

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural, could be aggressive at 1 level
New Suit = F1
Cue-Bid = Forcing raise 3+ card supp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Direct:</b> 15-18hcp SYS ON
<b>Balancing:</b> 11-14 SYS ON
<b>Sandwich:</b> UPH is Nat 15-18hcp
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Direct:</b> natural preemptive
<b>Reopen:</b> 2NT= 17-19hcp. SYS ON
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
(1♣ Short)-2♣=Natural (2♦ Majors)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Vs Strong:</b> Multilandy → 2♣=MM, 2♦=1M, 2M=5M+4m
DBL=penalty
<b>Vs Weak:</b> Multilandy → 2♣=MM, 2♦=1M, 2M=5M+4m
DBL= Opening hand or +
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 2♣: DBL=Penalty, 2NT=2 suiter
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
transfers

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd / low	3/5	
NT	Super ATT, lowest = H10xx or better	3/5	
Subseq	Attitude	Attitude	
Other: Middle Play → coded 9 & 10's (0 or 2 higher), J usually denies higher			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A+, AK alone, ask ATT	ask ATT	
King	AK+ or KQ alone	Strong, ask unblock	
Queen	KQ+	KQ+	
Jack	QJ+	QJ+	
10	J10+, HJ10+, 10x	J10+, HJ10+, 10x	
9	10 or shortness, H109x+	109+, K109+,A109+,etc	
Hi-X	EVEN	3+ xxx	
Lo-X	ODD	ATT	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI=ENCRG	HI=EVEN	STD CT
Suit 2	HI=EVEN	SUIT PREF	STD ATT
3			
1	HI=ENCRG	STD SMITH	STD CT
NT 2	HI=EVEN	SUIT PREF	STD ATT
3	SUIT PREF	STD CT	
Signals (including Trumps): Standard			
Standard signals, std echo smith, std suit preference			
Std present count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Cue = by responder F1 and promises a 2 <sup>nd</sup> bid			
Reopen: Natural, can be lighter			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Supp DBL until 1♠			

W B F CONVENTION CARD	
<b>CATEGORY:</b> GREEN	
<b>COUNTRY:</b> CHILE	
<b>PLAYERS:</b> PACAREU Joaquín / ROBLES Benjamin	
<b>EVENT:</b> OPEN	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Natural 2/1, 5 card M	
1♣ open= balanced 12-14 or 18-19, 4441 red singleton or nat 5+♣	
2M= 6+M 9-12hcp	
1♦ open= 4♦ 441 black singleton or 5+♦ unbal	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♦ Open= 5-8 HCP 6+M (0-8hcp NV vs V)	
2M Open= 9-12 HCP 6+M	
Transfers after our 1♣ open	
3NT Opening = 7/8 m with Ace	
Michaels	
1M-3♦ = 3 card limit raise	
1M-3♣ = Mixed Raise 7-9hcp 4+card supp	
Many Transfer bids in competitive auctions	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
In clear forcing situations where opponents sacrifice:	
Pass=' I want to double' / Double= 'I want to bid'	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♦	11-22 HCP: 5+♣ nat (or 4441 red singleton), or 12-14 bal or 18-19 bal	Transfers, 2♣=GF, 2♦ GF, 2♥/♠=weak 4-8hcp 2NT=Nat, 3♣=weak, 3♦=10-12hcp 6+♦ 3♥=1444 GF, 3♠=4144 GF 3NT=13-15hcp 4♣	Many distribution ask relays	
1♦		4	7♦	11 - 22 HCP, 5+♦ (or 4441 black singleton) 11-14 5♣4♦ (31M) is possible	1M=nat, 2♦=4-9HCP 3/4♦, 2M=as above 2NT=4+♦ GF 3♣=9-11hcp 4♦ 3M=preempt	Many distribution ask relays / Gazzilli	
1♥		5	7♦	11 - 22 hcp unbal 11-13(14) or 16-19 bal	3♣=7-9 4M, 3♦=10-12 3M 2NT=10-12 4M or 16+4M Bal supp	Many distribution ask relays / Gazzilli	2♣ drury
1♠		5	7♦	11 - 22 hcp unbal 11-13(14) or 16-19 bal	Same as 1♥	Many distribution ask relays / Gazzilli	2♣ drury
INT			7♦	14+ - 17 hcp	2♣=Stay, 2♦/♥=Xfer, 2♠/2NT=♣/♦ 3♦=5/5MM inv+, 3M=Short (13)(54) 4♣/♦/♥/♠=6+♥/♠/♣/♦ ST		
2♣	x		7♦	Strong	2♦=GF, 2♥=0-4 hcp No Ace, 2NT=♥	Some transfer auctions and Kokish	
2♦		(5) 6		Weak 6M 5-8HCP (0-8 fav)	2♥/2♠=p/c, 2NT= F1 ask	3♣=5/6hcp, 3♦=0-4 hcp, 3M=Max 6oM	
2♥		5		9-12 6♥	2NT GF ASK	3♣=6/4, 3♦=short m, 3oM=short M	
2♠		5		9-12 6♠	SAME	SAME	
2NT			7♦	20-21 HCP	3♣=muppet stayman, 3♦/♥=Xfer, 3♠=minors 4♣/♦/♥/♠=6+♥/♠/♣/♦ ST		
3♣		6		Weak, NV v V can be wild	4♦ conditional BW		
3♦		6		Weak, NV v V can be wild	4♣ conditional BW		
3♥		6		Weak, NV v V can be wild	4♠ conditional BW		
3♠		6		Weak, NV v V can be wild	4♣ conditional BW		
3NT	x			Preempt in 1 minor with A	4/5♣=p/c, 4♦=ST, 4NT RKCB		
4♣				Preempt			
4♦				Preempt			
4♥				Preempt			
4♠				Preempt			
4NT				6/6 minors			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB 1430, 4NT for ♠ and 4♣ for ♥	
5♥						4♣ KC for minors	
5♠						TURBO for minors when we agree them	
						Exclusion RKCB= 0,1,2,2+q	
						DOPI= DBL 0-3, PASS 1-4, 2, 2+q afterwards DEPO	