DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1-level = aggressive. Responses: 1/1 = F1; 2/1 = NF; cuebid = F1;

(1m) 1M (P): 2NT = sup. inv. +; 3m = support 7-9 hcp

1NT = 8-10hcp; jump supp. = pre; 4 level JS = fit-show

JS = inv., but fit showing by PH

2-level overcall: Responses = cuebid = F1; new suit = F1 by UH

4 level JS = fit show

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd = 14+-18hcp, system on

Reopening = 10-15 hcp after 1m opening bid and 11-16 hcp after 1M

opening bid; 1NT sandwich: natural by UH and 2 suiter by PH

P (P) P (1m) 1NT = 5+om/4M

1NT = 5+m/4OM

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

(1m) 2NT = ♡ + om→ 3m = inv,+ in M

(1M) 2NT = minors

Reopen: JS = intermediate; 2NT = 18-19 bal. system on

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1♣) 2♣ = natural; (1♦) 2♦ = majors;

(1M) 2M = OM + m; (1M) 3M = asks stopper

VS. NT (vs. Strong/Weak; Reopening;PH)

X = 5m4M vs strong NT and strong vs weak NT;

2♣ = majors

2♦ = 1 major; 2♥/2♠ = ♥/♠ + minor

2NT = minors

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

(2M) 3M = asks stopper or strong OM; (2♦) 3♦ = majors

(2♦) 4♦ = strong majors; (3♣) 4♣ = ♦+M; (3♦) 4♦ = majors

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1♣) X = Majors; 1NT = minors

(2♣) X = majors; 2♦ = 1 major; 2♥/2♠ = ♥/♠ + minor;

2NT = minors

OVER OPPONENTS' TAKEOUT DOUBLE

1M (X) TRF from 1NT to 2M-1; 1m (X) TRF from XX to 2m-1

1M (X) jump OM = 4 card support, 7-9 hcp

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	4th and 2nd	Same highest w/xxx if supp.
Subseq	Small w/ interest	Same
Other: VS NT, A asks unblock or count; K asks ATT; Q asks count		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax+	AKx(+); AKJ10; AKxx
King	KA; KQ(+)	KQx; KQJ(x)
Queen	QJ(+)	QJx; KQ109(+)
Jack	J10x(+); KJ10(+)	AJ10x; KJ10x(+); J10x
10	109x, H109(+)	same
9	9x	9x; 98x
Hi-X	Sx	Xx; xXx; xXxx,
Lo-X	HxX; HxXx(+)	HxxX(x)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low = encrj	Hi/Lo = odd	Low = encrj
	2	Hi/Lo = odd	S/P	S/P
	3	S/P		Hi/Lo = odd
NT	1	Low = encrj	Hi/Lo = odd	Low = encrj
	2	Hi/Lo = odd	S/P	S/P
	3	S/P		Hi/Lo = odd

Signals (including Trumps): Hi/Lo = interest in ruffing; S/P

Upside down count, ATT or present count. Against 5-level contract or slam

→ K from AK or KQ = asks for count; A = asks ATT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be lighter with good distribution;

Responses: cuebid = F1

Lebensohl if (1M) X (2M); Scramble if the doubler is PH

Reopening may be slightly misshaped

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative X thru 4♥; 1♣ (1♦) X = Majors; 1♣ (1♦) 3♦ = 5♥5♠ inv+;

1m (1♥) X = 4/5♠; 1m (1♥) 1♠ = denies 4♠ ;

1m (1♠) X = 4+♥

Responsive X thru 4♥; SUPP. XX; INV.X

SUPP X thru 2♥, Snapdragon Double

W B F CONVENTION CARD

CATEGORY: NATURAL - GREEN

NCBO: VENICE CUP - BRAZIL

PLAYERS:

BIONDILLO Aline – VARGAS DE ANDRADE Isabella

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5-card major; Inverted minors GF

1NT = 14+ - 17

2♦/2♥/2♠ = weak, may have another suit

2♣ = ART. strong

2/1 GF unless rebid same suit (but 1♠ - 2♥ is GF)

1♥/♠ - 1NT = semi-forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1m (X) transfer from RDB to 2m-1

Good/ Bad 2NT; 2NT = T/O in many situations

1M - 2♣ = may be 2 cards, bal or ♣ suit

1M - 3♣ = ART: 1) 3 cards supp inv; 2) 4OM333 GF;

3) any SPL GF → 3♦ = relay for description

1M - 3♦ = ART, 4 M supp. inv. or bad GF w/ support

1♥-3♠ = any void / 1♥-3NT = ♠ sing. / 1♥-4♣/4♦ = singl.

1♠-3NT = any void / 1♠-4♣/4♦/4♥ = singl. ALL SPL 7-9 hcp

1♣ - 2♦ = ART, 1 major, less than invitation

1m - 2♥ = ART., 5♠ 4/5♥ less than invitation

1m - 2♠ = ART., limit raise

1m (1♥) 1♠ = ART., less than 4♠, TO double

1M (X) jump OM = 4 card support, 7-9 hcp

SPECIAL FORCING PASS SEQUENCES

(3m) X (5m) P = forcing if V vs NV

(3m) 3x (5m) P = forcing if V vs N

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♡	11-21 hcp, natural	1NT = 6-10; 2♣ =GF; 2◇ wk major; 2♥ = 5♠4/5♥	1m – 1x – 1NT = 2 way check-back	1m - 2♥ = 5♠4/5♥ weak
				3♣/3♦	wk; 3♣= 6- 9 ; 2♠ = inv sup; 2NT = natural inv.	1m – 1x – 1y = 2 way check-back	Others fit jump
1♦		3	4♡	11-21 hcp, natural 4♣/4♦	2◇=GF; 2♣=GF, 3♣ = inv.; 2♡/2♠/2NT = same	1◇ - 1M-1NT / 1◇-1♡-1♠ = 2 way CB	1m - 2♥ = 5♠4/5♥
					as above; 3◇ = 6-9, 4+ card support	In both auctions, 2NT puppet to 2NT	
1♥		5	4♡	11-21 hcp natural	3♣ = 1) limit raise w/3; 4OM333 GF or GF spl	1M-1NT-2NT = GF may be unbl.	2♣ = limit raise w/ 3 or 4;
					3♦ = limit raise or bad GF 4M; 3M= mixed;1NTSF	1♡-2♡- 2♠ or 1♠-2♠-2NT	2♦ = 4 card support 7-9hcp
1♠		5	4♡	11-21 hcp, natural	1M - 2♣ = 2♣+; 1M – 2m 10+ hcp; 1M-2NT = Jac	Inv+ w/ shortness	jump shift = fit show
INT			4♡	14+ - 17 hcp	2♣ = Stay; 2◇/2♡=♡/♠; 2♠ = inv. in NT or ♣;	1NT - 2♣ - 3♣/3♦ = ask and show minor	same
				Possible 5M or 6m or (24)(25)	2NT = ◇; 3♣ = Puppet; 3♦/♥ = minors ♥/♠ short	Smollen	same
2♣		0		21 hcp, any shape	2◇ = waiting, GF; 2♡ = 0-5, no ace; 2♠/2NT(♡)/	Over 2◇: 2♡=bal or ♡; 2♠=nat.;2NT=♣;	same
				ART, FG or 22+ bal	3♣/3◇ = good suit, 8 hcp	3♣ = ◇; 3◇=5◇4♣;3♡=6♣4+◇;3♠=6◇4+♣	
2♦		5		4-10 hcp	2NT = relay; new suit = F1;	Over 2NT: 3♣ = min; other = natural, max	same
				May have other suit 4+			
2♥		5		4-10 hcp	2NT = relay; new suit = F	Over 2NT: 3♣ = min; other = natural, max	same
				May have other suit 4+			
2♠		5		4-10 hcp	2NT = relay; new suit = F	Over 2NT: 3♣ = min; other = natural max	same
				May have other suit 4+			
2NT				19+-21 hcp bal.	3♣ =Puppet; 3◇/♡=♡/♠; 3♠ = minors		same
				Possible 5M or 6m or (24)(25)	4♣/◇/♡/♠ = ♡/♠/♣/◇		
3♣		6		NAT PRE			
3♦		6		NAT PRE			
3♥		6		NAT PRE			
3♠		6		NAT PRE			
3NT				Solid minor, no A or K outside	4♣ = P/C; 4◇ = asks SPL; 4♡/4♠ = to play		
				in 1ˢᵗ, 2ⁿᵈ and 3ʳᵈ position			
4♣				NAT PRE			
4♦				NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT							
5♣				NAT PRE		**HIGH LEVEL BIDDING**	
5♦				NAT PRE		RKCB 1430; 5NT = void + odd # kcard; 6x = void + even # kcard	
5♥						Double RKCB with double fit on certain situations	
5♠						Exclusion RBW; 5NT after 4NT = inv. to 7, responder can bid specific K	