

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level = aggressive. Responses: 1/1 = F1; 2/1 = F1; cuebid = F1;
2-level overcall: 12-17 Responses = cuebid = F1; new suit = F1
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd = 15-18hcp, system on
Reopening = 11-14 hcp
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
(1m) 2NT = ♥ + om
(1M) 2NT = minors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = natural, 2♦ = majors; (1♦) 2♦ = majors;
(1M) 2M = OM + m;
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty
2♣ = majors
2♦ = 1 major;
2♥/2♠ = ♥/♠ + minor
2NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2♦) 3♦ = majors ; (2♥) 3♥ = ♠ + minor; (2♠) 3♠ = ♥ + minor
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
(2NT) = 3♣ = majors; 3♦ =1 major; 3M = M+m; 3NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	3rd/5th	3rd/5th	
NT	2nd/4th	2nd/4th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax+	AKQx(+); AKJx(+)	
King	KA; KQ(+); Kx	KQ10x(+); KQJx(+)	
Queen	QJ(+); Qx	QJ10x(+); QJ9x(+)	
Jack	J10x(+); KJ10(+); Jx	AJ109x; KJ109x(+); J109x; J108x(+)	
10	109x, H109(+); 10x	H109(+);109x(+)	
9	9x	9x	
Hi-X	Sx	Xx; xXx; xXxx,	
Lo-X	HxX; HxXx(+)	HxxX(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Low = encrj	Hi/Lo = odd	Low = encrj
Suit 2	Hi/Lo = odd	S/P	S/P
	3 S/P		Hi/Lo = odd
1	Low = encrj	Hi/Lo = odd	Low = encrj
NT 2	Hi/Lo = odd	S/P	S/P
3	S/P		Hi/Lo = odd
Signals (including Trumps): Upside down count, ATT.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Against constructive bidding: Natural			
Against preemptive: 2NT lebensohl			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP. X			
SUPP. XX			

W B F CONVENTION CARD
CATEGORY: NATURAL - GREEN
NCBO: U26 - BRAZIL
PLAYERS:
CEGLIA, L.; SALOMÃO, H.; FORTES, H.;
VASCONCELOS, M.; RODRIGUES, G.; CASTRO, M.;
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card major; Inverted minors F1
INT = 15 - 17
2♣ = ART. strong
2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Drury
Checkback
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 hcp, natural	1NT = 6-10; 2♣ = F1;	1m – 1x – 1NT = 2 way check-back	
				3♣/3♦; 4♣/4♦	wk; 3♣ = 6-9 ; 2NT = 10 -11	1m – 1x – 1y = 4th FG	
1♦		3	4♥	11-21 hcp, natural 5♣/5♦; 4♣/4♦/4/1	1NT = 6-10; 2♦ = F1; wk; 3♦ = 6-9 ; 2NT = 10 -11	1m – 1x – 1NT = 2 way check-back 1m – 1x – 1y = 4th FG	
1♥		5	4♥	11-21 hcp, natural	2♠/3♣/3♦ = NAT inv.; 2NT = FG 4+♥; 3♥ = inv. 4+♥; 1NT = SF	1M-1NT-2NT = GF may be unbl. 1♥ - 2♥ - 2♠/3♣/3♦ = Game try	2♣ = 3 card support inv. 2♦ = 4 card support inv.
1♠		5	4♥	11-21 hcp, natural	3♣/3♦/3♥ = NAT inv.; 2NT = FG 4+♠; 3♠ = inv. 4+♠; 1NT = SF	1M-1NT-2NT = GF may be unbl. 1♠ - 2♠ - 3♣/3♦/3♥ = Game try	2♣ = 3 card support inv. 2♦ = 4 card support inv.
INT				15 - 17 hcp	2♣ = Staym.; 2♦/2♥= ♥/♠; 2♠/2NT = ♣/♦	Smollen	
2♣	X	0		22+ hcp, any shape	2♦ = 6+ or A; 2♥ = 0-5, no ace; 2♠/3♣/3♦/3♥ = positive	2♣ - 2x - 2NT = opening 2NT	
2♦		6		weak	2NT = relay; 3♦ = weak	3♦ = min; 3♣/3♥/3♠/3NT = max	
2♥		6		weak	2NT = relay; 3♥ = weak	3♥ = min; 3♣/3♦/3♠/3NT = max	
2♠		6		weak	2NT = relay; 3♠ = weak	3♠ = min; 3♣/3♦/3♥/3NT = max	
2NT				20-21 hcp bal.	3♣ = Staym.; 3♦/♥ = ♥/♠; 3♠ = minors	2ST - 3♣: 3♦ = no major;	
				Possible 5M or 6m		3♥ = 4(5)♥; 3♠ = 4(5)♠	
3♣		6		NAT PRE			
3♦		7		NAT PRE			
3♥		7		NAT PRE			
3♠		7		NAT PRE			
3NT							
4♣				NAT PRE			
4♦				NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 1430; 5NT = 1 or 3 kc + void; 6x = void + 2 kc. Last train	
5♥						5NT after 4NT = inv. to 7, responder can bid specific K	
5♠						Exclusion RBW = 0, 1, 2 without Q, 2 with Q	