

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: Sound, level 1: could be light
Reponses: Jump Raise = Preemptive, 2nt = supp
Cue-Bid = F1; Jump Cue = Raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17. System on
Reopening 11-14 over minor,11-16 over major
JUMP OVERCALLS (Style; Responses; Unusual NT)
2-suit or Weak; New suit = F1
Reopen: Suit 12-16, Cue: system on; 2nt = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1C-2C= natural; 1x – 3C = diam+ M
1m-2D majors
1h-2h and 1s-2s = Michaels: M + clubs
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 : Unpassed
Double = c + major, 2c = majors, 2d = d + major : Passed
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out thru 4h; Leb (2x double)
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			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)/ Axxx (+)	AKx(+)/ Axxx (+)	
King	AK/KQ(xxx)	AK/KQ(xxx)	
Queen	QJ(xxx)	QJ(xxx); KQT9	
Jack	Jx/J10(xxx)	Jx/J10(xxx)	
10	109(xxx)	109(xxx)	
9	98(xxx)	V98x	
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): First trick natural; others Udca – count and att			
Echo in trump suit shows ability to ruff			
Smith Echo in NT			
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			
RD = good hand. DOPI, REDOPI, DEPO			

W B F CONVENTION CARD
CATEGORY: . Green
NCBO: Brazil
PLAYERS: Campos – Thoma - Villa Boas - Figueiredo
EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 2/1 except minor rebid : 5542
Longer minor, with 33 or 44 or 4423 or 3343 open 1C
1NT answer over S = Semi-forcing
1S over 1H like forcing nt (0-4 sp)
1NT over 1H = 5+ sp
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C forcing game unless regular 22-23
2D/H/S = natural weak max 10 HCP VUL
2D = weak M, 2H/S = M + m (5/4+) NVUL
2NT Overcall = two lower unbid suits
2-way drury
1m – 2D = majors
Michael’s
2-way check back
3NT good 4M opening
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♣		2	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;	Jump shift= fit showing
1♦		4	4h	Nat, 10-21	Inverted minor; 2d = clubs inv; 2h = maj(5-9hcp); 2s = om inv; others natural	Two way check back; 1d-1x-2d-2nt = GF asks sing;	Jump shift= fit showing
1♥		5	4h	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-1x-2nt = any GF	2c = drury;2d = drury; Jump shift= fit showing
1♠		5	4h	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-2nt = any GF	2c = drury ;2d = drury; Jump shift= fit showing
INT				(Good) 14 - 17	Stay, trf, 2s to c, 2nt to d; 3c= puppet	After 1nt -2c-2x, 3c = 2 nd stay, 3d = shows minor, 3h/3s =smolen	T/O double level2; cards level3
					3x = minors (many hands)		
2♣	x	0			2d= wait; others nat (HHxxx+) 2h = 0-5HCP		After overcall double = 0-5, Pass =6+, bid = nat
2♦		5			New suit forcing; 2h asks for feature if maximum; 2nt = hearts	2d-2h-2s = minimum, others =max	
2♥		5			New suit forcing; 2NT asks for feature if maximum	3c =min, 3d = nat min/max, 3h =max 1 suit 3s= max, other M, 3st = max + clubs	
2♠		5			New suit forcing; 2NT asks for feature if maximum	3c =min, 3d = nat min/max, 3h =max 1 suit 3s= max, other M, 3st = max + clubs	
2NT				20-22	Stayman, transfer		Double= penalty
3♣		6			New suit forcing, 3d= asks		
3♦		6			New suit forcing		
3♥		6			3s= nat; 4m = cue		
3♠		6			4h = nat; 4m = cue		
3NT	x			Good M opening	4c = bid in trf; 4d = asks sing;		
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, REDOPI, Cue	
5♥		7				Exclusion RKC 0314	
5♠		7				5NT = odd RKC with void	
						6X=2rkc with void	

CAMPOS -FIGUEIREDO-THOMA- VILLAS-BOAS

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

SEQUENCE 1M – 1x - 2NT

1♥-(1♠-1NT)-2NT = any GF

3♣ = asks [3♦ = minor; others = nat]

3♦ = clubs

3♥ = nat

3♠ = diam

3nt = minors

1♠-1NT-2NT = any GF

3♣ = asks [3♦ = minor; others = nat]

3♦ = minor

3♥ = nat

3♠ = nat

3nt = minors

Note 3 Over 1NT

- 4♣ to hearts; 4♦ - spades; 4♥- clubs; 4♠- diam

- 4NT = Quantitative

STAYMAN SEQUENCES (1NT)

-1NT - 2♣ - 2♦

2♥ = 4+♥/4+♠ weak

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

3oM = 4-card support SI, singleton/void in ♠ or BAL

Splinters

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
- 1NT - 3♣ = puppet
- 1NT - 3♦ = FG, 5/4 minors, short H
- 1NT - 3♥ = FG, 5/4 minors, short S
- 1NT - 3♠ = FG, 55 minors

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 4

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♣
3♥/♠ = Strong suit
3NT/ 4♣/4♦/4♥ = 3suited

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

Note 5

RESPONSES TO 2NT (20/22 HCP)

3♣ = puppet
3♦/♥ = transfers
3♠ = minors
3NT = to play
4♣ = one minor inv
4♦/4♥/♠/NT = transfers ♥/♠/♣/♦

Note 6

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

WEAK 2 (No vulnerable)

2♦ = weak 1M

2♦ - 2NT

3♣/3♦ = weak ♥/♠

3♥/♠ = máx ♠/♥

2♥/♠ = M + m

2♥/♠ - 2NT

3♣/3♦ = weak with ♣/♦

3♥/♠ = máx with ♣/♦

WEAK 2 (Vulnerable) – Nat

2♦ - 2♥(relay); 2♦ - 2NT(hearts)

2♥/♠ - 2NT

3♣ = **any minimum**

3♦ = **nat**

3♥ = **one suited máx**

3/♠ = 6-4 with other M

3NT = 6-4 with clubs

Note 7

OVER OPPTS 1NT

2♣ = Majors

2♦ = **1 Major**

2♥ = 5♥/4+minor

2♠ = 5♠/4+minor

2NT = minors

OVER OPPTS 2NT

Same as above