

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, if M maybe 4+ cards at 1 level. Natural responses. Cue = 12+ with fit or any GF. Jump cue = fit, 4+ cards support, Splinter. New suit = Major over minor is F1, minor over Major is NF.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17, system on. (2 <sup>nd</sup> ) 10-11 on reopening. System on. (4 <sup>th</sup> ) Lebenshol
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Ghestem Other jump overcalls = pre-emptive.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multilandy: 2♣ = Majors; 2♦ = one undefined major; 2♥/♠ = ♥/♠ + minor; 2NT = minors; Dbl = 15-17
<b>VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural style. Weak 2 defence Double 12+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M - (DBL) » 2♣ = good support (8+) with 3 cards; 2NT Fit (11+); 2M = weak with fit 1M - (DBL) » RDBL = 11 + HPC, no fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	1/3/5	1/3/5	
NT	1/2/4	1/2/4	
Subsequent	1/3/5 before dummy Attitude before declarer		
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	Ax, AKx, AKJ10x → attitude	Ax, AKx, AKJx → attitude	
King	AK, KQ(+), KQJ(+) → attitude	AKJT(+), KQJ(+)-> unblock or count	
Queen	QJ(+), AQJ x → attitude	QJ(+), AQJ(+), KQTx → attitude	
Jack	Jx, JT(+), HJT(+) → attitude	Jx, HJT(+), JT9(+) → attitude	
10 (T)	Tx, HT9(+), T9(+)	Tx, HT9(+) → attitude	
9	9x	J9x, 9x, T9(+)	
Hi - lo	x x, x x x x	Suit w/out H: 2 <sup>nd</sup> (1 <sup>st</sup> if 3 <sup>-</sup> cards)	
Lo - hi	x x x, x x x x x	Suit with H: 4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
SUIT *	Low encourages	Standard count	O/E
NT	Low encourages	Standard count	O/E
*	O/E, when singleton in dummy		
Signals (including Trumps): on declarer played suit, UDCA.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural TO with standard distribution for normal hands or any for 18+ HCP Standard responses			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and competitive doubles until 4♦ Support doubles			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	
<b>PLAYERS</b>	
Manuela Triana POR1471	Isabel Krus POR609
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2 OVER 1 GF and 1NT F1 over M 2♣ = Albarran 2♦ = Multicolor 2♥/♠ = Strong (20-22 or 5 losers) with 6 or + cards 1NT = 15-17; 2NT = 20-21. 3NT = Gambling 3 X = Preemts	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Walsh over 1♣ Inverted minors Bergen Raises and Jacoby Ghestem	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After suit overcall by opps, "pass" may be penalty.	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Very unusual</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 3+ cards If 3-3 minors open 1♣	Walsh. Inverted minors	2 Way check-back over 1NT After 1♣ – 1M – 2M, same trials as 1M-2M Check-back over 2NT	
1♦		3	4♥	Natural, 3+ cards If 4-4 minors open 1♦	Inverted minors	2 Way check-back over 1NT After 1♦ – 1M – 2M, same trials as 1M-2M Check-back over 2NT	
1♥		5	4♦	Natural, 5+ cards	1♠=4+♠, F1; 1NT= F1; Bergen raises & Jacoby. 3NT= 13-15 without doubletons.		Drury (2♣ with 3 cards).
1♠		5	4♦	Natural, 5+ cards	1NT= F1; Bergen raises. 3NT= 13-15		
1NT				15-17 bal, may have 5 M	2♣= Stayman (may have no majors); 2♠= Transfer to ♣/♦; 2NT = Invitational; 4♣= Gerber; 4♦= Majors; 4NT= Quantitative.		
2♣	X			Asks for aces (GF); 23+	2♦= < 4 HCP ; 2♥= Ace of ♥; 2♠ = Ace of ♠, 2NT = 2 kings of 8+HCP, 3♣= ace of ♣, 3♦= ace of ♦, 3♥ = 2 aces of same colour, 3♠= 2 aces of same rank, 3NT= 2 aces diff rank		
2♦	X			Multicolor	2♥/♠ = signoff 3♥/♠ = pre-emptive 2NT = enquires		
2♥		6		Strong (20-22 or 5 losers) with 6 or + cards			
2♠		6					
2NT				20-21, may have 5M	3♣= Puppet Stayman; 3♦/♥= Transfer; 3♠= Minors; 3NT= signoff 4♣= Gerber; 4♦= Majors 4NT= Quantitative	2NT - 3♦ - 3♥ - 3♠ = denies 4♠ 2NT - 3♦ - 3♥ - 3ST = 5♥+4♠, not forcing after Puppet Stayman (Note 11).	
3♣		(6)7		Pre-emptive			
3♦		(6)7		Pre-emptive			
3♥		(6)7		Pre-emptive			
3♠		(6)7		Pre-emptive			
3NT				7 cards solid minor	4♣= Pass or Correct		
4♣		8(7)		Pre-emptive			

4♦							
4♥							
4♠							
4NT	X			Minor two suiter			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB (Re: 30-41); after 5NT (ask kings), Re: 30-41.	