

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural style Responses: Jump raise: Pre-emptive Cue bid = forcing raise Jump cue = fit, 4+ cards support, Splinter New suit = Major over minor is F1, minor over Major is NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, 2 nd position, system on. 10-14, 4 th position. System on.
15-18, 4 th position – x followed by 1NT. System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Modified Michael's cue-bids over (note 1) Reopen: 2M after 1m = 6+ cards, 11-14 HCP Other jump overcalls = pre-emptive.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue over RHO = natural Cue on LHO suit = two suit hand
VS. NT (vs. Strong/Weak; Reopening; PH)
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.
Over weak NT: Dbl = 15+ bal or any strong hand; 2♣ = majors; 2♦/♥ = transfer; 2♠ = Both Minors 2NT = Minor
Reopening vs weak NT: Dbl = 5+ m + 4 M; 2♣ = Majors; Others = natural.
VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural style.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
1M - (DBL) » 2♣ = good support (8-10) with 3 cards With 4+ cards » Bergen raises and Jacoby

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5 or 4 th if 3 rd is high		
Subsequent	equal		
	No rule against slam		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJT(+), AKJx → attitude	
King	AK, KQ(+), KQJ(+) → attitude	KQJ(+) → unblock or count	
Queen	QJ (+), AQJ x → attitude	QJ10 → attitude	
Jack	Jx, JT (+) → attitude	JTx, JT9 → attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT *	UDCA, O/E first card	Reverse count	O/E
NT **	UDCA, O/E first card	Reverse count	Lavinthal
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural TO with standard distribution for normal hands or any for 18+ HCP Standard responses Reopening TO = 8+ HCP.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative and competitive doubles until 4♦. Support doubles and redoubles.			
Over minor Michaels: Major = stopper Over Major Michaels: cue bid in opponents' major = limit raise			

W B F CONVENTION CARD
CATEGORY: Green
PLAYERS
Maria de Lurdes CENTENO Lena ESPIRIOSANTO POR2239 POR2590
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 OVER 1 GF and 1NT F1 over M, see Note 12 Longer Minor: 1♣ is 3:3 2♣ = strong, near Game Force - any suit,(s) any shape 2♦ = Multicolor (one weak major, strong minor or 22-23 HCP bal) 2♥/♠ = Muiderberg (weak, 5M and 4-6 m) 1NT = 15-17; Can have 6 in a minor and also a single Ace 2NT = 20-21; Can have 5 in a major 3NT = Gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Walsh Inverted minors Bergen raises Modified Michael's cue-bids (note 1) 2♦ Multicolor 2♥/♠ Muiderberg
Lebensohl: after an overcall of a 1NT of the partner; Reverses of the partner; double of the partner of a weak opening; 5 th position after 1-2 pass in Major Drury: 2♣ with 3 cards and 2♦ with 4 cards Helvic after x of 1NT Minorwood in FG
SPECIAL FORCING PASS SEQUENCES
After suit overcall by opps, "pass" may be penalty
IMPORTANT NOTES
PSYCHICS: Very unusual

NOTE 1 – MODIFIED MICHAEL’S CUE-BIDS

Over 1♣: 2♣ natural; 2♦ = ♥+♠; 2NT = ♦+♥; 3♣ = ♦+♠
 Over 1♦: 2♦ = ♥+♠; 2NT = ♣+♥; 3♣ = ♣+♠
 Over 1♥: 2♥ = ♣+♠; 2NT = ♣+♦; 3♣ = ♦+♠
 Over 1♠: 2♠ = ♣+♥; 2NT = ♣+♦; 3♣ = ♦+♥

NOTE 2 – INVERTED MINORS

1m - 2m = GF
 1♣-2♦ = 8-10 HCP
 1♦-3♣ = 8-10 HCP
1m - 3m = pre-emptive, limited to 7 HCP

NOTE 3 – CHECK BACK

1m - 1♦/1M – 1NT = 12-14 Bal (2♣ = asks for majors)
 2♦ = both, not max; 2M = 3 cards, not max; 2OM = 4 cards, not max; 2NT = w/out M, not max
 3♦ = both, max; 3M = 3 cards, max; 3OM = 4 cards, max; 3NT = w/out M, max

1m - 1♦/1M – 2NT = 18-19 Bal (3♣ = asks for majors)
 3♦ = both; 3M = 3 cards; 3OM = 4 cards; 3NT = w/out M

NOTE 4 – LONG & SHORT TRIAL BIDS

Opner (1 st or 2 nd position)	Response
1♠	2♠ (8-10, 3 cards, NF)
3♣/♦/♥, normal trial bid normal	
3♠, generalized trial bid with bad ♠	0-1 figure, pass, with 2-3, 4♠
3ST, 18 - 19 bal	
4♣/♦/♥, splinter	
4♥, to play	
2ST, trial bid with singleton	3♣, asks for singleton
3♦/♥- singleton ♦/♥	
3♠- singleton in ♣	
Opner (1 st or 2 nd position)	Response
1♥	2♥ (8-10, 3 cards, NF)
3♣/♦- normal trial bid	
3♥- generalized trial bid with bad ♥	0-1 figure, pass, with 2-3, 4♥
3ST, 18 - 19 bal	
3♠- splinter	
4♣/♦- splinter	
4♥- to play	
2ST- trial bid in ♠	
2♠- trial bid with singleton	2NT asks for singleton
3♣/♦- singleton ♣/♦	
3♥- singleton in ♠	

NOTE 5 – DRURY WITH 4+ CARDS SUPPORT

1♥ - 2♦ = 10-12 HCP, without singleton
1♥ - 2♠ = 10+ HCP, with singleton (2NT asks, answers by steps, see Note 4)
1♥ - 3♥ = 7-9 HCP
1♠ - 2♦ = 10-12 HCP, without singleton
1♠ - 2NT = 10+ HCP, with singleton (3♣ asks, answers by steps, see Note 4)
1♠ - 3♠ = 7-9 HCP

NOTE 6 – SOME SEQUENCES AFTER STAYMAN

1NT - 2♣ - 2♦ - 2♥ = Preentive for ♥ or ♠
 1NT - 2♣ - 2♦ - 2♠ = 5♠ + 4♥, invitational

NOTE 7 – TRANSFER FOR MAJORS SEQUENCES

1NT - 2♦ - 2♥ - 2NT = Invitational
 1NT - 2♦ - 2♥ - 2♠ - invitational with 5♥ and 4♠
 1NT - 4♦ = 5♥ + 5♠

NOTE 8 – TRANSFER FOR MINORS SEQUENCES

1NT - 2♠ - 2NT = Super-accept in ♣
 1NT - 2♠ - 3♣/♦ = Prefers ♣/♦

NOTE 9 – 2NT Opening

After opening in 2ST (or 2ST after an opening of 2♣ or 2♦)

Opener	Response
Puppet Stayman	<ul style="list-style-type: none"> • 3♣ (Puppet)
• 3♥ has 5♥	Answers to 3♦
• 3♠ has 5♠	• 3♥ (has 4♣)
• 3♦ = (one or 2 M fourth)	• 3♠ (has 4♥)
	• 4♦ (has both Majors)
	• 3♦ = Transfer to ♥
	• 3♠ = Transfer to 3ST (may be to play 4♣ or 4♦)
	• 3ST = 5♠ + 4♥ (only to play game)
	• 4♣ = Gerber
	• 4♦ = Both Majors
	• 4♥ = Minors, short in ♥
	• 4♠ = Minors, short in ♠
	• 4ST = Quantitative

SPECIAL AUCTIONS IN COMPETITION

LEBENSÖHL
 2NT WITH 4+ CARDS SUPPORT

NOTE 10: Sandwich: (1x) – Pass – (1y) - ?

DB = Takeout, 12+ HCP

1ST = 4c in the superior suit and 5c in the inferior suit

2x = 4c in the inferior suit and 5c in the superior suit

2y = Natural (6 good cards)

2ST = 5+c in both other suits

NOTE 11: Reopening: (1x) – Pass – (Pass) - ?

DBR = Takeout, 8+ HCP

2x = Any two suits

1ST = 10-14 bal with defense on x (DB followed by 1ST = 15-18 bal with defense on x)

NOTE 12: Catch All Developments

In the sequence 1♠ - 2♣ - ? the possible rebids are:

2♦: 4+ ♦, 14+ HCP

2♥: 4+ ♥, 14+ HCP

2♠: *catch all* = 6 ♠, 11-15 or 5+ ♠ and 4+ cards of another suit with 11-13

2ST: 12-14 or 18-19 balanced (5332)

3♣: 4+ ♣, 14+ HCP

3♠: 6+ ♠, 16+ HCP

3ST: 15-17 bal (5332)

After the opener rebids 2♠, the respondent can ask for clarification with 2ST. The answers are:

3♣: 4+ ♣, 11-13 DP

3♦: 4+ ♦, 11-13 DP

3♥: 4+ ♥, 11-13 DP

3♠: 6+ cartas de ♥, 11-13 HCP

SIMILIAR VOICES APLIES TO THE OTHE 2/1 VOICES