DEFENSIVE AND COMPETITIVE BIDDING	FENSIVE AND COMPETITIVE BIDDING LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	ADS STYLE					
Natural, could be aggressive at 1 level		In Partn		ner's Suit	CATEGORY: GREEN		
New Suit = F1, some NF exceptions at 2 level	Suit		ead rd even / low odd			COUNTRY: CHILE	
Cue-Bid = Forcing raise 3+ card supp			owest = $H10xx$ or $3/5$			PLAYERS: PACAREU Joaquín / ROBLES Benjamin	
		better				<u>                                     </u>	
	Subseq	Attitude		Attitude		EVENT: OPEN	
	Other: Middle Play → coded 9 & 10's (0 or 2 higher), J usually denies higher						
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. Suit		1	1	
Balancing: 11-14 SYS ON	Ace	Ace A+, AK alone, ask A		sk ATT ask ATT		GENERAL APPROACH AND STYLE	
Sandwich: UPH is Nat 15-18hcp	King	AK+ or KQ			ask unblock	Natural 2/1, 5 card M	
	Queen	KQ+		KQ+		1♣ open= balanced 12-14 or 18-19, 4441 red singleton or nat 5+♣	
	Jack	QJ+	QJ+			2M= 6+M 9-12hcp	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 J10+, HJ10		10x J10+, I		J10+, 10x	1 ♦ open= 4 ♦ 441 black singleton or 5+ ♦ unbal	
Direct: natural preemptive	9	10 or shortne	10 or shortness, H109x+		109+,A109+,etc	1NT open=14+ to 17	
	Hi-X						
	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		Declarer's Lead Discarding		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels	1 HI=ENCRG HI=EVEN				STD CT	2 • Open= 5-8 HCP 6M (0-8hcp NV vs V 1/2/3)	
(1♣ Short)-2♣=Natural (2♠ Majors)	Suit 2 H	I=EVEN	SUIT PREF		STD ATT	2M Open= 9-12 HCP 6+M	
	3					Transfers after our 1 & open	
	1 HI=ENCRG		STD SMITH		STD CT	3NT Opening = 7/8 m with Ace	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 HI=EVEN SUIT PRE		SUIT PREF		STD ATT	Michaels	
Vs Strong: Multilandy $\rightarrow$ 2♣=MM, 2♦=1M, 2M=5M+4m	3 SUIT PREF STD CT				1M-3 ♦ = 3 card limit raise		
DBL=penalty	Signals (including Trumps): Standard				1M-3♣= Mixed Raise 7-9hcp 4+card supp		
Vs Weak: Multilandy $\rightarrow 2 = MM$ , $2 = 1M$ , $2M = 5M + 4m$	Standard signals, std echo smith, std suit preference					Many Transfer bids in competitive auctions	
DBL= Opening hand or +						3X openings NV vs V in 1/2/3 seat can be very aggressive	
		D	OUBLES				
Passed Hand: 2♣=♣+other, 2d=♦+M, 2M=nat, DBL=1m or MM							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)							
Leaping Michaels	May be light with classic shape						
	Cue = by responder F1 and promises a 2 <sup>nd</sup> bid						
Reopen: Natural, can be lighter							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					SPECIAL FORCING PASS SEQUENCES		
Vs 1♣: DBL=majors, 1NT=mm	SPECIAL, AR	TIFICIAL & CO	MPETITIVE D	In clear forcing situations where opponents sacrifice:			
Vs 2♣: DBL=majors, 2NT=mm or ♦+♥	Supp DBL until 1♠					Pass=' I want to double' / Double= 'I want to bid'	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
transfers							
						PSYCHICS: rare	

ტ	IF MAL	. OF	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS		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♥/♠=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 ◆ =4-8HCP 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	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+ ♥/♠/♣/♦ bal 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 <b>♥</b> /2 <b>♠</b> =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				
<b>3</b> ♣		6		Weak, NV v V 1/2/3 can be wild	4 ♦ conditional BW				
3 •		6		Weak, NV v V 1/2/3 can be wild	4♣ conditional BW				
3♥		6		Weak, NV v V 1/2/3 can be wild	4♣ conditional BW				
<b>3</b> ♠		6		Weak, NV v V 1/2/3 can be wild	4♣ conditional BW				
3NT	X			Preempt in 1 minor with A	4/5♣=p/c, 4 ♦=ST, 4NT RKCB				
<b>4</b> ♣				Preempt					
4 🔸				Preempt					
4♥				Preempt					
4 <b>^</b> 4NT	-	-		Preempt 6/6 minors					
4N1 5*				0/0 minors		HIGH LEVEL BID	DDINC		
5 <b>*</b>						RKCB 1430, 4NT for ♠ and 4♠ for ♥	אוועל		
5 <b>⋄</b>						4. KC for minors, after 3x open 4. conditional KC			
5 <b>A</b>						TURBO for minors when we agree them			
				Exclussion RKCB= 14/30/2/2+Q					
						DOPI= DBL 0-3, PASS 1-4, 2, 2+q DEPO			