

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1x = natural 5+ card 8-16 points
2x= natural 5+ card 11-16 points
Jump overcall: Weak preemptive
Responses: Jump support preventive cuebid, cuebid is strong hand and doesn't promise support, new suit at 1 and 2 level non forcing, jump on new suit or new suit at 3 level Game Forcing
Jump cuebid response: mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 balanced with stopper on 2nd and 3rd seat
11-14 in forth seat
Responses: Transfer to opponent suit stayman, rest system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall weak
Unusual 2NT: Two minor unbid suits
Reopen: 11-16 with 6 card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid: Michaels
Jump cue bid ask for stopper
VS. 1♣
Multilandy
VS. NT (vs. Strong/Weak; Reopening;PH)
Multilandy
2♣: 5/4 at majors
2♦: 6+ in a major
2♥/♠: 5♥/♠ and a 4+ minor
2NT: 5/5 minors
X: 15+ HP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2x-X-p-2NT lebhensol
2M-4m: 5/5 on the minor and the other major
2M-3M:5/5 on minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
X= Lead Direction Double
After 1 club strong= Double both majors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble= 10+ with penalty interest, creates forcing pass until 2NT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	2/4	1/3/5	
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx,Ax,Axxx	AKx,Ax,Axxx	
King	AKx,KQx,Kx	AKx, KQx, Kx,	
Queen	KQx,QJx,Qx	AQJx,KQx,QJx,Qx	
Jack	QJx,,Jx	HJ10x,J10x,Jx	
10	J10x, KJ10x,10x	H109x,109x,10x	
9	KJ9, K109x, Q109x, 109x, 9x,	9x	
Hi-X	even count		
Lo-X	odd count		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead count	Discarding attitude
1	attitude		
Suit 2	count		count
3	S/P		S/P
1	attitude	count	attitude
NT 2	count		count
3	S/P		S/P
Signals (including Trumps): UDA			
suit preference in trump			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Asks for partner suit, natural responses, cuebid GF			
Hand with 17+ points			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After trap pass X for penalties			
After XX, later X for penalties and pass is forcing until 2NT			
After showing a game forcing hand later pass is forcing and X penalty			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / <u>Red</u> / HUM / Brown Sticker:
NCBO:
PLAYERS: Garcia-Milesi
EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors, 1♦ = 4+♦, 1♣=2+♣(2+♣ only if 443♦2♣)
2 over 1 GF
2♣ = 19-23 6 card suit, 22-23 and 26+ bal, GF hands
2♦ = multi weak 6M or 24-25 balanced or 6+♦/♠ GF
2M weak 5M 4+m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ opening multi
1m –pass - 2M 5♠ 4+♥
SPECIAL FORCING PASS SEQUENCES
In game forcing situations
IMPORTANT NOTES
PSYCHICS: rareae

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♣	2+♣ 10-22	1♦/♥/♠/NT = NAT, 2♥=5♣ 4+♥ 5-9	XYZ; 1m-2M-2ST= Strong relay	Cuebid shows club support, double is take out
				2♣ 443♦2♣	2♣=5♣ 4+♥ 10-11, inverted raises		
1♦		4	4♣	4+♦ 10-22	2♣=nat GF, 2M=5♣ 4+♥, inverted raises		
1♥		5(4)	4♣	5+♥ 10-22 could have 4♥ in 3rd	1NT=SF could have 2/3/4♥ INV, 2NT=3/4♥,	1♥-1NT-2NT=artificial GF	
					2 over 1 GF, 3m=nat invitational		
1♠		5(4)	4♥	5+♠ 10-22 could have 4♠ in 3rd	same as above	1♠-1NT-2NT=artificial GF	
INT				14+-17 balanced	2♣=Stayman, 2♦/♥/♠ /2NT=Transfer		Lebensohl after overcall
				can have 5M, 6m 5422 5332			
2♣	*	0	3♠	19-23 6 card suit, 22-23 and 26+ bal, GF hands	2♦=waiting, 2M=NAT at least HHxxx, 3x=Nat at least HHxxxx	2♥=5+♥ GF, 2♠=5+♥ GF, 2NT=22-23, 3♣= 5♣ GF, 3♦= 5♦ GF, 3NT=25-26	After overcall: X=0-5, 2X nat=0-5, 3X=Nat 6+ HP, pass=5+ HP
2♦	*	0		multi, weak 6M or	2M= Pass or Correct, 2NT= Strong relay, 3m= Nat F1, 3M=Pass/correct,4♣=Asks partner to bid suit in transfer, 4♦= Asks partner to bid his suit, 4M= Nat to play	2♦-2M-2NT= 24-25 bal, 2♦-2M-3m= nat GF	After double of 2♦: 2x= Nat to play, XX= asks for partner suit, pass to play, rest of voices system on
				or 24-25 balanced or 6+♦/ ♣			
2♥	*	5		5♥ 4+m 5-11 - 5♥ 5♣ 5-11	2ST=asking, 2♠=p/c		
2♠	*	5		5♠ 4+m 5-11	2ST=asking, 3♣=p/c, 3♦=♠ FIT inv		
2NT				20-21 balance	3♣=5cM puppet stayman, 3♦/♥=transfer, 3♠=5♣/4♥	2NT-3♣ 3♦= 4 card major, after 3M= 4 card on other major, 3NT= to play, 4♣= 4/4 on majors	
				can have 5M, 6m, 5422	4♣/♦/♥/♠ = 6+♥/♠/♣/♦ slam try	2NT-3♣-3♥= no major, 2NT-3♣-3♠= 5♠, 2NT-3♣-3NT=5♥	
3♣		6		6+♣ 0-9			
3♦		6		6+♣ 0-9			
3♥		6		7(6)♥ 0-9			
3♠		6		7(6)♥ 0-9			
3NT	*			gambling, 7+ card solid minor		HIGH LEVEL BIDDING	
				without side stop		RKCB= 1430	
4♣		7				Next available bid asks for queen	
4♦		7				5NT= specific king ask	
4♥		7				DEPO after overcall or double	
4♠		7					
4NT				Both minors at least 5-5			