

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level = aggressive. Responses: 1/1 = F1; 2/1 = NF; cuebid = F1;
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
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 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
P (P) (P) 1M (1NT) = 5+m/4OM
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
(1m) 2NT = ♥ + om
(1M) 2NT = minors
Reopen: JS = intermediate; 2NT = 18-19 bal. system on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣) 2♣ = natural; (1♦) 2♦ = majors;
(1M) 2M = OM + m; (1M) 3M = asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = 5m+4M
2♣ = majors
2♦ = 1 major;
2♥/2♠ = ♥/♠ + minor
2NT = minors
Vs mini-NT = X = penalty
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2M) 3M = asks stopper or strong OM; (2M) 4M = Strog minors
(2♦) 3♦ = majors ; (2/3♦) 4♦ = strong majors; (2♦) 4♣ = ♣ + 1M;
(3♣) 4♣ = ♦ +M; (3♣) 4♦ = majors;
(2M) 4m = m+OM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(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
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (X) TRF from 1NT to 2M-1; 1♣ (X) TRF from 1♦ to 1NT
1♦ (X) TRF from XX to 2♣
1M (X) jump OM =4 sup, 7-9 hcp;2M (X) =TRF from 2NT thr 3M-1

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4 <sup>th</sup> 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			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax+	AKx(+); AKJ10; AKxx	
King	KA; KQ(+)	KQx; KQJ(x)	
Queen	QJ(+); AKQ(x)	QJx; KQ109(+); AKQ(x)	
Jack	J10x(+); KJ10(+)	AJ10x; KJ10x(+); J10x	
10	109x, H109(+)	same	
9	9x	9x	
Hi-X	Sx	Xx; xXx; xXxx,	
Lo-X	HxX; HxXx(+)	HxxX(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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): Hi/Lo = interest in ruffing; S/P			
Upside down count, ATT or present count. First trick standard signal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative X thru 4♥; 1♣ (1♦) X = ♥; 1♦ (X) XX = ♥			
1m (1♥) X = 4/5♠; 1m (1♠) X = 4+♥			
Responsive X thru 4♥; SUPP. XX; INV.X			

W B F CONVENTION CARD
<b>CATEGORY: NATURAL - GREEN</b>
<b>NCBO: VENICE CUP - BRAZIL</b>
<b>PLAYERS:</b>
BIONDILLO, Aline – VARGAS DE ANDRADE Isabella
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card major; Inverted minors GF
1NT = 14+ - 17
2♦ = weak in one major
2♥/2♠ = weak 2 suiter, M + m
2♣ = ART. strong
2/1 GF unless rebid same suit (but 1♠ - 2♥ is GF)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ - 2♦ = ART, weak, one major
1m - 2♥ = Reverse Flannery, 5♠4+♥, weak
1m - 2♠ = ART., invitation w/ minor support
1m - 2NT = weak support or weak 5/4 in the minors
1♣ (X) transfer from 1♦ to 1NT
1♦ (X) transfer from XX to 2♣
2♦ = weak, one major
1M (2M/2OM) = TRF
<b>SPECIAL FORCING PASS SEQUENCES</b>
(3m) X (5m) P = forcing if V vs NV
(3m) 3x (5m) P = forcing if V vs N
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

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+♥	1m - 1x - 1NT = 2 way check-back	1m - 2♥ = 5♠4/5♥ weak
				3♣/3♦	wk; 3♣= 6- 9 ; 2♠ = inv sup.; 2NT = wk supp.	1m - 1x - 1y = 2 way CB	Others fit jump
1♦		3	4♥	11-21 hcp, natural 4♣/4♦	2♣ = GF; 2♦ = GF; 2♥/2♠/2NT = same as above 3♦ = 6-9, 4+ card support	1♦ - 1M - 1NT / 1♦ - 1♥ - 1♠ = 2 way CB In both auctions, 2NT puppet to 3♣	1m - 2♥ = 5♠4/5♥
1♥		5	4♥	11-21 hcp natural	3♣ = limit raise w/3; GF sup w/ singl. or GF 4OM333; 3♦ = limit raise 4M; 3M = mixed; 1NT = SF	1M-1NT-2NT = GF may be unbl. 1♥ - 2♥ - 2♠ or 1♠ - 2♠ 2NT = invit. w/ short.	2♥ = limit raise w/ 3 or 4; 2♣ = 3 or 4 card support invit. 2♦ = 4 card support 7-9hcp JS = fit show; 2NT =inv. w/ singl.
1♠		5	4♥	11-21 hcp, natural	1M - 2m 10+ hcp; 1M-2NT = 4 card sup. FG	1M-2NT: 3♣ = min; 3♦ = 15+ no singl.	Same as above
INT			4♥	14+ - 17 hcp	2♣ = Staym.; 2♦/2♥ = ♥/♠; 2♠ = ♣ or inv in NT;		same
				Possible 5M or 6m or (24)(25)	2NT = ♠; 3♣ =Puppet;3♦=minors;3M=543OM1M	Smollen	same
2♣		0		21+ hcp, any shape	2♦ = GF; 2♥ = 0-5, no ace; 2NT = ♥ positive	Over 2♦: 2♥ = ♥ or bal.; 2NT = ♣; 3♣ = ♦	same
					3♣/3♦ = good 6+ card suit	3♦=5♦/4♣;3♥=6♣/4+♦; 3♠=6♦/4+♣	same
2♦		0		1 major, weak	2♥/2♠ = P/C; 2NT = relay	3♣ = max.; 3♦ = min w/ ♥; 3♥ = min w/ ♠	same
2♥		5		5+♥/ 5+minor, weak	2NT = relay; 3♣ = P/C; 3♦ = inv. ♥; 3♥ = weak	2♥ - 2NT: 3♣/3♦ = min.; 3♥/3♠ = max. ♣/♦	same
2♠		5		5+♠/ 5+minor, weak	2NT = relay; 3♣ = P/C; 3♦ = inv. ♥; 3♠ = weak	2♠ - 2NT: 3♣/3♦ = min.; 3♥/3♠ = max. ♣/♦	same
2NT				19+~21 hcp bal.	3♣ = Puppet; 3♠/♥ = ♥/♠; 3♠ = minors	2ST - 3♣: 3♦ = 1 or 2 major(s);	same
				Possible 5M or 6m	4♣/♠/♥ = ♥/♠/♣; 4♠ = minors; /5♣ = ♦	3♥ = no major; 3♠ = 5♠; 3NT = 5♥	
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♥/♠ = to play		
				in 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> position			
4♣				NAT PRE			
4♦				NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT							
5♣				NAT PRE		<b>HIGH LEVEL BIDDING</b>	
5♦				NAT PRE		RKCB 1430; 5NT = 1 or 3 kc + void; 6x = void + 2 kc. Last train	
5♥						Double RKCB with double fit on certain situations	
5♠						Exclusion RBW = 0, 1, 2 withou Q, 2 with Q	
						5NT after 4NT = inv. to 7, responder can bid specific K	