



WBF Convention Card

DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
<b>Style:</b> 6-18; 2/1 sounder. 1-level can be light.
<b>Responses:</b> New suit NF, constructive; Jump raise PRE;
Cue F1; Jump cue = Mixed raise; Jump Shift INV
FIT jumps by PH.
Transfer advances after Neg. DBL of 1level overcall
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)</b>
<b>2<sup>nd</sup> Position:</b> 15-18
<b>Responses:</b> Stayman, 4 transfers.
<b>4<sup>th</sup> Position:</b> 11-14
<b>Responses:</b> System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> WJO
<b>Responses:</b> 2NT asks range and suit quality
<b>Unusual NT:</b> Low 2 unbid suits.
<b>Reopening:</b> INTER
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
<b>Style:</b> Michaels
(1M)-3M asks for a stopper
<b>Responses:</b> (1m)-2m = Majors two suiter.
(1M)-2M-(P)- 3m= to play; 2NT= ask the minor.
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Vs both, DIR:</b> 2♣= Ms; 2♦ Major, one suit ♠/♥. 2M= 5M+ 4+ minor. 2NT= Minors.
<b>Vs both, Reopening:</b> System on.
<b>Vs both, all positions:</b> DBL = PEN in direct position.
<b>Vs PREEMPTS</b>
T/O DBL thru 4! ; LEB after T/O DBL of WK 2M
<b>VS ARTIFICIAL STRONG OPENINGS</b>
DBL = good hand
1NT = Ms
2NT = ms
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF after 1M-(DBL);
TRF after DBL our Major overcall
JORDAN 2NT after 1M-(DBL): usually 4 card support
New suit at 1 level F1; Jump Shift NAT, PRE.

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
Lead	In Partner's Suit			
Suit	3 <sup>rd</sup> , 5			
NT	4 <sup>th</sup> , ATT			
Subs.	Same			
	same			
<b>LEADS</b>				
Lead	Vs Suit	Vs NT		
Ace	AKx(x)	Asks ATT		
King	KQx(x); AK	Asks CT or Unblock		
Queen	QJx(x)	KQJ(x), KQTx(x), KQx		
Jack	JTx(x)	QJxx(x), AQJxx(x), JTx		
10	T9(x), Tx	JTx(x), KJTxx(x), T9x		
9	9x(x), or 3 <sup>rd</sup> from even	9x(x)		
Hi-x	xx	xx(x)		
Lo-x	CT (3 <sup>rd</sup> /even, low/odd)	T9xx(x), Hxxx(x)		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's lead	Discarding	
NT suit	1 <sup>st</sup>	HI = DISCRG	HI = O	HI - O
	2 <sup>nd</sup>	HI = O	S/P	Hi-lo = DISCRG
	3 <sup>rd</sup>	S/P		S/P
NT	1 <sup>st</sup>	Hi = DISCRG	SMITH	HI = O
	2 <sup>nd</sup>		HI = E	S/P
	3 <sup>rd</sup>		S/P	Hi-lo = O
<b>Signals (including trump):</b> Trump S/P				
UDCA				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style, Responses; Reopening)</b>				
<b>Style:</b> May be short in low unbid suit				
<b>Responses:</b> Cue F1				
<b>Reopening:</b> Same				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE-)DBLS</b>				
NEG DBL thru 7 spades				
RESP DBL thru 3♠ after DBL and overcall				
Card-showing DBLs				
Game try DBLs				
Maximal overcall DBL (only at 3 level and 1-under suit)				

**Category: Strong Club – BLUE**  
**NCBO: USBF**  
**Event: SENIOR TEAMS**  
**Players: José Nader                                  Guilherme Junqueira**

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Strong club (17+ if BAL)
5 card M 1 <sup>st</sup> and 2 <sup>nd</sup> positions; may be 4 card M 3 <sup>rd</sup> and 4 <sup>th</sup> positions
Very light openings in 3 <sup>rd</sup> position
Very light PRE's
<b>1NT OPENING:</b> 14+-17, 5M, 6M POSSIBLE
<b>2 OVER 1 RESP:</b> FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>OPENINGS:</b>
1♦ = 2+ ♦ cards. 11-15.
2♦ = multi. ♠/♥ 3-10 hcp. 5+ cards
2♥ = 11-15. ♦ sing/void ( 4.4.1.4. {3.4.1.5 or 3.4.0 6} )
2♠ = 5+♣ + any. 0-10 hcp.
2NT = 5♦+♠/♥ 0-10 hcp
3NT = Good Major suit ♠/♥ (8-8,5 losers)
2 ♠ = 10215μ ≠ √. 5+♣.
<b>RESPONSES:</b>
1NT = NF. Over 1M.
1M – 3M= 7-9 hcp 4+supp
1M – 3♦= 10-12 hcp ¾ Support, invit.
1M – 3♣= Gf. 4+supp. And Sing/Void
<b>COMP:</b>
Good/bad 2NT
Fit showing jumps by passed hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
Bid immediately weaker than Pass and Pull in obvious
Forcing pass situations
<b>(2/3X)- P -(5X)- PASS IS FORCING TO DBL OR BID</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	NAME	NAME	Date	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣	√	0		BAL hand with 17+ HCP or UNBAL with 16+ or equivalent playing strength	1♦ = 0-8 HCP 1M = 8+ GF 1NT = 8-14 HCP, BAL, FG 2♣ = 5+♠ GF 2♦ = 5+♦, GF 2♥/2♠ = 8+hcp( x.y 4♦+5♣/ 5♦+4♣. 2NT= Bal, 14+hcp.	1♥ = 20+ hcp Relays, Natural bids 2♠ = Relay Relay/ Natural bids Relay/ Natural bids	
1♦	√	2		Good 10-15.HCP Many shapes[2]	Natural resp.	2-way checkbacks after 1♦ - !M; 1NT.	
1♥		(4)5	7	Longest suit in BAL hand of 10-13HCP or UNBAL hand 10-15HCP Can be 4 card suit in 3 <sup>rd</sup> or 4 <sup>th</sup> position	1NT NF; 2NT -4o.Supp. FG 3♣ = UNBAL, FG raise 3♦ = Limit Raise Jump raise; 7-9 hcp. Supp. 4. System on 3NT/ 3♠ = Splinters sing/void	Opener shows strength and distribution Special resp. over 1♥ - 2♠ = GF with 5+♠ & ♥ supp. Or ♠ Slamish.	PH: Reverse DRURY FIT 2♣ = Drury Supp 3. 2♦ = Drury supp. 4 1M-2NT = 5-5 ms
1♠		(4)5	7	Same above.	Same above	Same above	Same Above
1NT				14-16 HCP, BAL Can have 5 card Major or 6 card minor	NF STAY, JTB, TEXAS 2♦; 2♥; 2♠; 2NT = Transfers 3♣ = Puppet. 3♦ = 2.2 (4.5) minor 3♥ = 3.1.(4.5) minor 3♠ = 1.3(4.5) minor	SMOLEN after 2♦ response.	PH: same COMP: System on over DBL Except RDB forces to 2♣ for sign off in ♣/♦.
2♣	√	5	7	NAT, 10-15 May have side 4 or 5 card suit	2♦ asks distribution, stoppers 2M NAT, NF 2NT= force to 3♣; 3♠= invit.		
2♦	√	0		WK 2♥/!(Susually 6 card) 5+ ♥/♠ - 3-10 hcp	2NT= ? 3♣ = any Max.3♦ ? suit. Other = min. hand 4♣ = bid your suit in transfer Bis game in your suit.		
2♥	√	7	3	10-15 hcp. ♦ sing/void	2NT = F, inquiry; 2M or 3m NF	<b>HIGH LEVEL BIDDING</b>	
2♠	√	7	0	0-10 hcp. 5+♣ / 5+ any.	2NT= inquiry.	RKCB = 0314.	
2NT	√			5-5 ♦ & Major. 0-10 hcp	2NT= ? Major. 3♣ = GF relay.	Exclusion KC, DOPI/ROPI at 5 level, DEPO above 5M	
3x				NAT, strength varies w/ VUL Good suit [1]	Nat.	GSF, more = less; asking bids; last train, 4NT often just S/T PICK SLAM. JOSEPHINE.	
3NT	√	7		7+ good ♥/♠	4♣ = bid in transfer. 4♦ = bid. Cue. 4M NAT to play		
4m	√			Nat - Pre.	Step = S/T		