

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive; Cue = Only F
1-1: F; 2-1: NF; 2-2:F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17; System On
4 th : 12-15; System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; except VULxNVUL: Good suit and some values
3♣=2 suited
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified Michael's 1♣--2NT=♥♦ 2♦=♥♠ 3♣=♦♠
1♦--2♦=♥♠ 2NT=♥♣ 3♣=♣♠ no forcing 3♦=♣♠forcing
1♥--2NT=♣♦ 2♥=♣♠ 3♣=♦♠
1♠--2NT=♣♦ 2♠=♣♥ 3♣=♦♥ (see notes)
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Shape
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣=nat level 1 , 1nt=♣ , multilandy level 2
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+HCP
Transfers (see notes)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	If support att , if not count	
NT	ATT	Same as above	
Subseq	Low with H		
Other:			
LEADS			
Lead	Vs. Suit 3-5	Vs. NT att	
Ace	AK	AKx , AKxx	
King	KQ, AK	AKJ(10); KQ109	
Queen	QJ	KQ(xx+); QJ	
Jack	J10;	J10;	
10	H109,109x	H109; HJ10,AJ10	
9	9x,	98(x+)	
Hi-X	Att during defense		
Lo-X	Hxx att during defense		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	SP	SP	CT
3	CT	ATT	SP
1	ATT	Smith	SP
NT 2	COUNT		Count
3	Suit preference		Att
Signals (including Trumps): Smith Echo (rare); Shifting to a 9 or J may indicate will to ruff; Dummy's long suit count on first trick when necessary			
Smith Echo low high ask for change			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape; Cue = INV+; Level-1 almost forced to reopen			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead-directing; Competitive DBLs			
If opponents bid after we positively support a suit (INV+) DBL shows shortness in OPP's suit			
Support double at 2 and 3 level			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Brazil
PLAYERS: Marco Thoma – Pablo Ravenna
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card M; 1♦ 4+
Strong NT
Aggressive Bidding Style
Level 3 openings may be very weak if NVUL
Note: we can choose to open 1♣ with 4♦ (tactical reasons)
Weak 2 maybe 5crds depends vul
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers in competition , Specific 2 suited overcalls
ART Responses
SPECIAL FORCING PASS SEQUENCES
Whenever OPPs bid beyond our forced level
When we go to game showing points
Whenever we open and are in a INV+ situation
IMPORTANT NOTES
PSYCHICS:Possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	2+			Natural responses	Inv minors /new suit level 2 invitational	Transfer after opp intervention (see notes) After 1♣---1x---3♦=FG♣ spl,	Fit show if passed, transfer Weak jump if not passed
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					Level 3 nat /After 1♦---1♥--1♠F1 2♠=♦strong		idem
1♦	4					Transfer after opp intervention (see notes)	
1♥	5(4)			2-1 FG - 1ST semi forcing 2ST=♥inv 2♠3♣♦=inv nat	2♣ can have(2)-3 if bal After 1♥--1♠--see notes	After 2♣ --3♣good hand 4crd , 3♦3♠=spl	2♣=support drury, 2♦=10-11,Hx ,2nt=max,support
				3x inv , 2♠=inv 3♥=3-7	2ST=support , inv ,3ST=short other M 4x=spl		Transfer after X
1♠	5(4)			Idem 1♥	Idem 1♥	Idem 1♥	Idem 1♥
INT	14+ 17			Nat,maybe unbal	4 Transfer -stayman - 3♣=puppet, 3♦=x♥,3♥=x♠ 3♠=6♦ x♣	Over opp int leb-rubhensol,TO double, pass and double penalties	Rubhensol,Lebhensol T.O double
2♣				Strong(see notes)	2♦=6+ 2♥=0-5 2st=♥ (see notes)	After 2♦ 2ST=♣ 3♠=♦/after2♥ 2♠=nat or bal	
2♦	6(5)			Weak	2♥=relay, other F1 2st=♥(see notes)	after2♥ 2♠=any min (see notes)	
2♥	6(5)			Weak	2ST=relay other F1 (see notes)	3♣=any min , 3♦=4 3♥=♣or 1 suit, 3♠=4	Transfer after double
2♠	6(5)			Weak	Idem 2♥	Idem 2♥	Idem 2♥
2NT	20- 21			Nat , maybe unbal	Puppet , transfer 3♠=minors (see notes) 4♣=♥ 4♦=♠ 4♥=♣ 4♠=♦	After 3♣,3♦=1or2M, 3♥=noM, 3♠=5,3st=5♥ After3♦3♥(xfer)3st=3,4x=4	T.O double , transfer
3♣	6(5)			No vul contra vul random	Nat responses ,other suit forcing		
3♦	6(5)			Idem			
3♥	6(5)			idem			
3♠	6(5)			idem			
3NT				Good suit , side stopper	4♣=pass/correct 4♦=slamish		
4♣/4♦4♥4♠	6/ 7			Depends vul			
5♣						HIGH LEVEL BIDDING	
5♦						Kcard 0-3/1-4 , exclusion 0-1-2-2+Q Double even , Pass odd over intervention Splinters / 3ST serious	
5♥							
5♠							

♦ ♣ ♥ ♠

2 SUITED OVER OPPTS OPENING BID

Over 1 ♣

1 ♣ --- 2 ♣ = natural 1 ♣ --- 2 ♦ = ♥ ♠

1 ♣ --- 2NT = ♥ ♦

1 ♣ --- 3 ♣ = ♠ ♦

Over 1 ♦

1 ♦ ---- 2 ♦ = ♥ ♠

1 ♦ ---- 2NT = ♣ ♥

1 ♦ --- 3 ♣ = ♠ ♣ Not forcing

1 ♦ ---- 3 ♦ = ♠ ♣ Forcing

Over 1 ♥

1 ♥ --- 2 ♥ = ♠ ♣

1 ♥ --- 2NT = ♦ ♣

1 ♥ ---- 3 ♣ = ♠ ♦

Over 1 ♠

1 ♠ ---- 2 ♠ = ♣ ♥

1 ♠ ---- 2NT = ♦ ♣ 1 ♠ ----- 3 ♣ = ♦ ♥

Over 2♦

2♦ --- 3♦ = ♥ ♠

4♣ = ♣ ♥

4♦ = ♠ ♣

Over 2♥

2♥ ---- 3♥ = ♠ ♣

4♣ = ♦ ♣ not forcing

4♦ = ♠ ♦ not forcing

4♥ = ♠ ♦ stronger

4ST = ♦ ♣ stronger

Over 2♠

2♠ ---- 3♠ = ♣ ♥

4♣ = ♦ ♣ not forcing

4♦ = ♥ ♦ forcing

4♠ = ♦ ♣ stronger

Over 3♣

3♣ ----- 4♣ = ♦ + M

4♦ = ♥ ♠

Over 3♦

3♦ — 4♦ = ♥ ♠

4♣ = ♣ + M forcing

Over 3♥

3♥ ---- 4♣ = ♣ + ♠ forcing

4♦ = ♦ ♠ forcing

4♥ = ♣ ♦ strong

4NT = ♣ ♦

Over 3♠

3♠ ----- 4♣ = ♣ + ♥ forcing

4♦ = ♦ ♥ forcing

4♠ = ♣ ♦ strong

4NT = ♣ ♦

♦ ♣ ♥ ♠

Bidding with opp intervention 1 ♣

1 ♣ - X - XX : 9-12 bal 1 ♦ = ♥ 1 ♥ = ♠ 1 ♠ = ♦ 1NT = good 2 ♣ : bad 2x y
3x = barrage

2NT : good support

1 ♣ - 1 ♦ - X = ♥ 4-5 1 ♥ = 4-5 ♠ 1 ♠ = T.O no M 1NT : nat 2 ♥ ♠ : weak 6

2NT: ♥ ♠ 5-5 inv+ 3 ♦ : transfer 3NT 2 ♦ = ♣ inv+

1 ♣ - 1 ♥ - X = 4-5 ♠ 1 ♠ = T.O no M 1NT = nat; 2 ♣ = ♦ inv + 2 ♦ : ♣ inv +

2 ♥ : ♠ 5FG o 6 inv+ 2 ♠ = 6weak 2NT = ♦ ♠ 5-5 inv+ 3 ♥ : transfer 3NT

1 ♣ - 1 ♠ - X = 4-5 ♥ 1NT: 9-11 nat 2 ♣ = ♦ inv + 2 ♦ = 5 ♥ FG o 6 inv+ 2 ♥ : 6NF

2 ♠ = ♣ inv+ 2NT = ♦ ♥ 5-5 inv+ 3 ♦ ♥ = nat 7 3 ♠ : transfer 3ST

Bidding with opp intervention 1 ♦

1 ♦ - X - XX : 9-12 bal 1 ♥ = 4+ ♠ 1 ♠ = 4+ ♥ 1NT = ♣ 2 ♣ : good 2 ♦ 2 ♦ : bad

2NT : good support 2M nat 3X nat

1 ♦ - 1 ♥ - X = 4-5 ♠ 1 ♠ = T.O no M ; 1NT : Nat 2 ♣ : ♦ any hand 6ph+ (if the hand
is good, later invite or Qbid FG) 2 ♦ : ♣ inv +

2 ♥ : ♠ 5FG o 6 inv+ 2 ♠ : 6weak ; 2NT = ♣ ♠ 5-5 inv+

1 ♦ - 1 ♠ - X = 4-5 ♥ 1NT = 9-11 nat 2 ♣ : ♦ any 6ph+ 2 ♦ : 5 ♥ FG o 6 inv+

2 ♥ : 6NF 2 ♠ : ♣ inv+ 2NT : ♣ ♥ 5-5 inv+

Other nat , 3 ♠ : transfer a 3ST

♦ ♣ ♥ ♠ Puppet Stayman over 2NT

2ST ----- 3♣

3♦ = 1 4crd M

3♥ = no major

3♠ = 5

3ST = 5♥

2ST 3♣

3♦ ----- 3♥ = 4♠ 3♠ = 4♥ 4♣ = ♥ ♠ slamish 4♦ = ♥ ♠ game

4ST = Inv

2ST 3♣

3♦ ----- 4♣ = ♥ ♠ , slamish

4♦ = 4♥ max 4♥ = 4 to min 4♠ = 4 to min 4ST = Kcard ♠

2ST ----- 3♣

3♥ ----- 3♠ = puppet a 3ST 3ST = 4♥ 5♠ 4ST = Inv If go via

3♠ no ♥ ♠, if direct bid all is with ♥ ♠

2ST ----- 3♣

2ST 3♣

3♥ ----- 4♣ = 5♥ 5♠ slam 4♦ = 5♥ 5♠ game 4♥ = 4♥ 6♠ 4ST = Inv 4♥ 5♠

2ST ----- 3♣

3♥ 3♠

3ST ----- 4♣ = 5♦ 4♦ = 5♣

2ST ----- 3♣

3ST ----- 4♦ = transfer ♥ 4♣ = nat 5 to, 4♠ = 5♦ 4ST = Inv

2ST ----- 3♣

3♠ ----- 4♦ ♣ = 5 to nat 4♥ = support ♠ slamish 4ST = Inv