = NO SUP
- 1NT - 2♥ - 2♠ - 3♥ (5♠+5♥)
- 1NT - 2♠/NT (transfer to ♣/♦) (New suit by responder = shortness)
3♣/♦ = good support
2NT/3♣ = bad support
Redouble = Max
- 1NT - 3♣ = FG, 5+♣/4+♦ (3♦ asks)
- 1NT - 3♦ = FG, 5♦/4♣/2/2
- 1NT - 3♥ = FG, 5/6♦, 4♣, 3♥, 0/1♠
- 1NT - 3♠ = FG, 5/6♦, 4♣, 3♠, 0/1♥

1NT OPENING BID WITH INTERFERENCE

- 1NT (DBL)
REDBL = forces 2♣ (weak ♣ or ♦)
Others = system on
- 1NT (2x)

- 2 level = NAT NF
- 2NT to 3♥ = Xfer INV+ (pass then bid = weak)

Note 5

STRONG 2♣

2♦ = Neg OR Waiting
 2♥/2♠/3♣ /3♦ = good suit
 2 NT BAL

After 2♦

2♥ = relay
 2♠ = neutral
 2/3/4NT = BAL 23-24/27-28/31-32 HCP
 others = NAT FG with ♥

2NT = ♣
 3♣ = relay
 3♦/3♥/3♠ = NAT 54
 3NT/4♣ = ♣ FG/SI
 3♦/3♥/3♠ = WEAK 6+ cards
 3NT = 5♠/5♥

3♣ = ♦
 3♦ = relay
 3♥/3♠/4♣ = NAT
 3NT others
 3♥/3♠ = WEAK 6+ cards
 3NT = 5♠/5♥

3♦/♥/♠ = Minors (5♦4♣, 4♦6♣, 6♦4♣)
4♣4♦ = Minors 5+5+ ♥/♠ shortness
 3/4NT = BAL 25-26/29-30 HCP

In Competition X = 5-HCP; balancing X = TO

Note 6

RESPONSES TO 2NT (21/22 HCP)

3♣ = stayman (3NT= both Majors; 2nd stayman)
 3♦/♥ = transfers
 3♥/♠ = 2-card SUP
 3NT = 3-card support
 others = 4-card SUP + Shortness
 3♠ = minors
 3NT = to play
 4♣/4♦ = transfers ♥/♠ (4♦/4♥ = Super Accept)
 4♥/♠ = transfers ♣/♦
 4NT = Bad SUP
 4♠/5♣ = Super Accept
 5♣/5♦ = Good SUP
 4NT = Quantitative

Note 7

OVER OPPS PREEMPTIVE

Over weak 2 major

3 major = ♣ + other major

4 ♣ = minors

4 ♦ = ♦ + other major

Over weak 3 minor

4 minor = majors

4 ♣ over 3♦ = ♣ + major

4 ♦ over 3♣ = ♦ + major

3NT over weak 3

4 ♣ = asks *

4 ♦ = no major or strong

4 major = 4 cards

4 NT = long suit (source of tricks)

4♦/♥/♠/5♣ = transfers

OVER OPPS 3NT

4♣ = majors

4♦ = asks for longer major (4♥ = longer ♥ or equal length)

4♦ = ♦ + major

AFTER 1M - OPPS UNUSUAL 2NT

X = BAL INV+

3♣/♦ = INV+ ♥/♠

PASS then X = TO

others = NAT