



WBF Convention Card Rev 2.02

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-level: 5 cards; Light; Aggressive 1-level; +sound 2-level
CUE-BID RESP=F1; Simple RAISE=constructive; Jump RAISE=PRE
New suit=NF; New suit JUMP=NF; NT RESP=NF
REOPENING: 1-level=4+ cards, 2-level=5+ cards
RESP DBL: Promises length in unbid M only

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

15+18+HCP (4th pos: 10-14 HCP) - CUE=STAYMAN, JUMP=INV
Reopen 2NT=2-suiter; GHESTEM [2]

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: WEAK; PRE; New suit=NF
2-Suit: GHESTEM: [2]
Reopen 1-Suit: INV; 2-Suit: GHESTEM [2]

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

GHESTEM [2]; 1♣ - 2♣ =NAT; JUMP CUE ASKS STOP
New suit bids NAT/NF; JUMPS in known suits limit
REOPEN: As above

VS: NT (vs. Strong / Weak; Reopening; PH)

Vs Strong NT: Aggressive; PRE; ~~CHESTER~~ MULTI-LANDY [3]
Vs Weak NT: Constructive MULTI-LANDY [3]
REOPENING: As above

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

LEB after (WK2x)-DBL(-P)-2NT(0-7); then 3♣(min); (3m, M)-4m, M=2 suit
(WK 2M): CUE=♣+OM; JUMP CUE=♣+♠(FG); 4m=m+next suit(NF)
(3m, M)-4NT=BLACKWOOD; (3x)-P-(3y)-DBL=T/O; OPT DBL over 4♠

VS. ARTIFICIAL STRONG OPENINGS

Natural; Aggressive; JUMPS=PRE

OVER OPPONENTS' TAKE OUT DOUBLE

"TRUSCOTT 2NT"; New suit=NF; JUMPS=PRE; RDBL=10+
1M-(DBL)-2♣=CONSTRUCTIVE RAISE(7-9 HCP 3 cards supp),
2M=WK raise, 3M=PRE raise; WEAK JUMP SHIFTS

LEADS AND SIGNALS

OPENING LEADS STYLE

Table with columns: Suit, Lead, In Partner's Suit. Rows include 3rd=even; low=odd, 4th; ATT; (1st, 2nd, 3rd), 3rd=even; low=odd; ATT, Vs NT, K asks CT/UB; A asks ATT, Vs NT, 10=2 higher or H1098(+)

LEADS

Table with columns: Lead, Vs. Suit, Vs. NT. Rows include Ace, King, Queen, Jack, 10, 9, Hi-x, Lo-x

SIGNALS IN ORDER OF PRIORITY

Table with columns: Suit, Partners Lead, Declarer's Lead, Discarding. Rows include 1st, 2nd, 3rd for Suit and NT

Signals (including Trum Trumps: Hi-lo shows O number
REMAINDER COUNT=STND

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Opening Values; May be light with classic shape; Emphasize Ms; m uncl
After RESP DBL of M: 2NT SCRAMBLE; OK pass RESP DBL if BAL
JUMP CUE RESP=SOL, asks STOP; CUE-BID=FG; LEB-Variations
RESP DBL after M <4OM

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣-(1♠)-DBL: 4+-cards in both Ms; 1m-(1♥)-DBL: exactly 4♠
At 3+-level, RESP DBL: Useful values, any shape
NEG DBL of PRE O/C=USEFUL VALUES; NEG DBL THRU 4♠
OPT DBL: use Law of Total Tricks; RESP DBL thru: 4♠
NEG DBL, then new suit=F1; SUPP DBL: 3-card support non-MIN

Category: Natural - GREEN
NCBO: PORTUGAL
Event: ALL EVENTS
Players: MIGUEL CERQUINHO / ~~FELIPE~~ L.S. TORRES

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural; 5-card M; Better minor; NAT resp; Open light if UNBAL (rule of 20)
PRE: Light; 2♣ - FG (Albarran); Strong 2M; 2♦ Multi; 1NT resp F1(5-14)/1M
Bergen Raises; Inverted minors; Reverse Drury-Fit; 2♣ / 3♣ - Checkback;
Advanced Jacoby; Kickback over ♣; 1♦ Walsh over 1♠; Lebensohl;
Rubensohl; Collins; DONT; Multi-Landy; Gerber; ~~CHESTER~~
INVERTED 1NT RESPONSES TO 4♠
1NT Openings: 15-17 HCP
2 OVER 1 Respo FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

BERGEN FOUR-CARD RAISES OF 1M
GAMBLING 3NT (solid minor-no outside stop)
INVERTED 1NT RESPONSES TO 4♠
LEBENSOHL
MULTI 2♦ (weak 2M; or strong ♦)
OVER OPPONENT'S 1NT OVERCALL: RUBENSOHL [1]
SCRAMBLING 2NT
WEAK JUMP SHIFTS AND RAISES IN COMPETITION
COMPETITIVE CUE=LIMIT RAISE (or better)

SPECIAL FORCING PASS SEQUENCES

1x-(DBL)-RDBL: F thru 2x
1NT-(DBL)-RDBL: F thru 2x

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

NT=NAT when possible or scrambling or two suiter
Resp's non-reverse new suit in comp=NF; We do not pass when unclear
Tend to pass COMP DBL at 3+level when BAL
Psychics Rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3	4♠	1♣ w/ 3♣3♦; 12+ if BAL	1♦=no 4-card M, unless 12+; INV MINOR RAIS	can bypass M; 2♣/3♣=C-HB STAYM o/ NT RB	Jump shifts=PRE; Jump to 3♣=PRE
1♦	No	3	4♠	3 cards if 4432; 12+ if BAL	INVERTED MINOR RAISES	2♣/3♣=CHECKBACK STAYMAN NT REBID	Jump shifts=PRE
1♥	No	5	4♠	10-18 HCP	INV 4/NT RESP; 2x FG; BERGEN; 2NT [ 4 ]	1♥-F1♠; 2m=could be 3-card; SH S GAME TRY	REVERSE DRURY (FIT); 3 cards; BERGEN R
1♠	No	5	4♠	10-18 HCP	F1NT (5-14); 2x FG; BERGEN ; 2 NT [ 4 ]	1♠-F1NT; 2m=could be 3-card; SH S GAME TR	REVERSE DRURY (FIT); 3 cards; BERGEN R
1NT	No	1		15-17 HCP; 4M5m OK; 6m OK	STAY; JACOBY TRF; 3x=FG; 2♠ to m; 4♣=GER	ov 3x: SUPP In steps [ 5 ]; ov JAC TR: FIT BIDS	Same as for UPH
2♣	Yes	0	4♠	FG; 23+HCP if BAL	2♦=NEG; 2NT=values; ALBARRAN	/2NT rebid: AS FOR 2NT OPEN	As for UPH
2♦	No	0		MULTI(weak 2M; or strong ♠)	2♥=P/C; 2♠=Pass or INV♥; 2NT=strong or gam	ov 2NT: Hand desc; ov 2M : 2NT strong diamond	As for UPH
2♥	No	5		STR19+; 8 tricks; could be 5ca	3♥=strong w/A; New suit=FG; 2NT=weak	SPL; Natural bidding	As for UPH
2♠	No	5		STR19+; 8 tricks; could be 5ca	3♠=strong w/A; New suit=FG; 2NT=weak	SPL; Natural bidding	As for UPH
2NT	No	2		20-22HCP; 4M5m OK; 6m OK	STAY; JACOBY TRF; 3♠ to m; 4♣=GERBER	2NT-3♠-3♦-3M=4M + 50M	As after 2NT by UPH
3♣	No	6		PRE: undisciplined	New Suit=F1; 4♦=ASKING BID (Key cards)	Natural bidding; Key cards in steps	Anything OK in 3rd; Sound in 4th
3♦	No	6		PRE: undisciplined	New Suit=F1; 4♣=ASKING BID (Key cards)	Natural bidding; Key cards in steps	Anything OK in 3rd; Sound in 4th
3♥	No	6		PRE: undisciplined	New Suit=F1; 4♠=ASKING BID (Key cards)	Natural bidding; Key cards in steps	Anything OK in 3rd; Sound in 4th
3♠	No	6		PRE: undisciplined	New Suit=F1; 4♣=ASKING BID (Key cards)	Natural bidding; Key cards in steps	Anything OK in 3rd; Sound in 4th
3NT	Yes	7		solid m; no outside A or K	4♣=P/C; 4♦=ASK SINGLETON	4NT=sing m; 5m=7222	As for UPH
4♣	No	7		PRE	4♦ ART=RKCB	Natural bidding	Anything OK 3rd seat
4♦	No	7		PRE	4NT=RKCB	Natural bidding	Anything OK 3rd seat
4♥	No	7		PRE; solid ♥ possible	4NT=RKCB	Natural bidding	Anything OK 3rd seat; 4th seat may be good h
4♠	No	7		PRE; solid ♠ possible	4NT=RKCB	Natural bidding	Anything OK 3rd seat
4NT	Yes	6		Minors	Natural	Natural	Anything OK 3rd seat
5♣	No	7		NAT, PRE	Natural	Natural	Anything OK 3rd seat
5♦	No	7		NAT, PRE	Natural	Natural	Anything OK 3rd seat
5♥	No	7		NAT, PRE	Natural	Natural	Anything OK 3rd seat
5♠	No	7		NAT, PRE	Natural	Natural	Anything OK 3rd seat
5NT	Yes	6		Minors	Natural	Natural	Anything OK 3rd seat

- HIGH LEVEL BIDDING
- EXCLUSION RKCB
- KICKBACK(to club trumps)
- DOPI
- GERBER
- JOSEPHINE
- LIGHTNER
- SPL

[ 1 ] - RUBENSOHL over OPP overcall of 1NT opening

2 Level (except 2NT ): NAT , WEAK - TO PLAY

2NT, 3♣, 3♦, 3♥ - JACOBY TRANSFERS (TRANSFER TO OPP

3♣ - HELP :ASK STOPPER IN OPP SUIT SUIT=STAYMAN

[ 2 ] - GHESTEM 2 SUITER

( 1♣ ) - 2♦=♥+♠, 2NT=♦+♥, 3♣=♦+♠

( 1♦ ) - 2♦=♠+♠, 2NT=♠+♥, 3♣=♥+♠

( 1♥ ) - 2♥=♠+♠, 2NT=♠+♦, 3♣=♦+♠

( 1♠ ) - 2♠=♠+♥, 2NT=♠+♦, 3♣=♦+♥

[ 3 ] - MULTI-LANDY VS OPP WEAK NT

2♠=♥+♠ (8+ cards )

2♦, 2♥, 2♠ - JACOBY TRANSFERS 6+♥(♠)

2NT=♠+♦

X=PENALTY

2♥(2♠) - ♥(♠) + 5 min M

SYSTEM ON IN 4TH POSITION

[ 4 ] - POUSADA 2NT

1M - 2NT = +-BAL HAND, 15+ HCP, 2+cards M

OPENER REBIDS:

3NT= 5332 Min(12-14 HCP )

4NT= 5332 Max(17+ HCP )

4M= 6322 Min(11-13 HCP ) (singleton possible

3M= 6322 Max(14+ HCP ) w/min hand

3m, 3OM=2nd suit (5422, 5521 )

4m, 4OM=AutoSPL, 6M, Max

RESP 2nd BID AFTER OPENER 2nd SUIT:

SUPP 2nd SUIT=FIT IN BOTH

SUPP 1st SUIT=FIT IN 1st SUIT

3rd SUIT(CONTROL )=FIT IN 2nd SUIT

[ 5 ] - REBID OF 1NT OPENER AFTER: 1NT-3x

SUPP IN STEPS:

1st step = XX

2nd step = XXX(+ )

3rd step = HX

4th step = HXX(+ )

5th step = HH, HXX or better