

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level can be light; 2-level should be solid, except (1♦) 2♣ NVxV
Responses: Jump Raise=PRE, Cue=F1, New suit=F1 at 1 or 3-level,
Jump shift=fit showing, Jump Cue=Mixed Raise, Double Jump Cue=SPL
Take-out Double = Can be light / shaped
Responses: natural, Cue=forcing
In balancing seat: suit without jump=up to 16 HCP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> : natural 15-18, system on
Balancing 1NT: 10-14 over 1m; 12-16 over 1M; Stayman, TRFs
Balancing 2NT: 18-20, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit = PRE. Responses: new suit = Forcing
2 suits: (1m)-2♦=5♥/5♠, 2NT = 2 lowest suits, 1M-2M= Michaels
3NT overcall = to play, source of tricks + stopper
Reopen: (1♣)-p-(p)-2♣ = 2 suiter with ♦
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣) 2♣ natural
(1m) 2♦ = Majors, unlimited
(1M) 2M = OM+m, unlimited → 2NT=positive ask; 3m=pass/correct
(1M) 3M asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=majors, 2♦=1major, 2M=M+m, 2NT=minors
DBL=PEN
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Cuebid = 2-suiter
2NT after DBL of 2x = modified Lebensohl
Take out Doubles thru 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1♣) DBL = Majors; (1♠) 1NT = minors; aggressive overcalls/jumps
(2♣) DBL/2♦/2NT = CRASH 2-suiters (DBL=same color etc.)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit = forcing at the 1 level, Jump shift = PRE
2NT = limit raise or better after 1M opening, double jump = SPL
Transfers over DBL of our 1M opening or overcall

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	ATT (small=honor)	
NT	4 <sup>th</sup> /2 <sup>nd</sup> from 4 small	ATT (small=honor)	
Subseq			
Other: vs. Suit – A asks ATT; K asks CT			
vs. NT – K asks CT/UB			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx(+); Axxx(+)	AK, AKx(+)	
King	KQ, KQ109(+), AKxxx(+)	KQ, AKJ10, KQ109(x)	
Queen	QJ(+)	AQJx, KQx(x), QJ10x	
Jack	J10(+), KJ10(+)	AJ109, J109x	
10	109(+), K109(+), Q109(+)	109xx, A109x, Q109x	
9	9x, 98xx		
Hi-X	Sx	Sx, Sxx, xSxx	
Lo-X	HxS, HxSx, xxSx	HxS, HxxS, xxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Lo = ENC	Count Lo/Hi = even	ATT: Lo = ENC
Suit 2	Count: Lo/Hi =E	S/P	Count
3	S/P		S/P
1	as above	Reverse Smith	1 <sup>st</sup> discard= S/P
NT 2		Count Lo/Hi = even	Count Lo/Hi = even
3		S/P	
Signals (including Trumps): Echo in trump suit = ability to ruff			
Inverted Smith Echo against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape. Responses: Cue = Forcing until a suit is bid twice, New suit = F1, 1NT = 7/10 with stopper, Responsive DBL			
SUPP DBL/RDBL			
Reopen = as above			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive and NEG DBL thru 4♥;			
1m-(1♥)-DBL: 4+♠; 1m-(1♠)-DBL suggests 4+♥, 8+ HCP;			
NEG DBL=T/O; unlimited w/o 5-card suit;			
suggests length in unbid M. RESP at 2-level /overcall./preempt			
MAXIMAL OVERCALL DBL of raised suit; SUPP DBL and			
RDBL ; 4th seat DBL of third suit=4th suit + tolerance			

W B F CONVENTION CARD
<b>CATEGORY: Natural - Green</b>
<b>NCBO: Brasil</b>
<b>PLAYERS: Bruno Furlan – Lucia Menezes</b>
<b>EVENT: 16<sup>th</sup> World Bridge Games – 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5-card Majors, longer minor, 2/1 GF, 1NT 14+-17
Usually open 1♣ w/3-3 minors, 1♦ w/4-4 (flexible)
Frequent 1NT on 6m322 / 5m422
Forcing 1NT over 1♥/1♠
Strong 2♣ opening (22+ if balanced; GF if unbalanced)
Aggressive weak 2♦/2♥/2♠ openings, may contain side suit
1 <sup>st</sup> seat NVxVUL 1M opening may be light
3 <sup>rd</sup> seat wide-range preempts and possible light openings
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
GAMBLING 3NT with little outside strength
WEAK JUMP RESPONSES after overcall of m opening
2NT overcall of 1x opening = two lower unbid suits
Michaels cuebids over 1M; 2♦ over 1m = Majors
COMP CUE=limit+raise, JUMP RAISE=PRE
VS 2-suited O/C:cheapest cue=raise, next cue=unbid suit,
unbid suit=NF
1M RESP may bypass 1♦
Fit-showing jumps by passed hand
VS M MICHAELS: 2NT, 3♣=trf, FG; trf to our M= 3+card
support, inv, 2♠(cue)=4+♥, inv+; 3♦(trf to cue)= 3+♠, inv+
VS m MICHAELS: unbid suit=NF, M suit=STOP
VS TRF and unspecified openings: DBL=HCP but not F
VS 2-suited PRE: DBL=T/O
<b>SPECIAL FORCING PASS SEQUENCES</b>
DBL usually PEN
Pass-and-pull stronger than bidding directly
<b>IMPORTANT NOTES: n/a</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4♥	11-21HCP, 12+ if BAL 1♦ on 3 cards only if 4432	2m=F1(10+,no M); 1/2/3NT=NAT, 3m=CONST PRE; JS= INV, double/triple JS=NAT,1♦- 2♣=FG	1♣-1♦-1/2NT may have 4-card Major(s) 1x-1y-1z-2♣→2♦; 2♦ GF After opener reverses, 2NT=NEG	1m (1♥) DBL=4+ ♠; 1♠=0-3 ♣ 1m (1NT) 2♣ = Majors
1♥		5 (4 in 3rd/4th)	4♦	11-21 HCP	1♠= nat; 1NT=F1; 2NT=INV+, with 4M; 3M=PRE, 0-8 depending on vul; 3NT/4m=SPL, 2/1=FG, JS=INV	1M-2M: 3M=PRE, 2NT=BAL try, new suit =natural try, 1♥-1♠/1NT-2NT=ART GF 1M-2NT-3♣=min no void, 3♦=any void, 3♥=max bal, 3♠=max with singleton	PH: 1NT=6-11, 2♣= INV raise→2M=no interest, 2NT=♣, Jump shift=fit showing
1♠		5 (4 in 3rd)	4♥				
1NT				14+/17 BAL May have 5M, 6m, 5m422 and 4441 with singleton H	TRFs (2♦=♥, 2♥=♠, 2NT=♦), 2♠=range check or ♣; 2♠/3♣=Stayman, 3♦= 2=2=(5-4), FG; 3M= SPL M both minors, FG, 4♣/♦=Texas, 4♥/♠=to play	After 2-level TRF: new suit=NAT, game raise = mild slam try After Stayman response: 3♣=2 <sup>nd</sup> stayman, 3♦= bal slam trial over 2M, shows minor over 2♦; 3M=INV if raise or SMOLEN	Transfer Lebensohl  Vs. PEN DBL: Pass=to play; RDBL=weak 1-suiter, forces 2♣; 2x=4-4 suit bid and higher suit
2♣	x			ART, STR	2♦ = waiting, 2♥/2♠/3♣/3♦ = NAT POS, 3♥/3♠=Semisolid, 4♣/4♦= weak with long ♥/♠	2♣-2♦-2♥=♥ or BAL, 2NT=22/23 NF, 3M=5♦+4M, 3NT=to play, 4x=3-suiter	2♣ (DBL) RDBL = weak 2♣ (2x/3x) DBL = T/O
2♦		6 (5 in 3 <sup>rd</sup> seat)	4♥	WK, NAT (may have 2 <sup>nd</sup> suit)	2NT = asks the hand ; new suit=F1	After 2NT : 3♣=MAX, no side suit; 3♦=MIN; 3♥/3♠/3NT = MAX with ♥/♠/♣	2♦-2NT-3♣: 3♦=asks shortness (responses = nat)
2♥		6 (5 in 3 <sup>rd</sup> seat)		As in 2♦	2NT = asks the hand ; new suit=F1	After 2NT: 3♣=min unbal; 3♥/3NT = min/max bal, 3♦=max, short ♠ or ♦, 3♠=max, short ♣	After 3♣ or 3♦ response, suit above always asks
2♠		6 (5 in 3 <sup>rd</sup> seat)		As in 2♥	2NT = asks the hand ; new suit=F1	After 2NT: 3♣=min unbal; 3♠/3NT = min/ max bal, 3♦=max, short ♠ or ♦, 3♥=max, short ♣	After 3♣ or 3♦ response, suit above always asks
2NT				20/21 BAL	TRFs (3level and 4 level), Stayman	Smolen	
3x		6		All 3x=PRE, NAT	4♣=keycard ask (4♦ if over 3♣)		
3NT	x			SOLID minor, little outside	♣ bids and 5♦=P/C; 4♦=asks shortness; 4NT=asks # of cards	4♦: 4M= short M; 4NT= short om; 5m= no. 4NT: 6♣/♦ with 8-card suit, otherwise 5♣/♦	
4♣		7		PRE, NAT	Game bids are NAT		
4♦		7		PRE, NAT	Game bids are NAT		
4♥		7		PRE, NAT			
4♠		7		PRE, NAT			
4NT	x			Blackwood	5♣=0, 5♦/♥/♠/NT= ace of ♦/♥/♠/♣	5NT asks for other ace, answers = same	
						<b>HIGH LEVEL BIDDING</b>	
						Non-serious 3NT	
						RKCB 1403; DOP1; ROP1, DEPO	
						Exclusion Blackwood 0/1/1+Q etc.	
						Last train	
						Fast arrival	

# Supplementary Notes

---

## **Note 1 – Modified Landy after opponents 1NT opening.**

2♣ = Majors.

2♦ = Major 1 suiter (follows 2H/2S = P/C).

2♥ = ♥+m (follows 3♣/3♦ = P/C, 2NT = asks minor, 3♥ = PRE, 4♥ = to play).

2♠ = ♠+m (follows 3♣/3♦ = P/C, 2NT = asks minor, 3♠ = PRE, 4♠ = to play).

2NT = both minors.

## **Note 2 – Michaels cue- bid**

1♣/1♦ – 2♦ = both Majors 5-5

(1M)- 2M = 2 suiter, 5OM+5m

## **Note 3 – Jump shift after 1 opening = invitational with 6-cards suit**

1♣-2♦/♥/♠, 1♦-2♥/♠, 1♦-3♣, 1♥-2♠, 1♥-3♣/♦, 1♠-3♣/♦/♥ = INV with 6-cards in bid suit.

Opener passes, bids game with no slam interest and supports with slam interest.

## **Note 4 – After 1m-2m - Inverted Minors:**

2♦ (after 1♣-2♣) = natural GF 5+♣/4♦.

2♥ = either (1) BAL GF willing to declare NT or (2) GF with a splinter somewhere (less strong than direct splinter, about 13/16).

2♠ = 12/14 BAL but not willing to declare NT. Not GF.

2NT = BAL minimum (11/13), willing to declare NT.

3♣/3♦ (support) = UNBAL minimum.

3♣/3♦ (new suit)/3♥/3♠ = GF splinter with about 16+HCP.

3NT = 18-19 BAL without slam interest opposite a limit.

## **Note 5: 4th suit FG**

With 5-5 opener generally rebids 2<sup>nd</sup> suit first;

Supports the first suit of responder (with 3 cards);

Raises the fourth suit (with 4 cards);

Bids NT with stopper in fourth suit, except if opener has 5<sup>+</sup>4<sup>+</sup>.

Over reverse, jump in the 4<sup>th</sup> suit is splinter with support for the 2<sup>nd</sup> suit of opener.

Over auctions that are not forced, jump in the 4<sup>th</sup> suit is invitational with 5-5 .

## **Note 6: After reverse**

Reverse from responder is GF.

After reverse from opener, if responder bids 2NT it is negative, rebid of responder's suit shows 5 cards but can be fairly weak and any other bid is GF.

## **Note 7: After 1x-1y-1z (z can be NT) : 2-way check back**

2♣ = transfer to 2♦, to play in 2♦ or to show invitational hand (except if in their next bid, responder bids 3NT – showing hand 5332). Responder bids naturally showing their hand.

2♦ = artificial FG. Opener bids naturally, showing their hand; denies GF with good 6-card major (this hand should jump in major).

**Note 8: after 1m-1y-2NT**

After 1♣-1♦ - 2NT:

3♣ = puppet to 3♦ and is usually to sign off in ♦. Follows:

Pass = to play; 3♥ = slam interest in ♦ (usually 6+ ♦ and a GF); 3NT = mild slam interest in ♣.

3♦ = check back for Majors. (Responses are 3♥ = with 4♥, possibly 4♠; 3♠ = with 4♠, without 4♥;  
3NT = without 4-card major.)

3NT = to play.

4NT = quantitative.

After 1m-1M - 2NT:

3♣ = puppet to 3♦ and is usually to sign off in ♦ or in responder's suit, however opener with 4M does not bid 3♦, instead she bids 3M.

Follows: Pass /3M = to play; 3OM = slam interest in om; 3NT = mild interest in m, NF.

3♦ = check-back for the majors.

3M = with 6+M, GF.

3OM = GF with 6+♥/5+♠ (initial response = 1♥) or 5+♠/5+♥ (initial response = 1♠)

3NT = to play.

**Note 9: after 1M-2NT:**

3♣ = any minimum without a void. (3♣ asks shape. Responses: 3♥ = BAL, 3♠ = with a singleton [3NT asks singleton])

3♦ = any void any strength (3♥ asks. Responses: 3♠ = min [3NT asks void], 3NT/4♣/4♦ = max with void in OM/♣/♦).

3♥ = BAL, 15+HCP.

3♠ = usually maximum with any singleton, but it can be any 5-loser hand with a singleton (3NT asks singleton).

3NT = 18-19 BAL 5332.

4♣/4♦/4♥ (new suit) = decent 5-card in 2nd suit and maximum.

4M = maximum with 7222.

**Note 10: after 1♥-1♠-2NT**

3♣ = asks what was 2NT bid about. Follows: 3♦ = GF, 5+♥ and exactly 4♦; 3♥ = GF, one suiter (6+♥);

3♠ = with 5/6♥ and exactly 4♣, GF; 3NT = BAL usually 5332 18-19 (could be 5224) with doubleton ♠; 4♣/♦ = 18-19 BAL with 3♠ (lowest available cue bid).

3♦ = sign off in 3♥, could be a weak hand with 5♠ and 3♥.

3♥ = transfer to (3)♠; sign off

3♠ = Forcing with 6(+ )♠ (partner bids 3NT/4♥ with short ♠; 4♣/4♦ is a cue bid for spades).

3NT = hand with soft values, all other suits stopped and short ♥ (partner corrects to 4♠ with 3♠).

4♥ = to play.

**Note 11: after 1♥-1NT-2NT**

3♣ = asks what was 2NT bid about. Follows: 3♦ = GF, 5+♥ and exactly 4♦; 3♥ = GF, one suiter (6+♥);

3♠ = 5/6♥ and exactly 4♣, GF; 3NT = BAL usually 5332 18-19 (could be 5224).

3♦ = sign off in 3♥.

3♥ = transfer to ♣.

3♠ = transfer to ♦.

3NT = hand with soft values, all other suits stopped and short ♥.

4♥ = to play.

**Note 12: after 1♠-1NT-2NT**

3♣ = asks what was 2NT bid about. Follows: 3♦ = GF, 5+♠ and exactly 4♦; 3♥ = GF, 5+♠ and exactly 4♥ (now 4♣/4♦ is ♥ cue bid); 3♠ = GF, one suiter (6+♠); 3NT = BAL 5332 18-19 (could be sometimes 5224); 4♠ = to play.

3♦ = transfer to ♥ (with 5♥). Opener accepts with a BAL hand and doubleton+♥; with short hearts bid either 3NT (without 6♠) or bid 3♠ (with 6♠).

3♥ = transfer to ♣.

3♠ = transfer to ♦.

3NT = hand with soft values, all other suits stopped and short ♠.

4♠ = to play.

**Note 13: After 2♠ range check or clubs**

2NT = min

3♣ = max

New suit by responder is FG with clubs and shortness on the new suit

**Note 14: Responses to 1NT-2♣ and 1NT-3♣.**

After 1NT-2♣: 2♦ = no major, 2♥/2♠ = with only the major bid, 2NT/3♣ = both majors, min/max.

After 1NT-3♣: 3♦ = no 5-card major (responder bids 3NT or 3 of the major she does not have), 3M = with 5-card Major.

**Note 15: 3m after 2♣ Stayman**

After 1NT-2♣ - 2♦: 2♥ = weak with both majors (may have 5♥4♠ and even 4-4).

2♠ = (mildly) invitational with 5♠.

3♣ = 2<sup>nd</sup> Stayman (3♦ = 4-card minor [3♦ = ?, 3♥ = ♣, 3♠ = ♦, 3NT = both], 3♥ = 5♣, 3♠ = 5♦).

3♦ = shows 5 card minor (3♥ = ?, 3♠ = ♦, 3NT = ♣)

3♥ = GF with 5♠ and 4♥ (Smolen).

3♠ = GF with 5♥ and 4♠ (Smolen).

3NT = to play.

4♣/4♦ = Texas transfer to ♥/♠ with 6-4 in majors.

4NT = quantitative.

After 1NT-2♣ - 2♥: 2♠ = mildly invitational with 5♠.

2NT = invitational with 4♠.

3♣ = 2<sup>nd</sup> Stayman (3♦ = one m [3♥ = ? : 3♠ = ♦, 3NT = ♣], 3♥ = 5♥, 3NT = 4333).

3♦ = balanced slam trial in ♥.

3♥ = natural invitational.

3♠/4♣/4♦ = splinter (if responder was a passed hand, shows void).

After 1NT-2♣ - 2♠: 2NT = invitational with 4♥.  
 3♣ = 2<sup>nd</sup> Stayman (3♦ = one m [3♥ = ?, 3♠ = ♦, 3NT = ♣], 3♠ = 5♠, 3NT = 4333).  
 3♦ = balanced slam trial in♠.  
 3♠ = natural invitational.  
 4♣/4♦/4♥ = splinter (if responder was a passed hand, shows void).

**Note 16: After 2♣-2♦**

2♥ = BAL or one-suited ♥, or ♥ + other suit. Follows 2♠ = asks. Responses are:  
 2NT = BAL 24/25 or 29+; 3♣ = ♥ and ♣; 3♦ = ♥ and ♦; 3♥ = 6+card ♥ suit; 3♠ = 5♥ and 4♠, 3NT = 26/28, BAL (follows Baron).  
 2♠ = natural (over 2♠, 3♣ is ART and shows a very weak hand – over 2♠-3♣, 3♠ is NF).  
 2NT = 22-23, NF.  
 3♣ = natural and forcing (over 3♣, 3♦ is ART and shows a very weak hand).  
 3♦ = natural, denies 4-card major, forcing!  
 3♥ = 5+♦ and 4(+)♥, FG.  
 3♠ = 5+♦ and 4(+)♠, FG.  
 3NT = strong gambling NT with (semi) solid minor Kx Ax Kx AKQxxxx.  
 4♣/4♦/4♥/4♠ = 4441 with singleton in other suit of same ranking (4NT is to play, when responder bids singleton with slam interest, if opener bids lowest suit after that it shows a minimum 4441).

After intervention: when they double 2♣ (whatever it means): XX is very weak, all other bids have the same meaning as without X. When they bid at 2 or 3-level: X is TO, all bids natural.

**Note 17: After 2♥-2NT or 2♠-2NT:**

3♣ = minimum unbalanced.  
 3♦ = with short OM or short ♦.  
 3MA = minimum balanced.  
 3NT = maximum balanced.  
 3OMA = maximum with short clubs.  
 After 3♣ or 3♦ response, suit above always asks shortness (and we show shortness from high to low - HighMiddleLow).

**Note 18: After 2NT- 4-level transfers**

After 2NT-4♣/♦ transfer to ♥/♠ and slam interest: opener has 3 steps: 1st step = some interest; 2nd step = no interest; 3rd step = RKC.  
 After 2NT-4♥/♠ transfer to ♣/♦ and slam interest: 4NT is no interest in slam, 1<sup>st</sup> step is some interest and completing the transfer is RKC.