DEFENSIVE AND COMPETITIVE BIDDING		LEADS	AND SIGNAL	S	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE		-		
Natural, could be aggressive at 1 level	Lead			In Partner's Suit	CATEGORY: GREEN	
New Suit = F1	Suit	3/5		3/5	COUNTRY: CHILE	
Cue-Bid = Forcing raise 3+ card supp	NT	ATT		3/5	PLAYERS: ROBLES J + BASCUÑAN M, SMITH J OR	
					ROBLES B	
	Subseq	Attitude		Attitude	EVENT: OPEN	
	Other:					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
Direct: 15-18hcp SYS ON	Lead	Vs. Suit		Vs. NT		
Balancing: 11-14 vs 1m and 11-16 vs 1M, SYS ON	Ace			ASK UNBLOCK	GENERAL APPROACH AND STYLE	
Sandwich: UPH is Nat 15-18hcp	King	KQ+ or AK	alone	ASK ATT	Natural 2/1, 5 card M	
	Queen	QJ+ or short		QJ+	1♣ open= can be 2 cards	
	Jack	J10+, HJ10+	or short	J10+, H1J0+	1 ♦ open= 4+ ♦	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 10x, 109x+, I		H109+	109+, H109+	2 ♦ / ♥ / ♠=Weak 2 nat	
Direct: natural preemptive	9	9x		9x, 9xx	1NT open=14+ to 16	
	Hi-X	EVEN		3+ xxx		
	Lo-X	ODD		ATT		
Reopen: 2NT= 17-19hcp. SYS ON	SIGNALS IN	ORDER OF PRI	ORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead D		Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
	1	HI=ENCRG	HI=EVEN	STD CT	1M-3♣= Mixed Raise 7-9hcp 4+card supp	
(1♣ nat 2+ or 3+ cards)-2♣=always Natural, 2♦ always Majors	Suit 2	Suit 2 HI=EVEN		STD ATT	1M-3 ♦= 10-12hcp 4+card supp	
(1M)-2M=Michaels	3				1 ♥-2♠=10-12hcp 3 cards supp	
	1	HI=ENCRG	STD SMITH	STD CT	1♠-3♥=10-12hcp 3 cards supp	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	HI=EVEN	SUIT PREF	STD ATT	1M-3M=weak, 1m-3m=weak	
Vs Strong: Multilandy $\rightarrow 2 = MM$ , $2 = 1M$ , $2M = 5M + 4m$		SUIT PREF	STD CT		1 ♦ -3 ♣=7-9hcp raise	
DBL=penalty	Signals (including Trumps): Standard				1 <b></b> -2 <b></b> =7-9hcp raise	
Vs Weak: Multilandy $\rightarrow$ 2. $=$ MM, 2. $=$ 1M, 2M=5M+4m		s, std echo smith, std s			The Prince Page	
DBL= Opening hand or +	Std present cour		<u>r</u>			
	,		OUBLES	3NT Opening = solid m		
Passed Hand: Same but DBL is 4M/5+m						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OOUBLES (Style;	Responses; Rec	pening)		
eaping Michaels Nat						
					_	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
Vs 1♣: DBL=majors, 1NT=mm	SPECIAL, A	RTIFICIAL & CO	)MPETITIVE 1	_		
Vs 2♣: DBL=majors, 2NT=mm or ♦+♥	Supp DBL until	2♥			_	
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
transfers					_	
					PSYCHICS: rare	
					i 51 cm c5; rate	

OPENING	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	7 🔸	11-21 hcp: 2+*	1 <b>.</b> -2 <b>.</b> =7-9hcp raise, 1 <b>.</b> -2 <b>.</b> =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.	Х		7 🔸	Strong	2 ◆=GF, 2 ▼=0-4 hcp No Ace, 2 ◆= ▼, 2NT= ◆	Some transfer auctions by opener				
2 •		(5) 6	1	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 <b>GF</b> , 3♠=minors					
3 <b>.</b>		6		Weak	4♦ KC					
3 •		6		Weak	4♣ KC					
3♥		6		Weak	4 <b>.</b> KC					
3.		6		Weak	4 <b>.</b> KC					
3NT	X			Solid minor	4/5♣=p/c, 4NT RKCB					
4.				Preempt						
4 🔷				Preempt						
<b>4♥</b>				Preempt						
4 🛦				Preempt						
4NT				6/6 minors						
<b>5</b> ♣						HIGH LEVEL BIDDING				
5 <b>\</b>						RKCB 0314				
5 <b>♥</b>						4♣ conditional KC 5NT=ODD+Void, 6X=EVEN+Void				
						Exclussion RKCB= 0314  DOPI= DBL 0-3, PASS 1-4, 2, 2+q  DEPO				