

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural overcalls may be light
New suit forcing one round
Cuebid = 10+ with supp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15/18 sys on
In reopening 11/15
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weaks
Or modif Ghestem
Reopen: weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 suits direct or in reopening
In jump ask stop
Response is 10+ with supp
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = strong hand in reopen is 6m+4M
2c=MM 2d= 1M 2M =Mm 2NT = mm
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles t/o weak jumps
Natural nt
Leaping michaels over 2 o 3 weaks
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against 1c d=color 1d= range 1h= other 1sp comic
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
When we open 1 M we play one under over to doble.
Red = 10+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	att	att	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx AKxx	AKJ10x AKQ10x	
King	KQx KQJ	AKxxx AKJX KQJ	
Queen	QJx QJ10	QJ10 KQ109 AQJ	
Jack	J10x J109 Jx	J109 AJ10 KJ10	
10	K109 Q109 10x	109xx A109 K109	
9	9x	98xxx	
Hi-X	EVEN		
Lo-X	ODD	ATT	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	REV COUNT		REV COUNT
Suit 2	REV ATT		REV ATT
3	PREF	SMITH	
1	REV ATT		
NT 2	REV COUNT		
3			
Signals (including Trumps): REV COUNT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
NATURAL may be light			
Negative doubles			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Supp doub and rd			
Negative doub			
Responsive db			
When we open 1m and opp overcall our doub show sup suit, and a suit show			
Sup suit and 1 sp show no spades.			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green :
<b>NCBO:</b>
<b>PLAYERS:</b> CAMBEROS MUZZIO
EVENT (Open/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 with 1nt semi forcing.
Udca carding
Agresive style
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Modif ghestem
1c 2c = top and bot 2d MM 2nt= H+D
1d 2d= MM 3C= C+SP 2NT = H+C
1H 2H = SP+C 3C = SP+D 2NT = mm
1SP 2SP = H+C 3C = H+D 2NT mm
2 WEAK Or 3 WEAK 4m = m+ OM
<b>BERGEN OVER OUR M OPENING</b>
3ST MINOR SOLID SUIT
4C = GOOD 4H OPENING
4D = GOOD 4SP OPENING
<b>SPECIAL FORCING PASS SEQUENCES</b>
WHEN WE ARE IN FG
MANY SECUENCES RED VS WHITE WHEN THE OPP BID
DEFENSIVE BIDS
<b>IMPORTANT NOTES</b>
WE USE 4D KC WHEN CLUB IS OUR SUIT
WE USE 4H KC WHEN DIAMOND IS OUR SUIT
<b>PSYCHICS:RARELY</b>

