

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = light
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing
In Balancing Position: Same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Position = 15 - 18
Responses: Systems on (bid as if 1NT opened)
4th Position = 10 - 14
Responses: Systems on (bid as if 1NT opened)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak and natural
Responses-
2NT = 2 lowest suits
Reopen: 10-14 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue Bids = Michaels specific
Responses: 2NT = asks for m good hand; 3♣ = pass or correct
2♣ after 1♣ opening = natural, 2♦ = MM
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty vs weak NT (if maximum hcp < 14)
X = (4M)(5+m)
2♣ = MM
2♦ = one M
2♥/2♠ = M + m
2NT = mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout through 4S; 2NT/3NT = 16-18/19-21
CUE = asking for stopper; 4♣/4♦ = ♣/♦ + M
2M-4M=mm strong, 4NT= mmweaker, 3m-4C om/M 4D MM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= MM 1nt/2nt = mm; suits= NAT
OVER OPPONENTS' TAKEOUT DOUBLE
New suit NF; RDBL = 10+ any
Jump Shift non-forcing
Double Jump = Splinter; after 1M-(x) all system on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3/5	
NT	ATT	ATT	
Subseq	ATT	ATT	
Other: 2nd from 4+ small against NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax, AK	
King	AK, KQ, KQ109x(+)	AKJxx(+), KQJx(+), KQ109	
Queen	QJ, QJx(+), Qx	QJ10x(+), AQJx(+), KQx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), Jx	
10	109,10x, 109x(+), H109x(+)	109,10x, 109x(+), H109x(+)	
9	9x	9x	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxS	HxS, HxxS,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = ENC	Hi/lo = even	Odd = ENC E = S/P
Suit 2	Hi/lo = E	Same	
3	S/P	Same	
1	Hi/lo = ENC	Hi/lo = even	Odd = ENC E = S/P
NT 2	Hi/lo = E	Same	
3	S/P	Same	
Signals (including Trumps): smith echo in NT, suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Responses: cue of openers suit = forcing			
1NT/2NT/3NT = 7-10/11-12/13-15 with stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠			
Unusual vs unusual			
Support DBL through 3♥			
Negative DBL through 4♠			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Argentina
PLAYERS: Bianchedi – Madala
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors
2♦/♥/♠=WEAK
2 OVER 1 Responses game forcing
1NT= 14+ -17HCP
3NT = gambling in 1 st /2nd and to play in 3rd and 4th
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near Game Force - any suit,(s) any shape
3NT: gambling; To play in 3rd/4th seat
Lebensohl after 2-level overcall of 1NT
2NT Overcall = two lower unbid suits
Michaels Cue-bids
Gazzili
Bergen raises
2NT in competition after our 1M is always limit+ 4+ cards
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	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/11-12/13-15 2m= 6-10 HCP 3m pree		Over X: XX=10+ HCP After 1M (dbl) transfers
1♦		4	4♥	11-21 HCP, 4441 or 5+♦	JS in om = limit+ with fit in m; 2♥/♠ = GF NAT 6+		
1♥		5 (4)	4♥	11-21 HCP	1NT=NF; 2NT=4+M, inv+; 2M=6-10HCP, 3M 3♣ = 6-9 4+M 3♦ = 11-12, 3M ; 3M= 0-6 HCP and 4♥/♠; 3oM = shortness; 3NT = 12-15 bal 33(34)	After 1♥/♠-2♥/♠: 3m = S/T, new M is inv+ F , 3M=blocking, 2N=general G/T	by PH: 2♣=9+ HCP SUPP; 2NT always 4 cards fit limit+
1♠		5 (4)	4♥	11-21 HCP			
INT			4♥	14+-17HCP	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ask max/min or ♣		Lebensohl/rubensohl
				5 card M common	2NT= 3♦; 3♣= PUP; 3♦ = 55 m GF; 3♥/♠=13(45)/31(45)	After 2♣: 2NT = min; 3♣ = max	Systems on over X, 2♣, 2♦ 1 major
				6 card m possible	4♣ = 55 Ms ; 4NT = QUANT	1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) FG	Over 2♦/♥/♠ interfere: Cue= STAY X = 0-3 hcp PASS = GF
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/2NT/3♣ = positive 6+ in suit		
						After 2♣-2♦-2♥ forces 2♣ to show bal 24-25 or 27+ or any hand ♥	
2♦		5		PRE 4-9 HCP	2NT = ASK, new suit = F, 4♣ = KC	After 2NT: suit shows feature	After overcall: x = penalty
2♥		5		PRE 4-9 HCP		After 2NT (white vs red): 3♣= worst 3♦= min 4-7	2NT = ASK same as if no interfere
2♠		5		PRE 4-9 HCP		3M/3oM= MAX bad/good suit	
2NT				19+-21 bal	3♣ = ask for 4 or 5 M 3♦/3♥= transfers 4♣ = 55 Ms, 3♠ = relay to 3NT	After 3♠-3NT: 4m = shows other m slammish, 4M = both m shortness	
3♣/3♦				PRE	New suits = F; raises/3NT = to play, 4om = KC		
3♥/3♠				PRE	New suits = F; raises/3NT = to play; 4♣ = KC		
3NT	*			SOL 7 card minor To play in 3 rd /4 th	Pass with 2+ side suit stoppers; 4♣ = P/C		
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠		8		To play			
4NT	*			6-5 mm PRE			
5♣		8		To play		HIGH LEVEL BIDDING	
5♦		8		To play		Five-Ace Blackwood: RKCB 1430, special K ASK	
5♥		8		2♥ losers, no others	With 1♥ H: bid 6♥; 2♥ H: bid 7♥	Cue bids	
5♠		8		2♠ losers, no others	With 1♠ H: bid 6♠; 2♠ H: bid 7♠	Splinters	
						Exclusion blackwood 0314	
						Preempt KC 01122	