DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1x = natural 5 + cards 8 - 16 hcp
2x= natural 5+ cards 11-16 hcp
Jump overcall: Weak preemptive
Responses: Jump support preventive cue bid, cue bid 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 cue bid response: mixed raise
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18 balanced with stopper on 2nd and 3rd seat
11-14 in fourth seat
Responses: Transfer to opponent suit, stayman, rest system on
140ponoso: 11unoso to opponoso our, our mun, 150t of otom 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. NT (vs. Strong/Weak; Reopening;PH)
Multilandy
X: penalty interest
2♠: 5/4+ majors
2♦: 6+ in a major
2♥/♠: 5♥/♠ + minor
2NT: both minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2x-X-p-2NT Mini cuebid
2M-4m: 5/5 minor and the other major
2M-3M: 5/5 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+hcp with penalty interest, creates forcing pass until

LEADS AND SIGNALS									
OPENIN	IG LEA	DS STYLE	DS THILD STORY	ILD					
OI LIVII	(G EE)	Lead		In Par	tner's Suit				
Suit		1/3/5		1/3/5					
NT		2/4		1/3/5					
Subseq		attitude		attitude					
Subseq									
Other:									
LEADS									
Lead		Vs. Suit		Vs. NT					
Ace		AKx,Ax,Axxx		AKx,Ax,Axxx					
King		AKX,,AX,AXXX AKX,,KX		AKx,					
Queen		KQx,Qx			KQx,Qx				
Jack		KJ10x,QJx,Jx		QJx, HJ10x,Jx					
10		J10x,10x			H109x,10x				
9		KJ9, 109x, 9x,		9x					
Hi-X		XX		XX					
Lo-X		XXXXX, X	XXX, XXX	XXX,	XXXX				
SIGNAI	LS IN O	RDER OF P	RIORITY						
	Partne	r's Lead Declarer's Lea		ad	Discarding				
1	attitud	e	count		attitude				
Suit 2	count				count				
3	S/P				S/P				
1	attitud	e	count		attitude				
NT 2	count				count				
3	S/P				S/P				
Signals (includin	g Trumps): U	DA						
Suit pref	erence in	n trump							
		small encoura	ging)						
			DOUBLES						
TAKEO	HT DO	HRLES (Styl	e; Responses; l	Renner:	ng)				
			esponses, cuebio		ng)				
Hand wit			esponses, eucon	. 01					
TIMILA WI	11 · p	0.1110							
SPECIA	L, ART	TFICIAL &	COMPETITIV	E DBL	S/RDLS				
After tra	p pass X	for penalties							
			and pass is for						
After sho	owing a	game forcing	hand later pass	is forcin	g and X penalty				

NCBO: Spain PLAYERS: NICO GARCIA - SANTI SEMBEROIZ **EVENT:** SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1♣ = 2 cards $1 \spadesuit = 4 \text{ cards}$ 2 over 1 GF 2♣ = 19-23 6+M suit, 22-23 and 26+ bal, GF hands 2♦ = weak 2♥ = weak 2♠ = weak Drury: 2♣ = 10-11 3 support card Gazzili 1M-1NT = semiforcing Puppet stayman, smolen, xyz, 2NT Jacoby (10+), Splinter, Rubenshol, MiniCuebid SPECIAL FORCING PASS SEQUENCES In game forcing or invitational situations IMPORTANT NOTES **PSYCHICS:** rarae

W B F CONVENTION CARD

CATEGORY: Green

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARD	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4 ♠	2+♣ 10-22	2♥♠= weak jump, inverted minor raises, 2♦ (10-11)		
				2♣ 443♦2♣			
1♦		4	4♠	4+♦ 10-22	2♥♠= weak jump, inverted minor raises, 3♣ (10-11)		
1♥		5(4)	4♠	5+♥ 10-22 could have 4♥ in 3rd	1NT=semiforcing could have 2/3♥ INV, 2NT=4♥,	1 v -1♠, 1 v -1NT = Gazzili	2♣= Drury 3 card support
					2 over 1 GF, 3m=nat invitational		
1♠		5(4)	4♥	5+♠ 10-22 could have 4♠ in 3rd	same as above	1♠-1NT= Gazzili	
1NT				14+-17 balanced	2♣=Stayman, 2♦/♥/♠ /2NT=Transfer		Rubenshol after overcall
				can have 5M, 6m 5422 5332			
2♣	*	0	3♠	19-23 6+M suit, 22-23 and 26+ bal, GF hands	2♦=waiting	2♥=5+♥ GF, 2♠=5+♥ GF, 2NT=22-23, 3♠= 5♠ GF, 3♦= 5♦ GF, 3♥=6+♥ 19-23, 2♠=6+♥ 19-23, 3NT=25-26	After overcall: X=0-5, 2X nat=0-5, 3X=Nat 6+ HP, pass=5+ HP
2♦	*	0		weak 6♦	New suit = 1RF 2NT = asking	3♣ = weak,weak♦; 3♦ =weak,good♦; 3♥=good,weak♦; 3♠=good,good♦	May be very weak in 3rd, Sound in 4th
2♥	*	5		weak 6♥	New suit = 1RF 2NT = asking	3♣ = weak,weak♥; 3♦ =weak,good♥; 3♥=good,weak♥; 3♠=good,good♥	May be very weak in 3rd, Sound in 4th
2♠	*	5		weak 6♠	New suit = 1RF 2NT = asking	3♣ = weak,weak♠; 3♦ =weak,good♠; 3♥=good,weak♠; 3♠=good,good♠	May be very weak in 3rd, Sound in 4th
2NT				20-21 balanced	3♣=5cM puppet stayman, 3♦/♥=transfer, 3♠=5♠/4♥	2NT-3♣ 3♠= 4 card major, after 3♥= 4 card on other major, 3NT= to play, 4♣= 4/4 on majors	
				can have 5M, 6m, 5422	$4 \frac{1}{2} / \frac{1}{2} / \frac{1}{2} = 6 + \frac{1}{2} / \frac{1}{2} / \frac{1}{2} $ slam try	2NT-3♣-3♥=5♥, 2NT-3♣-3♠= 5♠, 2NT-3♣-3NT=no major	May be very weak in 3rd, Sound in 4th
3♣		6		7(6)♣ 0-9 hcp	New suit is natural 5+ and GF	,	May be very weak in 3rd, Sound in 4th
3♦		6		7(6)♦ 0-9 hcp	New suit is natural 5+ and GF		May be very weak in 3rd, Sound in 4th
3♥		6		7(6)♥ 0-9 hcp	New suit is natural 5+ and GF		May be very weak in 3rd, Sound in 4th
3♠		6		7(6)♥ 0-9 hcp	New suit is natural 5+ and GF		May be very weak in 3rd, Sound in 4th
3NT	*			gambling, 7+ card solid minor		HIGH LEVEL BIDDING	
				without side stop		RKCB= 14/30	
4♣		7				Next available bid asks for queen	
4♦		7				5NT= specific king ask	
4♥		7				DEPO after overcall or double	
4♠		7					ļ
4NT				Both minors at least 5-5			I