

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Jump raise in M= preemptive; cue-bid= forcing and generally fitted; new suit=forcing
Meckwell:after partner 1NT bid and opp X->Pass=5♣or5♦ or 4/4M(partner will relay at2♣); XX=pts;2♣=4/4♣and other suit(partner will pass or say 2♦to know other suit);2♦=4/4♦and other suit; 2♥/♠=natural
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd position = 15-18
Responses: bid as 1NT opening
4th position = 10 -13
Responses: natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit: natural (responses - new suit=forcing)
2 suit: Ghestem (see below)
Reopen: Cue=any two good suiter
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem:over 1♣ opening, 2♣=natural; 2♦= Ms; 2NT= lowest ranking suits; 3♣=♦♣. Over 1♦ opening, 2♦=♣♠; 3♣=♥♠; 2NT=♣♥. Over 1M opening, 2M= other M and ♣;3♣= other M and ♦; 2NT= lower ranking suits.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Cappelletti in 2nd->2♣=6+ in a suit; 2♦= ♥ and ♠ 5/5 (can be 5/4); 2♥/♠=♥ or ♠ and a minor; 2NT =♣ and ♦ 5/5; X= 15+pts ;
Landy in 4th->2♣=2Ms, all other bids are natural

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1st,3rd,5th or top of nothing	1st,3rd,5th or top of nothing	
NT	1st,2nd,4th or top of noting	1st,2nd,4th or top of noting	
Subseq	1st,3rd,5th or top of nothing	1st,3rd,5th or top of nothing	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(x),AK(x),AKQ...	A(x),AK(x),AKQ...	
King	KQ10,KQV10	KQ,K(x),AK	
Queen	QJ9x(x)	QJ9x(x)	
Jack	J10(x)x	J10(x)x	
10			
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	low-high	count	odd
Suit 2			
3			
1	low-high	count	odd
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			

W B F CONVENTION CARD
<b>Country: Portugal</b>
<b>PLAYERS: Maria-Jose Calamaro (#POR3651) Maria da Conceicao Pinto Costa (#POR2801)</b>
<b>EVENT WBF Women's Online Teams</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 game forcing
5 card Majors
1♦:4+, 1♠: can be 2 cards
1NT response = forcing (not forcing after Pass)
1NT opening = 11-14 (not vulnerable) 15-17 (vulnerable)
2♦ Multi, Puppet Stayman, Ghestem; Check back, Drury
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = Strong, 3 (GF) to 5 loser hand - any suit, any shape.
2♦ Opening = Multi : weak ♥/♠ ,6 cards (6-10 pts), 2nt (22-23 pts), ♣/♦, 6+ (5 losing tricks max)
2♥/2♠ Muiderberg = 5/5 major + minor (preempt hand)
3NT= Gambling
Lebensohl after 2-level overcall of opp on 1NT opening by partner. Meckwell after X of opp on 1NT opening by partner.
Negative doubles

<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over preempts:Take out doubles; cue-bids; jumps; NT bids
Over 2♥♠ weak opening=2NTGladiator (16+pts) -> responses:3♣= transfer for ♦; 3♦=Stayman; 3♥=5♠;3♠=5♥;3NT=defense in both M.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1( or 2(</b>
X= shows suit of opening or requests lead in that suit; new suit=natural;
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over M opening: XX=10+pts, may have fit; 1NT= 6-9 pts w/defense in other M; 2♣=3c.,8-10pts; 2NT=4c.,11+pts
Over minor opening: natural responses; 1NT=6-10

<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>
Dbl over artificial bid asks for lead in that suit
Dbl & ReDbl indicates support in partner's suit
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
X over artificial bid - asks for lead in that suit
X and XX = support in p suit

<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
CHECKBACK: after 1X-1M-1NT-2♣ is not forcing (relay to 2♦ and P after p answer) after 1X-1M-1NT-2♦ (GF)[to show 4 in other M and fit in p suit say 3 in unspoken minor]
Double jump in new suit on m over M and M over M= SPLINTER
<b>PSYCHICS: NO</b>

OPENING	TI C K I F A R T I F I C I A L	MI N. NO. OF C A R D S	NE G. D B L T H R U	DESCRIPTION	RESPONSES2	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1(♣)	2	11 - 19	Natural unless inverted minors
1(♦)	4	11 - 19	Natural unless inverted minors				
1(♥)	5	11 - 19	1NT= forcing (5+pts, can be fitted) 3♣=4c.,7-9; 3♦=4c.,10-11 2NT=7+pts and 4+c.  3/4M=preempt	2♣(can be only 3c if no other 4c suit) 3M=weak opening hand 3♣=singleton or 13-14(3♦ will ask for singleton. If none repeat M at 3 level) 3NT=15-17 3♦=18+ (GF)	In 3rd and 4th , Drury (2♣=3c.,10-11) 3♣=4c.,7-9; 3♦=4c.,10-11		

1(♠)		5		11 - 19	1NT= forcing (5+pts, can be fitted) 3♣=4c.,7-9; 3♦=4c.,10-11 2NT=7+pts and 4+c.  3/4M=preempt	2♣(can be only 3c if no other 4c suit)  3M=weak opening hand 3♣=singleton or 13-14(3♦ will ask for singleton. If none repeat M at 3 level) 3NT=15-17 3♦=18+ (GF)	In 3rd and 4th ,Drury (2♣=3c.,10-11) 3♣=4c.,7-9; 3♦=4c.,10-11
INT				11-14 non vulnerable balanced	2♣= Stayman  2♦/♥= transfer to♥/♠  2♣= both minors 2NT= long suit in minor	After 2♦, Smolen: 3♥=5♠/4♥ and 3♣=5♥/4♠ 3♥/♠=4c.fit and min;give suit of doubleton=4c.fit and max; 2NT=3c.fit and max Give best fit Response=3♣. Partner will P or correct. To invite to slam->3♥= slam in ♣;3♠= slam in ♦ .	
				15-17 vulnerable balanced	Idem as weak NT	Idem as weak NT	
2(♣)	X			3 to 5 loser hand Strong, artificial Near and game forcing bid	2♦=relay w/no features and less than 8pts; 2♥=As♥; 2♠=As♠; 2NT= 2 kings or 8+pts; 3♣=5♥ and around 10pts; 3♦=5♠ and around 10pts; 3♥= 2 aces same color; 3♠= 2 aces same rank; 3NT= any 2 aces.		
2(♦)	X			Multicolor, artificial, weak or strong	2♥=p or correct; 2♠= can play up to 3♥, less than 15pts;3♣=natural and forcing;3♦=natural and forcing. 2NT=15+asks p to describe hand	2♥/♠=6c.weak; 2NT=22-23 balanced (system on);3♣/♦=6+c,5losers hand  3♣=min w/♥;3♦=min w/♠;3♥=max w/♠;3♠=max w/♥	
2(♥)		5		Major + minor Muiderberg pre-emptive	Pass; 3♦=invite to game, 13+pts 2NT (15+ pts)	3♣= min w/♣; 3♦=min w/♦; 3♥= max w/♣; 3♠= max w/♦; 3NT= both minors 4/4; 4♣/♦= 6+c.in minor	
2(♠)		5		Major + minor Muiderberg pre-emptive	Pass; 3♦=invite to game, 13+pts 2NT (15+ pts)	3♣= min w/♥; 3♦=min w/♦; 3♥= max w/♣; 3♠= max w/♦; 3NT= both minors 4/4; 4♣/♦= 6+c.in minor	
2NT				20-21 balanced	3♣Puppet Stayman  3♦/♥=transfer to ♥/♠ 3♠=request p to bid 3NT 3NT= 5♠+4♥	3♥/♠=5c. in Major; 3♦= 4 cards in Major(s). Give the one you don't have or say 4♦ to show both.  Give best fit or say 3NT	

					4♥= slam trial in ♣; 4♠= slam trial in ♦; 5♣= to play; 5♦= to play	
3(♣)		7		Pre-emptive		
3(♦)		7		Pre-emptive		
3(♥)		7		Pre-emptive		
3(♠)		7		Pre-emptive		
3NT	X	7		Minor suit		
4(♣)		8		Namyats♥		
4(♦)		8		Namyats♠		
4(♥)		8		Pre-emptive		
4(♠)		8		Pre-emptive		
4NT						
5(						<b>HIGH LEVEL BIDDING</b>
5(						30/41 (5 Roman Key cards)
5(						Minorwood
5(						Exclusion Blackwood
						DOPI, ROPI
						Suit controls