

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Over one level: 6-17, new suit NF, Q =F1	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
Second / fourth 15-17	
Fourth 16-18 if both opponent talk	
If passed hand show other two suits 55 or better, poor hand	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak, natural, new suit F1	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Michael's cue-bid MAJOR AND CLUBS	
OVER 1 MAJOR 3C: OTHER MAJOR AN DIAMOND	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
SPECIAL LANDY	
2♦/ 2♠/2♥ = Natural	
X= MAJOR AND MINORm	
2 CLUBS= majors	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
NATURAL	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
OVER 1 MINOR: RD FG. OTHER BIDS SISTEM ON	
OVER 1 MAJOR: RD: 9 + HC NO FIT. 2NT:	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	X x HxX HxxX	Xx xXx xXxx HxX	
NT	X x HxX HxxX	Xx xxX xxxX HxX	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKX AX AXX AXXX	AKJTX AKQJX	
King	KQ KQX AK KQJX	KQ KQX AK KQJT	
Queen	Q QX QJTX	KQT9X QJTX	
Jack	J JX HJTX JTXX	J JX HJTX JTXX	
10	T9XX TX	T9XX TX	
9	9 9X	9 9X	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX HxxX HxxxXx	HxX HxxX HxxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
SUIT 1	ATTITUDE	COUNT UDCA	LOW encourage
2	COUNT	UDCA	
3	SUIT PREFERENC	SUIT PREFERENC	
NT 1	ATTITUDE	COUNT UDCA	LOW encourage
2	COUNT	UDCA	
3	SUIT PREFERENC	SUIT PREFERENC	
Signals (including Trumps):			
Hi-low interest in ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T.O. until 7♥			
Same level until 8, jump 9-11, cue 12+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DBL y RDBL support			
Responsive DBL until 3♠ or 2♠ other suit			
DBL in competence show extras			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	
<b>NCBO: COLOMBIA</b>	
<b>PLAYERS: CARRERA- JORDAN</b>	
EVEN: ANY	
<b>SYSTEM SUMMARY</b>	
2/1	
INT (14) 15-17, COULD BE 5422 OR 6322	
2♣ FORCING	
2♦ FLANNERY	
2♠/♥ WEAK	
2NT 20-21	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
OVER FIVE-SIX LEVEL PASS SHOW FORCING	
<b>IMPORTANT NOTES</b>	
GARBASH STAYMAN	
<b>PSYCHICS: RARE</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	3	7♥	11-21	TRF 2♣=inverted FG; 2H: 5S 4H 5-8 HCP, 2S: 6S 4H ; 3♣: BARRAGE. WALSH	Accept trf = 3 cards not strong hands;	
1♦		3	7♥	11-21bal. or desbal.	Natural until 1NT 2♣=GF; 2♦=inverted; 2♥=5S 4H; 2♠; 6S 4H ;2NT=12 with 4/5♣; 3♣=10-11 6+cards; 3♦=,weak	Natural, strong, 2NT over 1NT	
1♥		5	7 D	11-21bal. or des bal.	1♠=F1; No 5 spades 1NT:5 spades F1; 2♣=FG; 2♦=nat GF; 2♥=5-9; 2NT: JACOBY, 3C: MODIFIED BERGEN: 3D ASK 3H 3 CARD 3S 4 CARs+	NATURAL, GAME TRAY, SPLINTER	Natural, system ON
1♠		5	7♥	11-21bal. or desbal.	1NT: F1; 2♣=FG; 2♦=nat GF; 2♥= nat GF; 2♠=5-9; 2NT=LIMIT : JACOBY. 3H: 6 CARDS 10 11HCP, MODIFIED BERGEN	NATURAL, GAME TRAY, SPLINTER 1M-1NT-3C FG. 3D ASK	Natural, system ON
1NT				(14) 15-17 Bal or semibal	2♣=stayman; 2♦/2♥= trf; 2♠ WASHINGTON STYLE, 2NT=ASK FOR MINORS. 3C: SPECIAL PUPPET. 3D: MAJORS AT LEAST 55. 3 MAJOR: SINGLETON 54 IN MINORS	SUPPERACCEPTS	Natural, system ON
2♣	X		7♥	4 loser or 22+ any	2♦: AT LEAST 1 CONTROL; 2♥ NAT AT LEAST 2 H; 2♠= NAT 2NT= 3+ controls; 3m 6+ card 2H 3+ controls: 3MAJOR: 7+ CARDS 2HH		
2♦		0		FLANERY 5H 4 S	2M. TO PLAY ,3 MINOR: NAT NO FORCING. 3M: SLAMISH 4C: H, 4D: S 2NT: ASK :3 MINOR= 3-4CARDS BAD HAND 4 MINOR 3-4 CARDS GOOD HAND		
2♥		5		WEAK RANDOM	2NT ASK: 3C: Good suit, 3D :Good hand, 3 other major:good suit good hand, repeat suit : all bad		
2♠		5		WEAK RANDOM	SAME AS ABOVE	SAME AS ABOVE	
2NT				20+21 Bal	3♣ STAYMAN 3♦/3♥= trf ; 3♠=trf 3NT; 3NT 5♠/4♥;; 4C: ASES 14-30; 4NT= Quantit.	Over Puppet 3♦= 1 or 2 M; 3♥= 5 CARDS; 3♠= 5 cards: 3NT= . NO MAJOR	
3♣		6	3♣	Pre-emptive	New suit before game, F1, support = Natural		
3♦		6	3♦	Pre-emptive	New suit before game, F1, support = Natural		
3♥		7	3♥	Pre-emptive	New suit before game, F1, support = Natural		
3♠		7	3♠	Pre-emptive	New suit before game, F1, support = Natural		
3NT		7		GAMBLING			
4♣		7+	4♣	PREEMPTIVE	4 MAJOR: TO PLAY		
4♦		7+	4♦	PREEMTIVE	4 MAJOR: TO PLAY		
4♥		7+	4♥	Pre-emptive	SUIT CUE BID		
4♠		7+	4♠	Pre-emptive	SUIT CUE BID		
4NT		11 m					
5♣		8+		Pre-emptive			

5♦		8+		Pre-emptive		
5♥		8+		Pre-emptive		<b>HIGH LEVEL BIDDING</b>
5♠		8+		Pre-emptive		EKC (steps=0;1,2..etc) Next ask Q;5NT ask specific K
5 NT		12 m				