

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
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
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 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,,Kx	AKx, Kx,	
Queen	KQx,Qx	AQJx,KQx,Qx	
Jack	KJ10x,QJx,Jx	QJx, HJ10x,Jx	
10	J10x,10x	J10x. H109x,10x	
9	KJ9, 109x, 9x,	9x	
Hi-X	XX	XX	
Lo-X	XXXXX, XXXX, XXX	XXX, XXXX	
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): UDA			
Suit preference in trump			
Smith Eco (NT, small encouraging)			
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: Green
NCBO: Spain
PLAYERS: NICO GARCIA - JOAN XANCO
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Major, 1♦ = 5♦ unbalanced (4441♣), 1♣=2+♣ (5♦ balanced)
Transfer Walsh after 1♣ opening
2 over 1 GF
2x: weak unbalanced. The 2x openings are mandatory when non vulnerable.
Drury: 2♣ = 10-11 3 support card
Gazzili
1M-1NT = semiforcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
In game forcing or invitational situations
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARD	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♣	2+♣ 11+	Transfer Walsh. 2♥=5♣ 4+♥ 5-9 hcp	accepting transfer 12-14 balanced, XYZ 1NT= 18-19 balanced, 2NT=22-24 bal. 3♦= 18-19 balanced with fit	
				2♣ 443♦2♣	2♥♠= weak jump, inverted minor raises, 2♦ (10-11)		
1♦		4	4♣	4+♦ 11+ (unbalanced)	2♥♠= weak jump, inverted minor raises, 3♣ (10-11)		
1♥		5(4)	4♣	5+♥ 11+	1NT=forcing could have 2/3♥ INV, 2NT=4♥, 2 over 1 GF, weak jump	1♥-1♣, 1♥-1NT = Gazzili	2♣= Drury 3+ card support
1♠		5(4)	4♥	5+♠ 11+	same as above	1♠-1NT= Gazzili	
1NT				15-17 balanced	2♣=Stayman or inv. 2♦/♥/♠ /2NT=Transfer		Rubenshol after overcall
				can have 5M, 6m 5422 5332			
2♣	*	0	3♣	5+♣ unbalanced weak (7-10 HCP)	2♦= ask 2nt=♦ Other suit = nat	2♥ = ♣ and M 2♠ = ♣/♦ 2NT = 6 cards. max. 3♣ = 6 cards min.	
2♦	*	0		Same as above with diamonds	2♥= ask 2nt=♥ Other suit = nat	2♠ = ♦ and M 2NT = ♣/♦ 3♣ = 6 cards. max. 3♦ = 6 cards. min.	
2♥	*	5		Same as above with hearts	2♠= ask 2nt=♠ Other suit = nat / 2NT = Spades	2NT = ♥ and m 2♣ = ♥/♠ 3♦ = 6 cards. max. 3♥ = 6 cards min.	
2♠	*	5		Same as above with spades	3 ♣= ask 2nt=♣ Other suit = nat	2♣ = ♠ and m 2♦ = ♥/♠ 3♥ = 6 cards. max. 3♠ = 6 cards min.	
2NT				20-21 balanced	3♣=5cM muppet 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♣/♦/♥/♠ = 6+♥/♠/♣/♦ slam try	2NT-3♣-3♥= no major, 2NT-3♣-3♠= 5♠, 2NT-3♣-3NT=5♥	
3♣		6		7(6)♣ 0-9 hcp			
3♦		6		7(6)♦ 0-9 hcp			
3♥		6		7(6)♥ 0-9 hcp			
3♠		6		7(6)♠ 0-9 hcp			
3NT	*			+24 balanced		HIGH LEVEL BIDDING	
						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					
4NT				Both minors at least 5-5			