

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, 5+ cards
New suit over partner overcall=F1
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18, system on
12-14 in 4th position
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre
New suit = F1
Reopen: 10+; 6+cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAEL CUE-BID
1m - 2♦ ALWAYS MAJORS
VS. NT (vs. Strong/Weak; Reopening;PH)
CAPPELLETTI - 2♣=one suit; 2♦=Majors; 2♥/♠= ♥/♠+m
2N= Minors; Dbl=16+
Reopening 1NT =
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural T/O doubles
CUE = 2 suiter hand
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
NATURAL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-2-4	1-3-5	
Subseq			
Other:After Dummy Attitude, Before Dummy is count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKX(.)	AKX(.)	
King	KQX(.)	KQJX or KQTX	
Queen	QJX(.)	QJX(.) or AQJ(.) or KQX	
Jack	JTX(.); HJ10X	JT(.) or HJT(.)	
10	HT9X; T9X(.)	HT9(.)	
9	9X	9XX or T9XX	
x	Kxx	Kxx	
x		KQxx	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (UDCA)	Count (INV)	Attitude (O/E)
Suit 2			
3			
1	Attitude (UDCA)	Count (INV)	Attitude (O/E)
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard T/O doubles			
Natural responses, CUE=FIT			
Reopening = 8+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative& Competitive doubles to 4♥			
Rdbl = 10+			
Support doubles			
Maximal doubles			
Power doubles to show strong hands			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: PORTUGAL
PLAYERS: BÉ SARAIVA - MANUELA MANSO
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
2♦ MULTI
2♥/♠, 17+HCP or 5 losers
1N - 15-17
2N - 20-21
Openings could be light with special shape or 3rd position
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted minors (system on após X)
Bergen& Jacoby support bids
Two way checkback (see NOTE 1)
SPECIAL FORCING PASS SEQUENCES
After overcall from opponents pass may force a double
When opponents forc us to 5 level, pass is forcing
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	(10)11-21HCP	Inverted minors: 2m=12+HCP; 1m-3m= Pre; 1m-Jump Om= 8-11	After 1m-2m, new suit shows values After 1m-2m, 2ST shows 12-14 or 18-19	
1♦		4	4♥		Inverted minors as previous; 1♦-2♣ GF	Same as previous	
1♥		5	4♦	(10)11-21HCP	2/1 GF; BERGEN & 2N=JACOBY (see NOTE 2) Limited Splinters to 12HCP	1♥-2X-2♥ Catchall; After 2N-3X is short and 4X= 2 suiter	Reverse Drury (3 cards support)
1♠			4♥				
INT				(14)15-17, may have 5M if 15(16) HCP	Stayman; Trf; Texas; 4♣=5-5M; 4♠=Asking aces 4N=Quantitative; 2♠=Minors W/S; 2N=one m W/S; 3♣ ♦ ♥ ♠ -slam try (see NOTE 3)		
2♣	X			GF; 24+BAL; 19+HCP OR <=4 losers 17+HCP	Italian Controls (see NOTE 3)	If Balanced hand opener graduate strength	
2♦	X			Multi- weak major, bal 22-23; strong minor	2♥/♠=P/C; 2N= Relay, not always GF; 3X= Natural, F1. See NOTE 4		
2♥		6	4♦	Strong, 4-5 losers	3♥/♠=Slam invitation; New suit=GF; 4♥/♠= to play; 2N= asks for description, not GF	If support, new suit is control	
2♠		6	4♥				
2NT				21-22, bal, may have 5 major	3♣ Puppet Stayman or try 3N;3N=5♠4♥ ♠ minors; 4♥=slam try ♣ ♠=slam try ♦ ♣=Asking aces;4♦ Majors; 4N=Quantitative	(see Note 5)	
3♣		6		Pre, may have only 6 cards	New suit=F1; 3N= to play; 4♣/♦=pre; 5♣/♦= not necessarily weak		
3♦		6					
3♥		6		Pre, may have only 6 cards	New suit=F1; 3N= to play; Direct support=not necessarily weak		
3♠		6					
3NT	X	7		Gambling. Solid minor	3N=to play; 4♣/5♣=P/C		
4♣		7		Destructive pre			
4♦							
4♥		(6)7		Not necessarily weak			
4♠							
4NT	X			2 minor suit, at least 6-5	New suit=Control, strong hand, slam invited		
5♣				Pre, very rare		HIGH LEVEL BIDDING	
5♦						Controls above game level are 1st or 2nd control	
5♥						5 key cards Blackwood	
5♠						DOPI after overcall on 2♣ opening bid or after 4N Blackwood	

NOTE 1**TWO WAY CHECKBACK**

1m 1M

1N 2♣

Opener must bid 2♦ for sign off in diamonds or any invitational hand

1m 1M

1N 2♦

2N Denies 3 cards in M and 4 cards in OM

2M » 3 cards without 4 cards in OM

2OM 4 cards without 3 cards in M

3m 5 cards without majors

3om 3 cards in M and 4 cards in OM

1m 1M

1N 3X (slam try 1M or 3x)

1m - 1 copa

1ST – 2 espadas (4-4) convite a partida

NOTE 2

BERGEN (4 cards support in M)

1M 3M » PRE

1M 3♣ » 8-10

1M 3♦ » 11-12

JACOBY (4 cards support in M)

1M 2N » (12)13+, GF

3x » Shortness in x

4x » two suiter hand M+x

3N » Balanced 16-17

NOTE 3

IC 1st step » maximum 1IC (1 king)

2nd step » maximum 2 IC (1 ace or 2 kings)

further steps » 3+ IC

2♣ 2♦ Maximum 1 IC

2♥ Maximum 2 IC

2♠ 3+ IC & 5+ spades

2N 3+ IC, balanced hand

3m 3+ IC, 5+m

3♥ 3+IC, 5+ hearts

NOTE 4 - 2♦ MULTI

Options

- 6 cards M weak. Limited to 9 points

- Balanced hand 22-23HCP, may have 5 major

- Strong minor, 4-5 losers, 17-23

2♦ 2N » relay, not always GF

3♣ » minimum hand with 6 hearts

3♦ » minimum hand with 6 spades

3♥ » maximum hand with 6 spades

3♠ » maximum hand with 6 hearts

3N » 22-23 balanced

4♣/♦ » one minor suit hand with 4-5 losers and 17 to 23 HCP

NOTE 5 2N=3♦

Options

♥ trf

- 3♠ - 2 cards of ♥ and 5 cards of ♠
- 4♣- control and 5 cards of ♥
- 3N – 3 cards of ♥

Outras notas - Extra Folha de convenções?

- 1 pau – 1 espada
- 2 copas – 2 espadas (forcing 5 a 7 pts e 6 cartas)

- 1ST – 2 paus
- 2 copas – 3 ouros (fit 4 cartas e tentativa de cheleme)

Convite a partida

- 1ST – 2 copas (5-5 ricos e 7 a 8pts)
- 2 espadas – 3 copas

Convite a cheleme

- 1ST – 2 ouros (5-5 ricos)
- 2 copas – 2 espadas
- 3 copas/3 espadas (define o naipe do cheleme)

- Aberturas em 2 paus
- Unicolor rico – 19+
- Balançado 24+ (2ST)
- Bicolor 23+

- 2ouros – 3 paus/ ouros (forcing 1v)
- Fit ou repetir o naipe de abertura

- 3 ouros – 3espadas (forcing 1v)
- 3ST (sem fit 0 ou 1)