DEFENCIVE AND COMPETITIVE DIDDING			
DELENSIAE WAD COMILETITIAE RIDDING	DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)			
Natural style, if M maybe 4+ cards at 1 level			
Natural responses			
Cue = 12+ with fit or any FG			
Jump cue = fit, 4+cards support, Splinter New suit = NF			
New Suit = 1NF			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)			
15-18, system on			
10-14 on reopening if 1m opening. System on			
10-16 on reopening if 1M opening. System on			
JUMP OVERCALLS (Style; Responses; Unusual NT)			
$1M-3$ = other $M+\phi$; $1m-3$ = other $m+\phi$; $1\phi-3\phi=\phi+\phi$ strong	ng		
Other jump s= pre	-0		
V A A			
Reopen: constructive hands			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			
Jump cue in response after overcall = fit, Splinter			
Direct cue over opp opening bid = two suit hand			
VS. NT (vs. Strong/Weak; Reopening; PH)			
Multilandy » 2♣=Majors; 2♦=one undefined major; 2♥/♠=			
♥/♠+minor; 2NT= minors or Major+minor strong; Dbl= 5+m+	4M		
Landy on reopening » 2*=Majors; others=natural; Dbl= 5+m+4			
Over weak NT: Dbl=14+ bal or any strong and; 2*= majors Others = transfer;			
Over weak NT: Dbl=14+ bal or any strong and; 2 = majors Others = transfer;			
Over weak NT: Dbl=14+ bal or any strong and; 2*= majors Others = transfer; Reopening vs weak NT: Dbl and 2* remains the same;			
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Over weak NT: Dbl=14+ bal or any strong and; 2*= majors Others = transfer; Reopening vs weak NT: Dbl and 2* remains the same; Others=natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Natural style VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2* Over 1* » Dbl= *; 1 level suit= natural; 1NT= Majors or mino 2*= */* or */*; 2*= * or */* or */*	prs;		
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Over weak NT: Dbl=14+ bal or any strong and; 2♣= majors Others = transfer; Reopening vs weak NT: Dbl and 2♣ remains the same; Others=natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Natural style VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Over 1♣ » Dbl= ♣; 1 level suit= natural; 1NT= Majors or mino 2♣= ♣/♠ or ◆/♥; 2♦= ♣ or ♣/♥ or ◆/♠ Over 2♣ » the same one level up OVER OPPONENTS' TAKEOUT DOUBLE	ors;		
Over weak NT: Dbl=14+ bal or any strong and; 2*= majors Others = transfer; Reopening vs weak NT: Dbl and 2* remains the same; Others=natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Natural style VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2* Over 1* » Dbl= *; 1 level suit= natural; 1NT= Majors or mino 2*= */* or */*; 2*= * or */* or */* Over 2* » the same one level up	prs;		

LEADS AND SIGNALS OPENING LEADS STYLE			
Suit	1,3,5	1,3,5	
NT	1,2,4	1,3,5. If agreed suit » attitude	
Subsequent	Normally attitude		
•			

LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for count	Asks for attitude	
King	Asks for attitude	Asks for count or Q unblock	
Queen	Asks for attitude	Asks for attitude	
Jack	Asks for attitude	Asks for attitude	
10	1st or 3rd card	Promising	
9	1st or 3rd card	1 st or 2 nd card	
Hi-X			
Lo-X			

SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
1	UDCA	Reverse count	O/E	
Suit 2	Count on Ace lead by partner			
3				
1	UDCA	Reverse count	O/E	
NT 2	K=count or unblock			
3				
ignals (i	ncluding Trumps):		•	

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopeni	ng)
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Natural TO with standard distribution for normal hands or any for 18+HCP Standard responses (1M-DBL-1NT = Lebensohl style, asks for 2*)
Reopening TO = 8+HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and competitive doubles until 4◆
Support doubles and redoubles

1NT (if strong) - DBL = 5+ in a minor and 4 in a major

WBF CONVENTION CARD

CATEGORY: GREEN NCBO: PORTUGAL



PLAYERS





MAlexandra Rosado

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2 OVER 1

2. Strong » 22-23 if bal; 17+ with long and solid suit (5 losers)

2♦ - FG, any distribution; 24+ bal or 4-losers

2♥/♠ - Weak, 6/7 cards, limited to 11HCP

1NT » 15-17; 2NT » 20-21

3NT » Gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Inverted minors

Strong and limited Splinters

Invitational and FG Checkback

Modified Bergen supports

Modified Michael cue-bid

Kickback Blackwood. Exclusion Blackwood, 6 cards Blackwood when declared double fit

Walsh over 1♣

SPECIAL FORCING PASS SEQUENCES

After suit overcall by opps

Pass in competition when opps interfere on FG actions

IMPORTANT NOTES

PSYCHICS: Very rare

G IF TAL			უ	IF CIAL	ZIAL J. OF				_	
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	CARDS NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		3	4♥	Natural, 3+ cards	Inverted minors. Walsh	2way checkback over 1NT (note 1). Checkback over 2NT (note 2)				
1 •		3	4♥		Inverted minors.(note 3)	2way checkback over 1NT. Checkback over 2NT; relay after 2 level M fit (note 4)				
1♥		5	4♦	Natural, 5+ cards	1 ♣=0-4 ♠, F1; 1NT=5+♠, F1; limited and strong Splinters (note 5). Short and long trials (note 6) Modified Bergen Support; 2NT=15+, 2+ cards ♥	Gazzilli (note 7).	Drury			
1 🛦		5	4♦	Natural, 5+ cards	1NT= F1; 2NT=15+, 2+ cards ♠ (note8)	1				
INT				15-17, if 15 may have 5 M	(note 9). Stayman, transfers 2 ♣= Stayman for minors; 4 ♣=5-5 major, w/o slam interest; 4 ♦ ♥=transfers w/o slam interest; 4 ♠=Blackwood					
2*	X			Undefined strong hand. If bal = 22-23; one suit hand = 4/5 losers	2 ←=relay; other suit=5+cards with minimum 2 honours	After 2NT » system on				
2♦	X			GF, any distribution	2♥=maximum 1 king; 2♠=2 IC. 2NT=bal, 3+ IC; other suit=5+ cards, 3+IC					
2♥		6(5)		5-11, (5)6 cards	2NT=Relay; 3.=ask for shortness; new suit jump=Control Asking Bid	Over 2NT=Ogust; After CAB» 1 st step=no control; 2 nd step=2 nd control; 3 rd step=1 st				
2 🏠		6(5)				control				
2NT				20-21, may have 5M	Stayman; transfers; 3♠=minor asking; 4m=blackwood					
3 ♣ 3 ♦		(6)7 cards		pre	New suit=F1; new suit jump=CAB	After CAB» 1 st step=no control; 2 nd step=2 nd control; 3 rd step=1 st control				
3 ∀		(6)7 cards		pre	After 3♥»4♠=CAB		1			
3NT				7solid minor	4♣=P/C; 4♦=ask for shortness					
4 ♣		8(7)		pre						
4 ♦	-									
4♥ 4♠	1									
4NT	X		 	Minor two suit		 	 			
	<u> </u>					HIGH LEVEL BI	IDDING			
						Kickback blackwood; Exclusion Blackwood; to	rump asking in 5 level; 5NT= trump			
						asking for grand slam; anti-controls when p desuit denied by p, no control on suit named.	nies a previous control=control on			
	.		ļ			suit defined by p, no control on suit hained.				
						-				
	1		-			-				

NOTE 1 – TWO WAY CHECKBACK

1m 1M

1NT 2 = asks for 2 . May be sign off in diamonds or any invitational hand

1m 1M

1NT $2 \bullet = FG$, asks attitude for majors. Other minor=3-4 in majors

1m 1M

1NT 2NT= asks for 3♣. Sign off in clubs or FG with a shortness

NOTE 2 - CHECKBACK OVER 2NT

1m 1M

2NT 3 ♦ = **3 ♦** = **3**-**4** in majors

NOTE 3 – INVERTED MINORS

1m 2m = not GF, invitational or more

1m o/m jump = 8-10

1m 3m = pre, limited to 7HCP

NOTE 4 – RELAY AFTER 2 LEVEL MAJOR FIT

1m 1♥

2♦ = asks for distribution and strength

2NT= minimum bal; 3NT=maximum bal; others=maximum control; 3♥=minimum

1m 1♠

 $2 \blacktriangle$ 2NT = asks for distribution and strength

3♣= minimum bal or maximum ♣ control; 3NT=maximum bal; others=maximum control; 3♠=minimum

NOTE 5 – LIMITED AND STRONG SPLINTERS

1♥ 3♠=strong any shortness - 3NT= asks

1♠ 3NT= strong any shortness - 4♣= asks (gradino)

1♠ 3♥/4m=limited shortness

NOTE 6 – SHORT AND LONG TRIALS

1♥ 2♥

2 **≜**= any shortness – 2NT asks

2NT= any shortness - **3**♣ asks – gradino

Other new suit over support = long trial

NOTE 7 – GAZZILLI

Any strong hand (16+) by opener, after 1NT forcing or 1♠ forcing over 1♥, bids 2♣. Maybe a natural bid, any balanced hand or any strong hand.

After $2 \clubsuit$, $2 \spadesuit$ by responder=9+HCP,

NOTE 8 – 1M -2NT

15+HCP balanced. May have 2 to 4 cards in opener suit.

Opener may bid shortness with 6+ cards.

NOTE 9 – STAYMAN AND TRANSFERS AFTER 1NT

STAYMAN

After 2♦ » 3♣ asks for minors and 3M= smolen

After 2♦ » 3♦ shows a major shortness

After 2M » 3♣ asks for minors and 3♦ shows major fit and asks for controls

TRANSFER FOR MAJORS

1NT 2◆

2♥ 2♠= 5-5 major, slam try

1NT 2

3 **♥**= 5-5 major, invitational

1NT 4 = 5-5 major no slam interest

1NT $4 \blacklozenge / \blacktriangledown = \text{transfer to } \blacktriangledown / \spadesuit$, no slam interest

1NT 4♠=Blackwood

TRANSFER FOR MINORS

1NT 2♠=asks for 4 card minor

1NT 2NT=asks for 3., maybe sign off in or FG with one minor suit any shortness

1NT 3♣=sign off in ♦ or slam try in ♦

1NT $3 \leftarrow = \text{slam try in hearts}$

3♥=slam try in spades

3♠=slam try in clubs

SPECIAL AUCTIONS ON COMPETITION

After partner overcall in suit, jump level in a suit under overcall is support with strength below direct cuebid.

Over strong NT » double=5+m4M

Over weak NT » transfers overcalls

GOOD-BAD in competitive auctions by opener » 2NT=zone 2+ opening bid, Direct suit just for competition.

Rubensohl after overcall over 1NT

2NT scrambling in competition.