

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 preemptive. cue bid is strong hand and doesn't promise support, new suit at the 2 level non-forcing, new suit at the 1 and 3 level 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 fourth 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. NT (vs. Strong/Weak; Reopening; PH)
Multilandy
2♣: 5/4+ majors
2♦: 6+ in a major
2♥/♠: 5♥/♠ and a 4+ minor
2NT: 5/5 minors
X: 4M/5m vs Strong NT; penalties against weak NT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2x-X-p-2NT lebensohl
2M-4m: 5/5 minor and the other major
2M-3M:5/5 minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vul: Natural/NT=minors
not Vul: Psycho-suction
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble= 10+ with penalty interest, creates forcing pass up to 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	J10x, KJ10x, Jx	HJ10x, J10x, Jx	
10	109x, Q109x, K109x, 10x	H109x, 109x, 10x	
9	KJ9, 9x	9x, H9x	
Hi-X	even count		
Lo-X	odd count		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	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): small=enc/odd			
suit preference in trump suit			
Smith low encouraging on second trick vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Asks for partner suit, natural responses, cue bid 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: Green
NCBO: Spain
PLAYERS: Gardenghi -Puerto
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Major; 1♦ = (4)5+♦ unbalanced; 1♣=2+♣; mini NT
NV 1/2/3 INT 10-13; VUL or any 4 INT 12-14
2♣ = 22-23 balanced or 6M 19-22 or ANY GF hands
First seat NV vs VUL 2♦: 4-9 4+♥/4+♠
Other first/second 2♦: multi 5+M 4-8 No Forcing
Third/fourth 2♦: natural
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ multi opening; 2♦ 4+/4+ Majors
1m –pass - 2♥= 5♠ 4+♥ 6-9
1m –pass - 2♠= 5♠ 4+♥ 10-11
1♥-1♠ 0-4♠ F1; 1♥-1N 5+♠ F1
1♠-2♦= Spade fit 8-11 or 5+♦ GF
1♥-2♠= Heart fit 8-11 or 5+♠ GF
Transfers over 1♣
Transfers over 1♣-(1♦)
Over 1m-(1♥) 1♠=0-3♠
SPECIAL FORCING PASS SEQUENCES
In game forcing situations, often after invitations as well
IMPORTANT NOTES
3rd seat openings might be weaker
Preempts at passed partner have a wider range
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	2+ ♣ (14)15-19 bal or 11-22 with 4+♣	1♦=4+♥; 1♥=4+♠; 1♠=4+♦ or 4♣333 no 4M; 1NT=5♣ 4-8 or 11+ might have 4M if GF; 2♣=5+♦GF; 2♦=5♣ 8-9(2m nat by passed hand); 2♥/2♠=5♣/4♥ 6-9/10-11	XYZ; 1m-2M-2ST= Strong relay; after 1♣-1♦/1♥→ 1♥/♠= any bal 14-16/15-17 no 2-3M or unbalanced with 3M, 1NT=(17)18-19 bal, 2♦=16+ 6+♣ or natural.	Cue bid shows club support, double is take out. transfers over 1red overcall
1♦		4	4♣	4+♦ 10-22 always unbalanced	1NT=5+♣ 5-11; 2♣= GF artificial; 2M=5♣ 4+♥	After 1♦-1M→1NT=4♦+/4♠+F1, 2♣=6+♦F1, 2NT=strong support, 3♣=5♦+/5♠+GF, 3♦=nat 15-17	Same as above
1♥		5(4)	4♣	5+♥ 10-22 could have 4♥ in 3rd	1♠=F 1NT; 1NT=5+♠ F1; 2♣=3♠ 8-11 or 5+♣ GF; 2♦=5+♦ GF; 2♥=2-7 heart raise; 2NT=INV+ 4+♥	1♥-1♠-1NT=11-15 5+♥ 4♣ or any 16+ 1♥-1NT-2♣=gazzilli	2♣=Drury 3 card support 2♦=Drury 4 card support
1♠		5(4)	4♥	5+♠ 10-22 could have 4♠ in 3rd	1NT=6-11; 2♦=3+♠ 8-11 or 5♦+GF; 2♥= 5♥ GF;	1♠-1NT-2♣=gazzilli	Same as above
INT				10-13 1/2/3 NV 12-14 VUL/ any 4th	2♣=Stayman, 2♦/♥/2ST=Transfer, 2♠=range ask o ♣ 3♣=6+M slam try no shortness or 6+♦ weak, 3♦= 5♣+/5♠+ Slam Try, 3M= shortness and at least 5/4 in minors		Lebensohl over 2♦/M overcall Over double XX forces 2♣
2♣	*	0	4♣	19-23 hcp 6M, balanced 22+, any GF	2♦=waiting, 2M=NAT at least HHxxx or 6+M, 3m=Nat good suit	2♥=4+♥ or 24+ bal, 2♠= 4+♠; 2NT= 22-23 bal, 3m= 6+m GF, 3♥= 5♣/4♦ GF, 3♠=5♦/4♣ GF, 3NT=5♣/5♦ GF, 4♠=5♠/5♥ GF	After overcall: X=0-5, 2X nat=0-5, 3X=Nat 6+ HP, pass=5+ HP
2♦ 1/2	*	0		multi, 5+ 4-8	2M= Pass or Correct, 2NT= Strong relay, 3m= Nat GF, 3M=Pass/correct, 4♣=Asks partner to bid suit in transfer, 4♦= Asks partner to bid his suit		After double of 2♦: XX= single suited hand forces 2♥; pass= ask p. to pass with 2+♦; other sys on.
2♦ 1 NV vs VUL	*	0		4+♥/4+♠ 4-9			Over double: pass 5+♦; XX asks longer major
2♦ 3/4		5		5+♦ 3rd: 0-12; 6+♦ 4th: 10-12;			
2♥	*	5		6+♥ 9-12 (0-12 in 3rd)	2ST=asks,		
2♠	*	5		6+♠ 9-12 (0-12 in 3rd)	2ST=asks		
2NT				20-21 balanced Can have 5M or 6m	3♣=Muppet stayman, 3♦/♥=transfer, 3♠=minor suit stayman; 4♣/♦/♥/♠= 6+♥/♠/♣/♦ slam try	2NT-3♣-3♦= 1 or 2 4 card major; 2NT-3♣-3♥= No majors; 2NT-3♣-3♠=5♠; 2NT-3♣-3NT=5♥	
3X		6		6+x 4-9			
3X 1 NV vs VUL		5		5+x 0-8			
3NT	*			7+M good 4M preempt	4♣ transfer to your major; 4♦=slam try; 4M to play	HIGH LEVEL BIDDING	
4♣		7				RKCB= 1430	
4♦		7				After RKCB: First free step=asks for queen, second free step= specific king ask	
4♥		7				(R)DEPO after overcall or double	
4♠		7				void-wood	
4NT				Both minors at least 5-5			