

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5 <sup>+</sup> cards; 1 level-light; 2 level - sound;
Cue resp - forcing raise, simple raise - constructive, jump raise - Pre
New suit - NF; New suit Jump - NF; NT resp - NF
Reopening: 1 level: 4 <sup>+</sup> cards, 2 level: 5 <sup>+</sup> cards
Resp Dbl promises length in unbid M only
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 Hcp; 4 <sup>th</sup> : 10-14 Hcp
System on; Over M opening: Cue transfer - Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit: Weak, Pre; New suit: NF
2 suits: Ghestem (2NT, 3♣ and 2♦ over 1♣) two suiter
Reopen: 1suit M: Natural, Invit; 2 suits: Ghestem
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue: Ghestem two suiter (3♣ over 1♣, 1♣-2♣: Nat)
Jump Cue asks Stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<u>Multi-Landy:</u>
2♣: both M (4 <sup>+</sup> ,4 <sup>+</sup> )
2♦: one M (6 <sup>+</sup> )
2♥/♠: M+m (5 <sup>+</sup> ,4 <sup>+</sup> )
Dbl: 4 M + 5 <sup>+</sup> m
Reopen: Landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out Dbl thru 4♦
Lebensohl after 2♦Multi
Lebensohl after weak 2
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural aggressive; Jumps: Pre
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Truscott 2NT: limit raise or better; New suit: NF; Jump Shifts: NF
2♣: Constructive raise; 2M: weak raise; 3M: Pre raise; Rdbl:10 <sup>+</sup>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup> ; (Att., 1 <sup>st</sup> ,2 <sup>nd</sup> ,3 <sup>rd</sup> )	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> even, low odd; Att	3 <sup>rd</sup> even, low odd; Att	
Other: Versus opp NT: K lead asks unblock or count, A lead asks att,			
10 lead promises one or two honors above			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax(+)	AK; AKx(+);Ax	
King	AK; RD; RDx(+)	AKV10(+); KD(J/10)9x(+)	
Queen	DJ;DJx(+)	ADVx(+); KDx(+); DV(+)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+)	
10	10x; 109x(+); H109x(+)	H109x(+); HJ10x(+)	
9	9x	109x(+);98x(+);9x	
Hi-X	Sx;xxSx;HxSx	HxxSx(+); Sx; xSx; Sxx	
Lo-X	HxS;HxxxS;xxS	HxS; HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi: Encrg	Hi/Lo: even	Hi:Encrg
Suit 2	Hi/Lo: even	Suit preference	Suit preference
3	Suit preference	Hi: Encrg	Hi/Lo:even
1	Hi: Encrg	Hi/Lo: even	Suit preference
NT 2	Suit preference	Suit preference	Hi: Encrg
3	Hi/Lo: even	Hi: Encrg	Hi/Lo: even
Signals (including Trumps):			
Remainder Count: Standard			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe light with classic shape; Emphasize majors, minors unclear			
Cue forcing until a suit is bid twice; Jump cue: asks stop, solid suit			
Scrambling 2NT over opponents Dbl			
Reopen: same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl after t/o Dbl thru 4♦; Supp Dbl: 3 cards support non-minim			
Over opp two suiter: low cue = limit raise or better, high cue = 4 <sup>th</sup> suit			
1♣-(1♦)-Dbl: exactly 4♥; 1m-(1♥)-Dbl: exactly 4♠			
Double of preempts overcalls: useful values, any shape, negative thru 4♦			

W B F CONVENTION CARD	
CATEGORY:	<b>GREEN</b>
NCBO:	<b>PORTUGAL</b>
PLAYERS:	<b>LUIS SOBRAL TORRES – RUI PINTO</b>
EVENT:	<b>ALL EVENTS</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5-card Majors; Longer Minor - 1♣ if 3.3, 1♦ if 4.4.3.2	
1 NT response: Forcing over M; Bergen raises over M	
Inverted minors raise; Reverse Drury fit; 2♣/3♣ Checkback	
Kickback for ♣ and ♦; 1♦ Walsh; Lebensohl; Rubensohl	
Multi-Landy over NT	
2♣ GF (Albarran modified); Strong 2M; 2♦ Multi	
1 NT Opening: 15-17	
2 Over 1: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ opening: Game Forcing - asking Aces, any suit, any shape	
2♦ opening: Multicolor - ♥/♠ weak 6 <sup>+</sup> or strong ♦	
2♥/♠ opening: Strong	
3NT opening: Gambling, solid minor, no outside stop	
2NT overcall: 2 lower unbid suits	
Cue overcall: lowest and highest unbid suits; Over 1♦: Majors	
3♣ overcall (2♦ over 1♣): two unbid suits	
Rubenshol after 2 level overcalls of 1NT	
Bergen 4 card raises of 1M opening	
Weak jump shifts and raises in competition	
Competitive cue after intervention: Limit raise or better	
Negative doubles thru 4♦	
Double jump in new suit: splinter if minor over major	
Jump cue by opener: splinter raise	
SPECIAL FORCING PASS SEQUENCES	
1x - (Dbl) - Rdbl	
1NT - (Dbl) - Rdbl	
IMPORTANT NOTES	
Resp's non-reverse new suit in competition: not Forcing	
Tend to Pass Competitive Doubles at 3 <sup>+</sup> level when balanced	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	11-21 Hcp	Inverted minor raises; 1♦ denies 4M unless 12+ 1NT not forcing; Strong jump shift (1♣ - 2 any)	4 <sup>th</sup> suit: GF; 3 <sup>rd</sup> suit: 1 round Forcing Reverses by opener Forcing, by responder GF	Cuebid for overcall asks stopper Jump shifts over overcall: PRE
1♦		3	4♦	11-21 Hcp; 3 cards if 4432	As above	As above	As above
					1 <sup>st</sup> or 2 <sup>nd</sup> position: 1NT forcing and 2x level GF		Reverse drury with 3 cards supp
1♥		5	4♦	10-18 Hcp	3 <sup>rd</sup> or 4 <sup>th</sup> position: 1NT not forcing, 2♣ reverse drury Bergen raises; Simple raise: constructive	1♥/♠ - 1NT(f) – 2m: can be 3 cards Short Suit Game Try	Bergen raises; Cue: strong raise Over opponent double:
1♠		5	4♦	10-18 Hcp	2NT: 2 <sup>+</sup> suit support, GF, 16 <sup>+</sup> Hcp, slam try		Dir. raise: weak; 2♣: const. raise
1NT				14 <sup>+</sup> -18 <sup>+</sup> balanced; 5M ok, 6m ok	Stayman; Jacoby Transfers; 3x: slam try	Over Stayman or Jacoby:	Natural as UPH
					4♣ Gerber - asks for Aces	rebids are Major invitational, minor forcing	
2♣	√	0	4♦	GF; Any suit/shape; 23 <sup>+</sup> if BAL Asks for Aces	2♦: negative; 2NT: 8 <sup>+</sup> or 2 Kings;	Over 2NT rebid: as for 2NT opening	Natural as UPH
2♦	√	0		Multi; Weak M (6 <sup>+</sup> ) or strong ♦	2♥/♠: pass or convert	Over 2NT: hand description	Natural as UPH
					2NT: Forcing, strong or gambling with 3 <sup>+</sup> ♥ and ♠	Over 2♥/♠: 2NT strong ♦	
2♥		5	4♦	19 <sup>+</sup> ; 8 <sup>+</sup> tricks; can have 5 cards	3♥: strong, slam try; New suit: GF; 2NT: negative	Natural	Natural as UPH
2♠		5	4♦	19 <sup>+</sup> ; 8 <sup>+</sup> tricks; can have 5 cards	3♠: strong, slam try; New suit: GF; 2NT: negative	Natural	Natural as UPH
2NT				19 <sup>+</sup> -22 balanced; 5M ok, 6m ok	Stayman; Jacoby Transfers 4♣ Gerber - asks for Aces	After 3♦ over Stayman: 3M is 4M+5 other M	Natural as UPH
3♣		6		Pre-emptive	New suit: forcing; 4♦: RKCB	Natural; Step responses to RKCB	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
3♦		6		Pre-emptive	New suit: forcing; 4♣: RKCB	Natural; Step responses to RKCB	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
3♥		6		Pre-emptive	New suit: forcing; 4♣: RKCB	Natural; Step responses to RKCB	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
3♠		6		Pre-emptive	New suit: forcing; 4♣: RKCB	Natural; Step responses to RKCB	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
3NT	√			Solid minor, no outside stop	4♣: P/C; 4♦: asks for singleton	4NT: singleton ♣ or ♦; 5♣/♦: 7222	Natural as UPH
4♣		7		Pre-emptive	4♦: RKCB	Natural	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
4♦		7		Pre-emptive	4♥: RKCB	Natural	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
4♥		7		Pre-emptive	4NT: RKCB	Natural	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
4♠		7		Pre-emptive	4NT: RKCB	Natural	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
4NT		6		Minors	Natural	Natural	Undisciplined 3 <sup>rd</sup> seat, sound 4 <sup>th</sup>
5♣		7		Pre-emptive	Natural	<b>HIGH LEVEL BIDDING</b>	
5♦		7		Pre-emptive	Natural	Exclusion RKCB	
5♥		7		Pre-emptive	Natural	Kickback for ♣ and ♦	
5♠		7		Pre-emptive	Natural	Dopi	
						Splinter	
						Gerber	
						Josephine	
						Lightner	