

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural 5+c. (rarely 4c, in M)	
Michaels and Leaping Michaels	
Cuebid: forcing; may be fitted	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
In 2nd: 15-18 bal (system on)	
In 4th: 11-13 bal (responses natural)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2 suits or weak	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct jump = weak	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Over 1NT strong: Multi Landy in 2nd and Landy in 4th	
Over 1NT weak: Landy and transfers in 2nd and 4th	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Take out X, cuebids showing 2 suits; jumps.	
Over opp 2♦♥♠ weak=> 2NT Gladiator(16+pts). Responses:3♣=transfer for ♦; 3♦= Stayman; 3♥= 5c.♠; 3♠= 5c.♥; 3NT= defense in both M	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1( or 2(	
X= shows suit of opener or lead in that suit; new suit = natural.	
OVER OPPONENTS' TAKEOUT DOUBLE	
When M opening: XX=10+pts, may have fit; 1NT= 6-9 pts w/defense in other M; 2♠=3c.,8-10 pts; 2NT= 4c.+, 7+pts	
Over minor opening: natural responses, 1NT= 6-10 pts.	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5 or top of sequence	1,3,5 or top of sequence	
NT	1,2,4 or top of sequence	1,2,4 or top of sequence	
Subsequent	1,3,5 or top of sequence	1,3,5 or top of sequence	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(X), AK(X), AKQ	A(X), AK(X), AKQ	
King	KQ10, KQV10	KQ, K(X), AK	
Queen	QJ9X(X)	QJ9X(X)	
Jack	J10X(X)	J10X(X)	
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1			
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X over artificial bid asks for lead			
X,XX : support in p suit			

W B F CONVENTION CARD	
<p><b>Country: Portugal</b></p> <p><b>PLAYERS:</b> Maria-Jose Calamaro (#3651)</p> <p>Cristina Pouseiro (#3620)</p> <p><b>EVENT:</b> WBF Women's Teams 2025</p>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF	
5 card Majors	
Better minor	
1NT response = forcing (not forcing after Pass)	
3♣♦♥♠: 7c. (exceptionally 6), weak	
1NT opening = 15-17 (may have a 5 card major)	
2NT opening = 20-21 (may have a 5 card major)	
Checkback, Smolen, Lebensohl, Dury	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣: 3 to 5 looser hands	
2♦ Multi: 6c.in major weak; 2nt (22-23 pts); 6c.+in minor (4or 5 losing tricks)	
2♥/♠: Muiderberg (5c.in M + 5c.♣ or ♦, preempt)	
Puppet Stayman, Gerber	
3NT Gambling	
2NT Multi	
Multi Landy	
Inverted minors	
Landik	
Gladiator	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:NO	

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG. DBL THRU	
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	ICI AL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1(♣)		3		Better minor	Natural except when inverted minors		
1(♦)		3		Better minor	Natural except when inverted minors		
1(♥)		5			Multi 2nt (4c+,7+pts)  Checkback 3/4M= weak w/4c.+ 1NT forcing for 1 round (not F after P)	3♣=11 to 15 c/singleton or 14-17 bal.(if R bids 3♦, O can say: 3♣=14-15 bal; 3NT=16-17; New suit=singleton) 3♦=16+ 3♥=11-13 bal 4♥=11-13, 6c. 3NT=18-19 bal New suit= singleton, 16+	Drury with 3c. 2NT multi w/4+c., 7+pts
1(♠)		5			Multi 2nt (4c+,7+pts)  Checkback 3/4M= weak w/4c.+ 1NT forcing for 1 round (not F after P)	3♣=11 to 15 c/singleton or 14-17 bal.(if R bids 3♦, O can say: 3♣=14-15 bal; 3NT=16-17; New suit=singleton) 3♦=16+ 3♠=11-13 bal 4♠=11-13, 6c. 3NT=18-19 bal New suit= singleton, 16+	Drury with 3c. 2NT multi w/4+c., 7+pts
INT				15-17 bal.(may have 5c.M)	2♣ Stayman; 2♦/♥= transfer for ♥/♠; 2♠= minors 5/5+; 2nt=long suit in m. (say 3♣); 4♣= Gerber; 4♦=5/5 M	After 2♦ Smolen	
2(♣)	✓			3 to 5 looser hands	2♦ relay	2♥/♠=5+c.(GF); 3♥♠=5+c. (not F); 2NT= 24+pts (system on)	
2(♦)	✓			Multicolor	2♥/♠=6c.weak 2NT= 22-23 pts (system on) 3♣/♦= 6c+, 4ou5 per dentes	2NT asks for strength of hand Puppet Stayman	
2(♥)		5		Muiderberg 5M+5m	2NT = give m and strength 3♦ invite to game; 3♥/♠= continue preempt	3♣/♦=min w/♣♦; 3♥= max w/♠; 3♠= max w/♦	
2(♠)		5		Muiderberg 5M+5m	2NT = give m and strength 3♦ invite to game; 3♥/♠= continue preempt	3♣/♦=min w/♣♦; 3♥= max w/♠; 3♠= max w/♦	
2NT				20-21 bal (may have 5c.M)	3♣= Puppet Stayman - 3NT= 5♠ and 4♥ 3♦/♥= transfer for ♥/♠ 3♠=5/5 minors 4♠= slam try in ♥ 4♦= slam try in ♠ 4♥= slam try in ♣ 4♠= slam try in ♦		
3(♣)		7		Preempt			
3(♦)		7		Preempt			
3(♥)		7		Preempt			
3(♠)		7		Preempt			

3NT	✓	7		Long suit in minor			
4♣		8		Preempt			
4♦		8		Preempt			
4♥		8		Tendency less than opening hand			
4♠		8		Tendency less than opening hand			
4NT							
5♣		8+		Tendency less than opening hand		HIGH LEVEL BIDDING	
5♦		8+		Tendency less than opening hand		Roman Key cards (30/41); specific kings DOPI,ROPI; Gerber	
5♥							
5♠						Splinters	
						Minorwood	
						Exclusion Blackwood	
						Controls	

## Notes for Calamaro - Pouseiro Convention Card

### NOTE 1 - 2♦ MULTICOLOR

Long suit with ♥ ♠ (6 cards, 5-10 pts)

Strong hands with ♣ and ♦ (6+ cards, 3 to 4 losers)

Strong 2NT (22-23 pts).

General responses:

2♥=pass or correct (0-8 pts);

2♠= can play in ♠ or in ♥ at 3 level (holds 3♥, 9-12 pts);

2NT (13+ pts)=asks for suit and strength of hand (3♣=min w/♥; 3♦= min w/♠; 3♥=max w/♠; 3♠= max w/♥.

If opener's hand is 2NT, system on w/Puppet Stayman and transfers as for regular 2NT (20-21).  
See note 10b.

If opener's hand is in ♣ or ♦, partner may pass if he responded 2♥ in the first round of bidding.

Additional situations:

2♦ - 4♥/4♠ = natural, to play  
4♣ = asks partner to bid 4♥  
4♦ = asks partner to bid 4♠

2♦ - 3♥/3♠ = 6+c., 15-17 pts. Opener bids game w/fit  
3♦ = bid your suit (GF)

2♦ - 2♥

2♠ - 3♥ → 6+c., 11-12 pts

2♦ - 2♠

3♥ - 3♠ → 6+c., 11-12 pts

### NOTE 2 - MICHAELS CUE\_BIDS (precision) AND LEAPING MICHAELS

- |                       |                                     |
|-----------------------|-------------------------------------|
| - 1♣/♦ - 2♦ = 5+♥/5+♠ | 1♣/♦ - 2NT = 2 lowest ranking suits |
| - 1♥ - 2♥ = 5+♣/5+♠   | 1♥ - 2NT = 2 lowest ranking suits   |
| - 1♥ - 3♣ = 5+♦/5+♠   | 1♠ - 3♠ = 5+♦/5+♥                   |
| - 1♠ - 2♠ = 5+♣/5+♥   | 1♠ - 2NT = 2 lowest ranking suits   |

When the sequence is: 1♣/♦ - 2♦ - P - ?, the 4th player may bid as follows:

- 3M = min hand
- 2NT = opening hand w/fit → 3♣/♦ shows singleton or void in hand of player #2
- 3♣ = fit in ♥
- 3♦ = fit in ♠

Leaping Michaels are used after a weak-2 opening bid in a M showing a minor and the other M at least 5/5: 2♥/2♠ - 4♣/4♦ = ♣ or ♦ + other M

### NOTE 3 - **LEBENSÖHL**

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit. 2-level new suit bids are not encouraging and NF. 3-level new suit bids are forcing.

### NOTE 4 - MULTI LANDY (1NT - ?)

Multi Landy applies in 2nd. In 4th, Landy and X, other bids are natural.

2♣: at least 4 cards in each M suit (Landy) -> 1NT - 2♣ → 2♦= relay to play the better M  
→ 2NT= cue-bid, positive hand

2♦: 6 cards in M suit (2♥= P or correct; 2NT= strong inquiry)

2♥ or 2♠: 5M+4m

2NT: both minors (5+/5+)

X: 5m+4M

### NOTE 5 - GLADIATOR (2♦/♥/♠ weak - 2NT)

The 2NT Gladiator promises 16+ pts with or without defense in M.

Responses: 3♣= transfer to ♦; 3♦= Stayman; 3♥= transfer to ♠; 3♠= transfer to ♥; 3NT = defense in both Ms.

When Opener's M suit is known, 3M= minors

### NOTE 6 - CRASH (2♣ - ?)

X = 2 suits of same Colour

2♦ = 2 suits of same RAnk

2NT = 2 suits of same SHape (♣+♥ or ♦+♠)

2♥/2♠/3♣/3♦= Natural

### NOTE 7 - MULTI 2NT (4+c., 7+ pts)

Multi 2NT shows fit in a M at 1-level with 4+c. and 7+ pts. Also applies after take out double and opps interventions at levels 1 or 2.

1M - P(or X) - 2NT - P

3♣ = 11 to 15 pts w/singleton (or void); or 14-17 pts bal/semi bal (a)

3♦ = 16+ pts, relay F (b)

3NT = 18 -19 pts, bal

3M = 11-13 without singleton

**4M = 11-13, 6 cards without singleton**

New suit = F

(a) After 1M - 2NT

3♣ - ?

**3♦ = relay, GF → opener can bid →**

**3M = 14-15 pts, bal**

**3NT = 16 - 17 pts, bal**

**New Suit = singleton w/11 to 15 pts**

**3M = to play, 7-9 pts**

4M = to play, 10-11 pts

**New Suit = Singleton, 15+ pts**

(b) After 1M - 2NT

3♦ - ?

**3M = 12+ pts → opener can show singleton or say 3NT w/bal hand**

4M = to play, 7-9 pts

**3NT = 10-11 pts, bal hand**

**New Suit = Singleton, 15+ pts**

**NOTE 8 - 2 WAY CHECKBACK**

1X - 1Y

**1NT - 2♣ (invitational, 9-11pts). Opener has to bid 2♦ relay as Resp may have ♦.**

2♦ (GF)

## NOTE 9 - INVERTED MINORS

$1\clubsuit/1\diamond - 2\clubsuit/2\diamond = \text{GF}$

**1♣/1♦ - 2♦/3♣ = fit in opener's minor, 9-11 pts**

**NOTE 10a - STAYMAN [may not have 4c. in M(s)] AND TRANSFERS**

1NT - 2♣ →

2♦ = no 4c. M →

3♣= asks for minors

**3M = Smolen (Note 11)**

**3♦ = shortness in a M**

**2♥= 4 or 5 ♥**

=====>

**3♣= asks for minors; other M= fit and slam going**

**2♠ = 4 or 5 ♠**

Transfer for ♥:

1NT - 2♦ →

$$2♥ = 2 \text{ or } 3 ♥ \rightarrow$$

**2♠ = 5/5 in Ms, slam try**

**3♥ = 4 or 5 ♥ and min hand**

**2NT = 4 or 5 ♥ and max hand**

Transfer for ♠:

1NT - 2♥ → 2♠ = 2 or 3c. ♠ → 3♥ = 5/5 Ms, invitational  
3♠ = 4 or 5c. ♠ and min hand  
2NT = 4 or 5c. ♠ and max hand

Transfer for minors (5+/5+):

1NT - 2♣ → 3♣/♦ → Pass or 3♦ (NF)  
→ 3M = shortness

Transfer for 1 suited minor (6+c.):

1NT - 2NT → 3♣ = pass or correct to 3♦  
3♥ = slam try in ♣  
3♠ = slam try in ♦

1NT - 3♣/♦ = 6+c, 7-9pts

Additional situations:

1NT - 3♥/♠ = 6+c., 12+pts, at least GF

1NT - 4♦ = 5/5 Ms, bid best fit

1NT - 4NT (quantitative, 15/16 pts. Asks partner to pass if min or bid 6NT if 16/17pts)

5NT (19/20 pts, asks partner to bid 6NT or 7NT)

6NT (17/18 pts)

NOTE 10b - PUPPET STAYMAN AND TRANSFERS OVER 2NT.

2NT opening (20-21 pts) may include a 4 and/or a 5 card Ms. To find the right fit, we say 3♣. Responses from Opener: 3♥/♠ = 5c in a M

3♦ = 4c. In M(s) → 3♥ = shows 4c in ♠

→ 3♠ = shows 4c in ♥

→ 4♦ = both Ms by 4, choose best fit

→ 3NT = no 4c suit in Ms

3NT = no M with 4 or 5 cards

Transfers: 2NT - 3♦/♥

3♥/♠ = no fit

3NT = 3 c. fit w/2 high figures

3x or 4x = control showing fit

3♠ = 5♠+2♥ (transfer to 4♦ to show 6+c.♥)

2NT - 3♠

3NT - ? → Pass = to play

→ 4♠ = 5♠+4♦ (slam try)

→ 4♦ = 5♦+4♠ (slam try)

→ 4♥/♠ = 5/5 minors w/singleton in ♥ or ♠

#### NOTE 11 - SMOLEN

After the sequence: 1NT - 2♣

2♦ - 3♥ = 5♠+4♥

3♠ = 5♥+4♠

4♠ = 6♥+4♠

4♦ = 6♠+4♥

#### NOTE 12 - ITALIAN CONTROLS (On 2♣ openings)

After a strong 2♣ opening, partner shows controls (Aces and Kings) and suit if he has any.

As = 2 controls; King = 1 control.

2♦ = 0 - 1 control

2♥ = 2 controls

2♠ = 3+ controls and 5+♠

3♣/♦ = 3+ controls and 5+♣/♦

3♥ = 3+ controls and 5+♥

2NT = 3+ controls, bal. Hand

#### NOTE 13 - DRURY

After opening bid in a M in 3rd or 4th position the partner's 2♣ shows 9-11 pts and 3 card support.

Subsequent bids by opener= repeating the M shows below opening hand. All other bids show an opening or better hand.

Other bids by responder = direct bid in suits other than partner's deny fit. 2NT = 4+c.fit and 7+ pts (Note 7)

#### NOTE 14 - LANDIK

1m - 1NT - 2♣ = majors 4/4 (or 5/5,5/4)

2♦ = transfer to ♥

2♥ = transfer to ♠

1M - 1NT - transfers

1m/M - 1NT - X = penalty (9-11 pts)



### NOTE 15 - HELVIC (1NT - X - ?)

- XX= 5c.suit (opener bids 2♣ and responder passes or bids 2♦/♥/♠)
- 2♦/2♥/2♠= 2 consecutive suits (4/4)
- With alternated suits: Pass, opener will XX then responder bids: 2♣= ♣+♥; 2♦= ♦+♠ (4/4)

### NOTE 16 - MUIDERBERG

Two suited **pre-emptive hands** with M+m, usually 5/5, may be 5/4.

Responses: 2NT= give m and strength → 3♣/♦=min w/♣or ♦; 3♥/♠= max w/♥ or ♠  
→ 3NT = 5/4/4

3♦= invite to game or slam

3♥/♠= prolong pre-empt

### NOTE 17 - SWITCH

Shows long suit with possible slam try ambitions over 2NT opening hand.

4♣= slam try in ♥

4♦= slam try in ♠

Direct fit in ♥ or ♠ denies interest to go beyond game. Any other suit mentioned wants to continue bidding.

4♥= slam try in ♣

4♠= slam try in ♦.

4NT = denies interest to look for slam

### NOTE 18 - RKCB (4NT asks for 5 key cards, 4 Aces+ K of trump)

Responses: 5♣= 3 or 0  
5♦= 4 or 1  
5♥= 2  
5♠= 2 + Q of trump  
5NT= 2+ a void  
6♣= 1+ a void

### NOTE 19 - Gerber (1NT - 4♣)

4♣ asks for Aces: 4♦= 0/3  
4♥= 1/4  
4♠= 2  
4NT= sign off to play  
5♣ asks for Kings 5♦= 0/3  
5♥= 1/4

5♠= 2

5NT= sign off to play

#### NOTE 20 - DOPI/ROPI

During competitive biddings, if opps intervene we use DOPI and ROPI:

D= double shows 0 aces; Pass shows 1 ace

R= re double shows 0 aces; Pass shows 1 ace

#### NOTE 21 - MINORWOOD

When fit found in a minor, as asking starts at 4♣/♦.

4♦= 0/3

4♥= 0/3

4♥= 1/4

4♠= 1/4

4♠=2

4NT = 2

4NT=2+Q

5♣= 2+Q

#### NOTE 22 - TAKE OU DOUBLE

1♠ - 1♦ - X = shows 4 cards in ♥ and possibly 4 cards in ♠

1♣ - 1♥ - X = shows 4 cards in ♠

Take out double by Opener: shows 3c. support for responder and/or a strong hand.