

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4+ cards at 1 level. Natural responses. Cue = 12+ with fit or any FG. Jump cue = fit, 4+ cards support, Splinter. New suit = Major over minor is F1, minor over Major is NF.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on. 10-14 on reopening if 1m opening. System on. 10-16 on reopening if 1M opening. System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Modified Michael's cue-bids ( <b>note 1</b> ) Other jump overcalls = pre-emptive.
<b>Reopen:</b> 2M after 1m = 6+ cards, 11-14 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue over RHO = natural. Cue on LHO suit = two suit hand.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multilandy: 2♣ = Majors; 2♦ = one undefined major; 2♥/♠ = ♥/♠ + minor; 2NT = minors; Dbl = 5+ m + 4 M Landy on reopening: 2♣ = Majors; others = natural; Dbl = 5+ m + 4 M. <b>Over weak NT:</b> Dbl = 15+ bal or any strong hand; 2♣ = majors; 2♦/♥ = transfer; 2♠ = Minors strong or ♣; 2NT = minors weak or ♦. <b>Reopening vs weak NT:</b> Dbl = 5+ m + 4 M; 2♣ = Majors; Others = natural.
<b>VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M - (DBL) » 2♣ = good support (8 ou +) with 3 cards With 4 or + cards » 2NT Jacoby (10 or +) and Mixed Raise (7-9) 1M - (DBL) » RDBL = 10 or + HPC, no fit

LEADS AND SIGNALS																											
<b>OPENING LEADS STYLE</b>																											
<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>1/3/5</td> <td rowspan="2">1/3/5. If supported suit 1/2/4</td> </tr> <tr> <td>NT</td> <td>1/2/4</td> </tr> <tr> <td>Subsequent</td> <td>1/3/5 before dummy Attitude before declarer</td> <td></td> </tr> </tbody> </table>		Lead	In Partner's Suit	Suit	1/3/5	1/3/5. If supported suit 1/2/4	NT	1/2/4	Subsequent	1/3/5 before dummy Attitude before declarer																	
	Lead	In Partner's Suit																									
Suit	1/3/5	1/3/5. If supported suit 1/2/4																									
NT	1/2/4																										
Subsequent	1/3/5 before dummy Attitude before declarer																										
<b>LEADS</b>																											
<table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>Ax, AKx, AKJ10x → attitude</td> <td>Ax, AKx, AKJx → attitude</td> </tr> <tr> <td>King</td> <td>AK, KQ(+), KQJ(+) → attitude</td> <td>AKJT(+), KQJ(+) → unblock or count</td> </tr> <tr> <td>Queen</td> <td>QJ(+), AQJ x → attitude</td> <td>QJ(+), AQJ(+), KQTx → attitude</td> </tr> <tr> <td>Jack</td> <td>Jx, JT(+), HJT(+) → attitude</td> <td>Jx, HJT(+), JT9(+) → attitude</td> </tr> <tr> <td>10 (T)</td> <td>Tx, HT9(+), T9(+)</td> <td>Tx, HT9(+) → attitude</td> </tr> <tr> <td>9</td> <td>9x</td> <td>J9x, 9x, T9(+)</td> </tr> <tr> <td>Hi - lo</td> <td>x x x, x x x x</td> <td>Suit w/out H: 2<sup>nd</sup> (1<sup>st</sup> if 3+ cards)</td> </tr> <tr> <td>Lo - hi</td> <td>x x x x, x x x x x</td> <td>Suit with H: 4<sup>th</sup></td> </tr> </tbody> </table>	Lead	Vs. Suit	Vs. NT	Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude	King	AK, KQ(+), KQJ(+) → attitude	AKJT(+), KQJ(+) → unblock or count	Queen	QJ(+), AQJ x → attitude	QJ(+), AQJ(+), KQTx → attitude	Jack	Jx, JT(+), HJT(+) → attitude	Jx, HJT(+), JT9(+) → attitude	10 (T)	Tx, HT9(+), T9(+)	Tx, HT9(+) → attitude	9	9x	J9x, 9x, T9(+)	Hi - lo	x x x, x x x x	Suit w/out H: 2 <sup>nd</sup> (1 <sup>st</sup> if 3+ cards)	Lo - hi	x x x x, x x x x x	Suit with H: 4 <sup>th</sup>
Lead	Vs. Suit	Vs. NT																									
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude																									
King	AK, KQ(+), KQJ(+) → attitude	AKJT(+), KQJ(+) → unblock or count																									
Queen	QJ(+), AQJ x → attitude	QJ(+), AQJ(+), KQTx → attitude																									
Jack	Jx, JT(+), HJT(+) → attitude	Jx, HJT(+), JT9(+) → attitude																									
10 (T)	Tx, HT9(+), T9(+)	Tx, HT9(+) → attitude																									
9	9x	J9x, 9x, T9(+)																									
Hi - lo	x x x, x x x x	Suit w/out H: 2 <sup>nd</sup> (1 <sup>st</sup> if 3+ cards)																									
Lo - hi	x x x x, x x x x x	Suit with H: 4 <sup>th</sup>																									
<b>SIGNALS IN ORDER OF PRIORITY</b>																											
<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>SUIT *</td> <td>UDCA</td> <td>Reverse count</td> <td>O/E</td> </tr> <tr> <td>NT **</td> <td>UDCA</td> <td>Reverse count</td> <td>O/E</td> </tr> <tr> <td>*</td> <td colspan="3">Lavinthal, when singleton in dummy</td> </tr> <tr> <td>**</td> <td colspan="3">Appel de Smith</td> </tr> </tbody> </table>		Partner's Lead	Declarer's Lead	Discarding	SUIT *	UDCA	Reverse count	O/E	NT **	UDCA	Reverse count	O/E	*	Lavinthal, when singleton in dummy			**	Appel de Smith									
	Partner's Lead	Declarer's Lead	Discarding																								
SUIT *	UDCA	Reverse count	O/E																								
NT **	UDCA	Reverse count	O/E																								
*	Lavinthal, when singleton in dummy																										
**	Appel de Smith																										
Signals (including Trumps): on declarer played suit, UDCA.																											
<b>DOUBLES</b>																											
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>																											
Natural TO with standard distribution for normal hands or any for 18+ HCP Standard responses Reopening TO = 8 or + HCP.																											
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>																											
Negative and competitive doubles until 4♦. Support doubles and redoubles.																											

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	
<b>PLAYERS</b>	
Matilde Branco FPB 1083	Piedade Branco FPB 2149
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2 OVER 1 GF and 1NT F1 over M 2♣ = Strong 2♦ = Multicolor (one major, weak) 2♥/♠ = 11-14 HCP, with 6 or + cards 1NT = 15-17; 2NT = 20-21. 3NT = Gambling.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Walsh over 1♣. Inverted minors. Bergen raises. Modified Michael's cue-bids ( <b>note 1</b> ) Leaping Michael's ( <b>note 10</b> )	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After suit overcall by opps, "pass" may be penalty.	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Very unusual	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 3+ cards	Walsh. Inverted minors ( <b>note 2</b> ).	2 Way check-back over 1NT. ( <b>note 3</b> ). After 1♣ – 1M – 2M, same trials as 1M-2M	
1♦		3	4♥	Natural, 3+ cards	Inverted minors ( <b>note 2</b> ).	2 Way check-back over 1NT. After 1♦ – 1M – 2M, same trials as 1M-2M	
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT= F1; limited splinters Bergen raises. 3NT= 13-15 without doubletons.	After direct support, long and shorts trial bids ( <b>note 4</b> ).	Drury (2♣ with 3 or + cards support). Special supports with 4+ cards ( <b>note 5</b> ).
1♠		5	4♦	Natural, 5+ cards	Limited splinters. Bergen raises. 3NT= 13-15 without doubletons.		
INT				15-17 bal, may have 5 M	2♣= Stayman (may have no majors); 2♠= Transfer to ♣; 2NT = Transfer to ♦; 3♣= Minors weak; 3♦= Minors strong; 3♥/♠ = 3154 with singl. ♥/♠; 4♣= Gerber; 4♦= Majors; 4NT= Quantitative.	After Stayman ( <b>note 6</b> ); after transfer for Majors ( <b>note 7</b> ); after transfer for minors ( <b>note 8</b> ); after Puppet Stayman ( <b>note 9</b> ).	
2♣	X			Strong (maybe not FG); 22 or + if bal, 19 or + if one suit.	2♦= 0/1 IC; 2♥= 2 IC; 2♠ = 3 <sup>+</sup> IC, com 5 <sup>+</sup> ♠; 2NT= 3 <sup>+</sup> IC, bal; 3♣/♦= 3 <sup>+</sup> IC, com 6 <sup>+</sup> ♣/♦.	After 2NT from opener, same as 2NT opening	
2♦	X			Multi, one Major suit, 6+ cards, weak (7-10)	2NT= relay forcing; 4♣= ask to bid suit in transfer; 4♦= ask to bid suit.		
2♥		6		11-14 HPC, 6+ cards	Ogust type after 2NT		
2♠		6					
2NT				20-21, may have 5M	3♣= Puppet Stayman; 3♦/♥= Transfer; 3♠= Minors; 3NT= 5♠+4♥ not forcing; 4♣= Gerber; 4♦= Majors; 4♥/♠= Slam try in ♣/♦. 4NT= Quantitative	2NT - 3♦ - 3♥ - 3♠ = denies 4♠ 2NT - 3♦ - 3♥ - 3ST = 5♥+4♠, not forcing	
3♣		(6)7		Pre-emptive			
3♦		(6)7		Pre-emptive			
3♥		(6)7		Pre-emptive			
3♠		(6)7		Pre-emptive			
3NT				7 cards solid minor	4♣= Pass or Correct; 4♦= ask for shortness.		
4♣		8(7)		Pre-emptive			
4♦							
4♥							
4♠							
4NT	X			Minor two suit			
<b>HIGH LEVEL BIDDING</b>							
RKCB (Re: 41-30, 5NT= even KC w/ useful void, 6X= odd KC w/ void in X, 6 in trump suit= odd KC w/ void above suit); Exclusion Blackwood; if ♥ is agreed, RKCB is in 4♠ and 4NT is ♠ control; after 5NT (ask kings), responder names the first useful king; DEPO after opp overcall.							

#### NOTE 1 – MODIFIED MICHAEL'S CUE-BIDS

Over 1♣: 2♦ = ♥+♠; 2NT = ♦+♥; 3♣ = ♦+♠

Over 1♦: 2♦ = ♥+♠; 2NT = ♣+♥; 3♣ = ♣+♠ (weak); 3♦ = ♣+♠ (strong)

Over 1♥: 2♥ = ♣+♠; 2NT = ♣+♦; 3♣ = ♦+♠

Over 1♠: 2♠ = ♣+♥; 2NT = ♣+♦; 3♣ = ♦+♥

#### NOTE 2 – INVERTED MINORS

1m - 2m = not GF (invitational or more)

1m - o/m with jump = 8-10 HCP

1m - 3m = pre, limited to 7 HCP

#### NOTE 3 – TWO CHECK BACK

1m - 1♦/1M – 1NT = 12-14 Bal

2♣ = asks to bid 2♦ - sign-off in ♦ or any invitational

2♦ = GF

1m - 1♦/1M – 2NT = 18-19 Bal (3♣ = asks for majors)

3♦ = both; 3M = 3 cards; 3OM = 4 cards; 3NT = w/out M

#### NOTE 4 – LONG & SHORT TRIAL BIDS

1♥ - 2♥ - 2♠ = any shortness; 2NT asks, answers by steps

1♥ - 2♥ - 2NT = trial bid in ♠

1♠ - 2♠ - 2NT = any shortness; 3♣ asks, answers by steps

Other new suit over support = long trial

Same trial bids, after 1m – 1M – 2M

#### NOTE 5 – DRURY WITH 4+ CARDS SUPPORT

1♥ - 2♦ = 10-12 HCP, without singleton

1♥ - 2♠ = 10+ HCP, with singleton (2NT asks, answers by steps)

1♥ - 3♥ = 7-9 HCP

1♠ - 2♦ = 10-12 HCP, without singleton

1♠ - 2NT = 10+ HCP, with singleton (3♣ asks, answers by steps)

1♠ - 3♠ = 7-9 HCP

#### NOTE 6 – STAYMAN SEQUENCES

After 2♦, 2♠ = 5♠ + 4♥, invitational

After 2♦, 3♣ =

After 2♦, 3♦ =

After 2♦, 3M = Smolen

After 2♥, 2♠ = Invitational w/out 4♠

After 2♥, 2NT = Invitational with 4♠

After 2♥, 3♠ = Slamish in ♥

After 2♠, 3♣/♦ = 5+♣/♦ + 4♥

After 2♠, 3♥ = Slamish in ♠

#### NOTE 7 – TRANSFER FOR MAJORS SEQUENCES

1NT - 2♦ - 2♥ - 2♠ = 5-5 majors, invitational (NF)

1NT - 2♥ - 2♠ - 3♥ = 5-5 majors, slamish

#### NOTE 8 – TRANSFER FOR MINORS SEQUENCES

1NT - 2♠ - 2NT = Super-accept in ♣

1NT - 2NT - 3♣ = Super-accept in ♦

#### NOTE 9 – AFTER PUPPET STAYMAN

1NT - 3♣ - 3♦ = Denies 5 cards in a Major (but has at least one with 4)

1NT - 3♣ - 3♦ - 3♥ = 4 cards in ♠

1NT - 3♣ - 3♦ - 3♠ = 4 cards in ♥

1NT - 3♣ - 3NT = No Majors

#### NOTE 10 - LEAPING MICHAELS

Over 2♦: 4♣ = ♣+1 major;

Over 2♥: 4♣/♦ = ♣/♦+♠;

Over 2♠: 4♣/♦ = ♣/♦+♥;

Over 3♣: 4♦ = ♦+1 major.

#### SPECIAL AUCTIONS IN COMPETITION

GOOD-BAD

LEBENSÖHL

2NT SCRAMBLING

COLLANTE

MIXED RAISE

2NT WITH 4+ CARDS SUPPORT