

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 = Major over minor is F1, minor over Major is NF.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on. 10-14 on reopening if 1m opening. System on. 10-16 on reopening if 1M opening. System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Modified Michael's cue-bids ( <b>note 1</b> ) Other jump overcalls = pre-emptive.
<b>Reopen:</b> 2M after 1m = 6+ cards, 11-14 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue over RHO = natural. Cue on LHO suit = two suit hand.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multilandy: 2♣ = Majors; 2♦ = one undefined major; 2♥/♠ = ♥/♠ + minor; 2NT = minors; Dbl = 5+ m + 4 M Landy on reopening: 2♣ = Majors; others = natural; Dbl = 5+ m + 4 M. <b>Over weak NT:</b> Dbl = 15+ bal or any strong hand; 2♣ = majors; 2♦/♥ = transfer; 2♠ = Minors strong or ♣; 2NT = Minors weak or ♦. <b>Reopening vs weak NT:</b> Dbl = 5+ m + 4 M; 2♣ = Majors; Others = natural.
<b>VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2c2</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE ♣ ♠ ♦ ♥</b>
Fit 3c: 2♥/♠ = 5/7 8/10 = 2♣ xx = 10 + 4c: bergan/jacoby, splinter With passed hand : 2♣ Drury

LEADS AND SIGNALS																											
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<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 Reopening TO = 8+ HCP.																											
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>																											
Negative and competitive doubles until 4♦. Support doubles and redoubles.																											

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	
<b>PLAYERS</b>	
Matilde Branco FPB 1083	Piedade Branco FPB 2149
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2 OVER 1 GF and 1NT F1 over M	
2♣ = FG	
2♦ = Multicolour (one major, weak or 22-23 HCP bal)	
2♥/♠ = Strong.	
1NT = 15-17; 2NT = 20-21.	
3NT = Gambling.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Walsh over 1♣.	
Inverted minors.	
Bergen raises.	
Modified Michael's cue-bids ( <b>note 1</b> )	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After suit overcall by opps, "pass" may be penalty.	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Very unusual	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU majors					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♥	Natural, 3+ cards	Walsh. Inverted minors ( <b>note 2</b> ).	Check-back over 1NT and 2NT ( <b>note 3</b> ). After 1♣ – 1M – 2M, same trials as 1M-2M		
1♦		3	4♥	Natural, 3+ cards	Inverted minors ( <b>note 2</b> ).	1 Way check-back over 1NT. After 1♦ – 1M – 2M, same trials as 1M-2M		
1♥		5	4♦	Natural, 5+ cards	1NT= F1; 2/1 FG limited splinters Bergen raises.	After direct support, long and shorts trial bids ( <b>note 4</b> ).	Drury (2♣ with 3 cards support	
1♠		5	4♦	Natural, 5+ cards	Idem			
INT				15-17 bal, may have 5 M	Stayman (may have no majors) 2♦/♥ transfer 2♠ transfer to ♣ 2NT transfer to ♦ 3♣ minor weak 3♦ strong 3♥/♠4/5 minors with a singleton in h or s 3NT to play 4♣ gerber 4♦ majors 4NT invitational	Smolen Super accepted		
2♣	X			Ask for aces; 24 or + if bal	2♦ = 0/1 CI; 2♥ = 2 CI; 2♠ = 3+CI, com 5+♠; 2NT = 3+CI, bal; 3♣/♦ = 3+CI, com 6+♣/♦.	After 2♦-2NT, same as 2NT opening		
2♦	X			Multi, one Major suit, 6+ cards, weak (7-11) or 22-23 balanced	2NT= relay forcing; 4♣= ask to bid suit in transfer; 4♦ = ask to bid suit.	After 2♥/♠-2NT, same as 2NT opening 2♦-2♠ 3♣ weak 3♦ strong 2NT 23 balanced 3♥ 23p with 5 c of H 3♠ 22/23 5 c ♠		
2♥		6		18-20 HPC or 4/5 losers				
2♠		6						
2NT				20-21, may have 5M	3♣ = Puppet Stayman; 3♦/♥ = Transfer; 3♠ = Minors, . 3NT = 5♠+4♥ not forcing; 4♣ = Gerber; 4♦ = Majors; 4♥/♠ = Slam try in ♣/♦. 4NT = Quantitative	2NT - 3♦ - 3♥ - 3♠ = denies 4♠ 2NT - 3♦ - 3♥ - 3NT = 5♥+4♠, not forcing		
3♣		(6)7		Pre-emptive				
3♦		(6)7		Pre-emptive				
3♥		(6)7		Pre-emptive				
3♠		(6)7		Pre-emptive				
3NT				7 cards solid minor	4♣ = Pass or Correct;			
4♣		8(7)		8 c ♥				
4♦			8 ♠					
4♥			To play					
4♠			To play					
4NT	X			Minor two suit				
							<b>HIGH LEVEL BIDDING</b>	
							RKCB (Re: 41-30, 5NT= 2 KC w/ useful void, 6X= 1 KC w/ void in X, 6 in trump suit= 1 KC w/ void above suit); Exclusion Blackwood level; after 5NT (ask kings),	

