

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level = 4+cards, 8+HCP, DRURY TYPE 2♣ over PART O/C
Aggressive, JUMP RAISE = PRE, CUE = Limit or +
Response New suit = F1 at 1-level, NF at 2-level
4 th position: 2NT= 18-19 HCP, new suit JUMP = 11-14 HCP
CUE after partner bid is SUPP limit or +
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT = 15-18 SYS ON, INT 4 th position = 11-14, NAT responses
4 th position: 2NT= 18-19 HCP, SYS ON (INT)
JUMP OVERCALLS (Style; Responses; Unusual NT)
5+ card suit, PRE to INTERMEDIATE, 2 NT = ASK Quality:
3♣ = MIN, 3♦ = bad suit
2NT = two lower suits, 8-15 HCP
Reopen: new suit JUMP = 11-14 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = OM + m (5/4+) better m, 2NT ASK Quality: 3 m = MIN
(1m) 2m = Om + M, 8-15 HCP, 2♥=PASS or correct, 2♠ = NF
JUMP CUE BID ASKS STOP
(1M) 4M STRONG m bicolor, (1M) 4NT = m bicolor
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = LANDY, 8-15 HCP M bicolor, 2♦ = ASK DISTR:
2M = 5 card suit, 2NT = 5/5, 3NT = 5/5 Strong
3♣/♦ 5 card in ♥/♠ strong, 3M 6 card suit, 4M Strong 6 card suit
2NT = m bicolor
3X = NAT, 3NT to play
DBL = Values, PEN
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, 2M 2NT = NAT SYS ON,
(2M) weak – 4m = Bicolor m + M, (3X) – 3NT = to play, after NAT
Lebensohl over (2M) – DBL: 2NT forces 3♣ to PASS or correct
(2♦) multi – DBL = like DBL over 2♣
(2♦) multi – 2♥ = like DBL over 2♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = the suit
OVER OPPONENTS' TAKEOUT DOUBLE
1M (DBL): 2/3M = weak, 2NT =limit raise, 2Xunderbid 7/9 3c supp
1M (DBL) 3NT STR RAISE, BAL, SWISS type
1m (DBL) SYS ON

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	RNOW, 3+5, low=odd	Top, 3+5, low=odd	
NT	2 nd /4 th	Top, 3+5, low=odd	
Subseq	3+5, low=odd, RNOW	Top, 3+5, low=odd	
Other: from small XXX : any			
From Hx, eventually the x			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AK	AKJ10+	
King	AK+, Kx, KQ	KQ(J)+, AKx+	
Queen	KQ(J/10)+, KQ+, Qx	KQ10+, QJ+, AQJ+, Qx	
Jack	QJ+, Jx, J	J10+, Jx, no higher honor	
10	J10+, 10x, A(K)J10+	H109+, HH109+, 10x	
9	109+, 9x, AJ9x	TOP, 9x, 109x, H9x+	
Hi-X	even	Even	
Lo-X	odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=E	Hi/Lo=O	Hi/Lo=E
Suit 2	Preference	Preference	Hi=ENCRG
3			
1	Hi/Lo=E	Hi/Lo=O	
NT 2	Preference	Preference	
3			
Signals (including Trumps):			
STD			
When opponent start the play: Hi-Low = ODD, Low-Hi = EVEN			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (9+HCP) with classic shape			
Emphasize Ms, m unclear			
Cuebid by partner= FG, 2♣ by partner=drury type			
JUMP CUE RESP = ASKs STOP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ – (1♦) -DBL=4 cards in both Ms			
1m – (1♠) - DBL = suggests 4 + other M, 8 + HCP			
1m – (1♥) - DBL = suggests 4 cards in ♠, 1♠ = 5+ cards			
MAX DBL, NEG DBL thru 3♣, SUPP DBL level 1 and 2 in Ms and ms			
(1X) – 1M– (2Y) or (DBL): DBL or RDBL= A or K in partner suit			
(1X) – 1M – (DBL): SYS ON, 1NT and 2 NT=NAT			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CHILE
PLAYERS: Marcelo Caracci – José Manuel Robles
EVENT (Open/Transnational)
2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT, 5-card M, Best m
Aggressive COMP style
STAY can be w/o M, NF
Rusinow leads against suit and in intermediate play
2/1 F to 2M/2NT
PRE Flannery 2♦ with 4-8 HCP, (♠-♥) 4-5, 4-4, 3-5, 4-6, 5-5
1NT Openings 14-16 HCP
Weak jump raises over M and m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
DEFENSIVE Flannery, 4-8 HCP
Escaping from 1NT or 2NT (DBL): PASS to play, RDBL for 2♣,
2♣/♦ the m + another, 2♥/♠ to play, 2NT m bicolor GF
1m (PASS) 1M in very special case can be a 3 card suit (NAT)
1m (PASS) 2m = SUPP 11+ unBAL
3NT weak m suit
4NT m bicolor
1♣ (PASS) 1M can have longer ♦
Proposed Defense against 2♦ opening:
2♥ = T/O, NAT DBL short in ♥
2♠ = NAT
2NT = NAT 15-18 HCP, SYS ON
3♥/♠ = shows stop for 3NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Overcall 1NT and 2NT (same level) SYS ON; (3X) 3NT P NAT
1m (PASS) 1X (PASS) 1M = 4/4 in m + M
1M (PASS) 2X (PASS) 2M = does not promise 6 card suit, weak
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		2♣	3♠	11-21 HCP	2♣/2♦ = SUPP 11+ m UNBAL, 2NT = 11-12 HCP	1m (PASS) 1x (PASS) 1M = at least 4-4	
		4♦			3♣/3♦ = 0-6 HCP, 2♥=SUPP11+BAL; 3NT = TO PLAY	1m (PASS) 1x (PASS) 3NT =BAL, 17/19, long m	1m (DBL) SYS ON
					Splinter: 3♦/♥/♠ over 1♣ and 4♣ over 1♦	1m (PASS) 1M (PASS) 4m = 6/4	1♣ (1♦) SYS ON
					2♠=0-6 +SUPP; JUMP on other m =SUPP 7-10 HCP	1m (P) 1x (P) 1-2 NT (P) 2-3♣/♦: NF/ F CHECKBACK	
					1♣/♦ (PASS) 1M (PASS) 1NT PASS 3♣=NF, 3♦ = F	X,Y,Z :1x (P) 1y (P) 1z (P) 2♣/♦ = NF/F CHECKBACK	
					1♣/♦ (PASS) 1M (PASS) 1NT PASS 2NT=INV, no 5M 1m (P) 1M (PASS): 2M=weak SUPP, 3M=SUPP(13-15)	1m 1M 2M 2NT: ask quality and number of cards by steps: 3 cards MIN, 3 cards MAX, 4 cards MIN, 4 cards MAX	1♥ (1♠) SYS ON
1♥/♠		5	3♠	11-21 HCP	RAISE = 7-10 HCP 3c, JUMP RAISE = WEAK 4 cards	1M (PASS) 2NT (PASS) 3♣ = STOP in 3M	1M (PASS) 1NT = NAT
					1NT=SF, 2NT = 11-12 HCP, 3NT= 15/16 SWISS,	LONG and SHORT SUIT GAME TRY	Drury. 1M (DBL) SYS ON
					2x = F 2M/2NT, 3♣=11+ SUPP 4 cards; 3♦=7-10 4cards 4X= SPL. 1M (PASS) JUMP other M limit+ with 3 cards	1♥ (PASS) 1♠ (PASS) 1NT PASS 3♥/♠ = F After reverse 2NT = Lebensohl Type	1M(DBL)Underbid=SUPP 3 2NT=11+ SUPP 3 cards
1NT			4♥	14 – 16 HCP	NF STAY, TRF to M, 2♠ = m STAY and after 2NT (1) ⇔	Steps (1): 3♣=6♦ card, 3♦=6♣, 3♥=5♣, 3♠=5♦, slamish	SYS ON
					2NT TRF to 3♣ NF, 3♣ = PUPPET STAY	1NT (P) 2♣ (P) 2♦ (P) 2M=to play, 3M=Smolen	1NT (DBL) PASS =to play,
					3♦=5/5+ m GF, 3M = singleton 5-4 in m, 4♣ = GERBER Lebensohl over (2M), SYS ON over 2m	AFTER STAY 3♣ = NAT GF NEG DBL over interference	2m=m+x,2M=M, RDBL=2♣ After 2♣: PASS or 2♦ or
2♣	•	0	4♠	STR, 21+HCP	2♦ = NEG (exceptional waiting) 0-6 HCP, 2 nd NEG m	2NT=22-23, 3NT=24-25, 4NT=26-27, 5NT=28-29 SYS ON	2♥ for M bicolor
					2♥ = POSITIVE with ♠ (7+HCP)	2♠ = ASK suit Quality by Steps (2)	1NT (DBL) 2NT = F, both m
					2♠ = 7-12 HCP BAL	2NT = ASK HCP by Steps (3)	1NT (P) 2♦ P 2♥ P 2♠ = 5/5
					2NT = POS w ♣, 3♣ = POS w ♦, 3♦ = POS w ♥	Response+1 = ASK suit Quality by steps (3)	M INV;1NT P 2♥ P 2♠ P 3♥
					3M = 6 card suit 6-8 HCP	Steps (2): xxxxx+, Hxxxx, HHxxx, Hxxxxx+, HHxxxxx+, HHHxx+ after this the relais ask <> 9HCP	=5/5 MM GF
					3NT = m 7+ card suit w 1 top H (A or K)		2♣ (2♥) P = 0-6, DBL=
					4♣ = HHxxxxx+ in m	Steps (3): 3♣ = 7-8 HCP, 3♦ = 9-10,	SYS ON POS in ♠
2♦	•	0		4-8 HCP, 5♥/4♠ +/- 1 card	2/4 M=TO PLAY, 2NT = ASK QUALITY + DISTR ▶ 3m = F, 3M = INV	3♣ = very weak, 3♦ = ANY SING, 3♥ = 5-4-2-2, 3♠=6-4	
2♥/♠		6 (5)		4-10 HCP	2NT = ASK OGUST type RESPONSE ▶	3♣ =weak, 3♦ = bad suit 7-10 HCP, 3M = NAT, 3ST=solid	
					2/3 other M=F, 3m = INV NF, 4♣ = ASK H by steps ▶	0,1,2,3; after 4NT or 5♣ = RKCB	
2NT				19-21 BAL	3♣ = PUP STAY, TRF to Ms. 3♠ = ASK for m, where 3NT = w/o m and then Steps (1)	After TRF: 3NT =Hx, 3M = xx	
3♣/♦		6		NAT	3M = F, 4♦ over 3♣ and 4♣ over 3♦ = ASK H by steps		
3♥		7 (6)		NAT	4♣ = ASK H by steps: 0,1,2,3		
3♠						HIGH LEVEL BIDDING	
3NT	•			7+ m suit	4/5/6 m PASS or CORRECT, 4M = TO PLAY	RKCB (0/3, 1/4,2, 2 +Q), DOP1, DEPO, REPO	
4♣	•			8 card ♥ suit	4♦ = ASK for SINGLETON	GERBER over 1NT or 2NT (0/3, 1/4,2, 2+2K)	
4♦	•			8 card ♠ suit	4♥ = ASK for SINGLETON	5NT in competence is BLAKWOOD	
4♥		7 (6)		To Play		Jump Cuebid at 5 level is EXCLUSION BLACKWOOD	
4♠		7 (6)		To Play		Josefina 5NT	
4NT/5NT	•			m BICOLOR		After RKCB with VOID: 5NT = ODD num of KC, 6X = EVEN (0,2,4)	