

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Natural, could be aggressive at 1 level		
New Suit = F1		
Cue-Bid = Forcing raise 3+ card supp		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
Direct: 15-18hcp SYS ON		
Balancing: 11-14 vs 1m and 13-16 vs 1M, SYS ON		
Sandwich: UPH is Nat 15-18hcp		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Direct: natural preemptive		
Reopen: 2NT= 17-19hcp. SYS ON		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣ nat 2+ or 3+ cards)-2♣=always Natural, 2♦ always Majors		
(1M)-2M=Michaels		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Vs Strong: Multilandy → 2♣=MM, 2♦=1M, 2M=5M+4m		
DBL=penalty		
Vs Weak: Multilandy → 2♣=MM, 2♦=1M, 2M=5M+4m		
DBL= Opening hand or +		
Passed Hand: Same but DBL is 4M/5+m		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Vs 1♣: DBL=majors, 1NT=mm		
Vs 2♣: DBL=majors, 2NT=mm or ♦+♥		
OVER OPPONENTS' TAKEOUT DOUBLE		
transfers		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	ATT	3/5	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+, AK+	ASK UNBLOCK	
King	KQ+ or AK alone	ASK ATT	
Queen	QJ+ or short	QJ+	
Jack	J10+, HJ10+ or short	J10+, HJ10+	
10	10x, 109x+, H109+	109+, H109+	
9	9x	9x, 9xx	
Hi-X	EVEN	3+ XXX	
Lo-X	ODD	ATT	
SIGNALS IN ORDER OF PRIORITY			
	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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Nat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Supp DBL until 2♥			

W B F CONVENTION CARD		
CATEGORY: GREEN		
COUNTRY: CHILE		
PLAYERS: All pairs except PACAREU-ROBLES B		
EVENT: OPEN		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Natural 2/1, 5 card M		
1♣ open= can be 2 cards		
1♦ open= 4+♦		
2♦/♥/♦=Weak 2 nat		
1NT open=14+ to 16		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M-3♣= Mixed Raise 7-9hcp 4+card supp		
1M-3♦= 10-12hcp 4+card supp		
1♥-2♣=10-12hcp 3 cards supp		
1♣-3♥=10-12hcp 3 cards supp		
1M-3M=weak, 1m-3m=weak		
1♦-3♣=7-9hcp raise		
1♣-2♦=7-9hcp raise		
3NT Opening = solid m		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♦	11-21 hcp: 2+♣	1♣-2♦=7-9hcp raise, 1♣-2♣=inv+ raise F1		
1♦		4	7♦	11 - 21 hcp, 4+♦	1♦-3♣=7-9hcp raise, 1♦-2♦=inv+ raise F1		
1♥		5	7♦	11 - 21 hcp	3♣=7-9 4M, 3♦= 10-12 4M 2NT=GF 4M, 2♠=10-12 3M		2♣ drury
1♠		5	7♦	11 - 21 hcp	Same as 1♥ except 1♠-3♥=10-12 3M		2♣ drury
INT			7♦	14+ to 16 hcp	2♣=Stay, 2♦/♥=Xfer, 2♠/2NT=♣/♦ 3♦=5/5mm GF, 3M=Short (13)(54)		
2♣	x		7♦	Strong	2♦=GF, 2♥=0-4 hcp No Ace, 2♠=♥, 2NT=♠	Some transfer auctions by opener	
2♦	(5) 6			Weak	2NT ASK, 4♣ KC, 2M=F1		
2♥	(5) 6			Weak	2NT ASK, 4♣ KC, 3m=NF		
2♠	(5) 6			Weak	2NT ASK, 4♣ KC, 3m=NF		
2NT			7♦	19-21 HCP	3♣=puppet stayman, 3♦/♥=Xfer GF, 3♠=minors		
3♣		6		Weak	4♦ KC		
3♦		6		Weak	4♣ KC		
3♥		6		Weak	4♣ KC		
3♠		6		Weak	4♣ KC		
3NT	x			Solid minor	4/5♣=p/c, 4NT RKCB		
4♣				Preempt			
4♦				Preempt			
4♥				Preempt			
4♠				Preempt			
4NT				6/6 minors			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 0314	
5♥						4♣ conditional KC	
5♠						5NT=ODD+Void, 6X=EVEN+Void	
						Exclusion RKCB= 0314	
						DOPI= DBL 0-3, PASS 1-4, 2, 2+q	
						DEPO	