DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	LEADS STYLE					
Natural overcalls may be light		Lead In Partner's Suit			Suit	CATEGORY: i.e. Green:	
New suit forcing one round	Suit	3/5		3/5		NCBO:	
Cuebid = 10+ with supp	NT	att		att		PLAYERS: CAMBEROS MUZZIO	
**	Subseq					EVENT (Open/Senior/Transnational)	
	Other:			•			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15/18 sys on	Lead	Vs. Suit		Vs. NT			
In reopening 11/15	Ace	AKx AKxx		AKJ10x AK(Q10x	GENERAL APPROACH AND STYLE	
	King	KQx KQJ		AKxxx AKJX		2/1 with 1nt semi forcing.	
	Queen	QJx QJ10		QJ10 KQ109		Udca carding	
	Jack	J10x J109 J		J109 AJ10 K.		Agresive style	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109 Q109	10x	109xx A109	K109		
Weaks	9	9x		98xxx			
Or modif Ghestem	Hi-X	EVEN					
	Lo-X	ODD		ATT			
Reopen: weak	SIGNALS I	N ORDER OF P	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Le	ead Disca	rding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 suits direct or in reopening	1 RE	EV COUNT		REV	COUNT	Modif ghestem	
In jump ask stop	Suit 2 RE			REV	ATT	1c 2c = top and bot 2d MM 2nt= H+D	
Response is 10+ with supp	3 PR		SMITH			1d 2d= MM 3C= C+SP 2NT = H+C	
		EV ATT				1H 2H = SP+C 3C = SP+D 2NT = mm	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 RE	EV COUNT				1SP 2SP = H+C 3C = H+D 2NT mm	
Double = strong hand in reopen is 6m+4M	3					2 WEAK Or 3 WEAK $4m = m + OM$	
2c=MM 2d= 1M 2M =Mm 2NT = mm	Signals (including Trumps): REV COUNT					BERGEN OVER OUR M OPENING	
						3ST MINOR SOLID SUIT	
					4C = GOOD 4H OPENING		
	DOUBLES					4D = GOOD 4SP OPENING	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Sty	le; Responses;	Reopening)			
Doubles t/o weak jumps		may be light					
Natural nt	Negative dou	bles	<u> </u>				
Leaping michaels over 2 o 3 weaks							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES	
Against 1c d=color 1d= range 1h= other 1sp comic	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					WHEN WE ARE IN FG	
	Supp doub as				MANY SECUENCES RED VS WHITE WHEN THE OPP BID		
	Negative dou				DEFENSIVE BIDS		
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive db					IMPORTANT NOTES	
When we open 1 M we play one under over to doble.	When we open 1m and opp overcall our doub show sup suit, and a suit show					WE USE 4D KC WHEN CLUB IS OUR SUIT	
Red = 10+	Sup suit and 1 sp show no spades.					WE USE 4H KC WHEN DIAMOND IS OUR SUIT	
					PSYCHICS:RARELY		

F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
TICK] ARTIFIC			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
2 5SP 11/21		11/21	NATURAL AND WEAK JUMPS	2 WAY CHECK BACK					
				J/S IN OTHER m IS SUPP 10+	4 IN SUP KEYCARD 1430				
4 5SP 11/21		11/21	SAME 2NT INV	SAME					
		5SP	11/21						
		£ 11	11/21	2M 6/10 3M 2/5 3NT 4333 13/15		2C = DRURY FIT			
	5			CENTEDEM ACD CLANE DECACED OF		LEVENGLIOI			
		3N1	` '			LEVENSHOL RUBENSHOL			
	0	4CD				RUBENSHOL			
	U	451	22+ EQ 01 FO IN A SUIT						
	(5) 6		5/10 WEAK IN D		AC SDECIAL KEYCADD				
	(3) 0		3/10 WEAR IN D	ZIVI ASK FEAT OTHER SUIKT I	4C SI ECIAL RETCARD				
	(5) 6		5/10 WEAK IN H	2NT UP ARE TRF TO SUP	SAME				
	(5) 6		5/10 WEAK IN SP	SAME	SAME				
	20/21		BALANCE OR SEMI	3C = SPECIAL PUPPET 3SP TRF TO 3NT	3SP-3NT-4C = D or mm 3NT is C or mm				
				3NT TRF TO 4C 4C=H 4D=SP STRONGS	AFTER TRF TO H 3SP IS TRF TO 3NT				
	(6) 7		Natural 5/10	New suit forcing	4D SPECIAL KEYCARD				
	SAME		SAME	SAME	4C SPECIAL KEYCARD				
	SAME		SAME	SAME	SAME				
	SAME		SAME	SAME	SAME				
	7		MINOR SOLID	4C PASS OR CORRECT					
	7		GOOD 4H OPENING	4D GOOD HAND INV					
	7								
	7		NATURAL						
	7		NATURAL						
			ASK SPECIFIC ASES						
	8		NATURAL		HIGH LEVEL BIDDING				
	8		NATURAL		1430 KEYCARD EXCLUTION KEY 3014 KEYC IN m IS SUP SUIT.				
					QUEEN ASK IS 1 STEP RETURN TO TRUMP IS NO Q OTHERS SHOWS				
					IN OUR WEAKS 4 CLUB ASK KEYCARD AND 1 STEP 0 2 STEP 1				
					WHEN WE ARE IN CLUB 4 D IS THE SAME AND RESP WITH SAME STEPS				
	TICK IF ARTIFICIAL	2 4 5 5 5 0 (5) 6 (5) 6 (5) 6 (5) 7 SAME SAME SAME SAME 7 7 7 7 7 7 8	2 5SP 4 5SP 5 5SP 5 5H 3NT 0 4SP (5) 6 (5) 6 (5) 6 20/21 (6) 7 SAME SAME SAME SAME TO T	2 5SP 11/21	2 SSP 11/21 NATURAL AND WEAK JUMPS J/S IN OTHER m IS SUPP 10+	2 SSP			