

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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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:			
LEADS			
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 HxxXx	HxX HxxX HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT 1	ATTITUDE	COUNT	HIGH encourage
2	COUNT	ATTITUDE	
3	SUIT PREFERENC	SUIT PREFERENC	
NT 1	ATTITUDE	COUNT	HIGH encourage
2	COUNT	ATTITUDE	
3	SUIT PREFERENC	SUIT PREFERENC	
Signals (including Trumps):			
Hi-low interest in ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T.O. until 7♥			
Same level until 8, jump 9-11, cue 12+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL y RDBL support			
Responsive DBL until 3♠ or 2♠ other suit			
DBL in competence show extras			

W B F CONVENTION CARD	
CATEGORY: GREEN	
NCBO: COLOMBIA	
PLAYERS: CARRERA- NIÑO	
EVEN: ANY	
SYSTEM SUMMARY	
2/1,	
1♣ fl	
INT (14) 15-17, COULD BE 5422 OR 6322	
2♣ IFORCING	
2♦ MULTI	
2♠/♥ BICOLOR 8-12 HCP	
2NT MINORS 8-12 HCP	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 DIAMONDS	
SPECIAL FORCING PASS SEQUENCES	
OVER FIVE-SIX LEVEL PASS SHOW FORCING	
IMPORTANT NOTES	
GARBAGE STAYMAN, NT SANDWICH	
PSYCHICS: RARE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	7♥	11-21bal. or desbal.	1 D:= NEGATIVE 2♣= FG 2D: NAT FG ; 1NT=9-11; 3♣: BARRAGE	Accept trf = 3 cards not strong hands;	
1♦		4	7♥	11-21bal. or desbal.	Natural until 1NT 2♣=GF; 2♦=inverted; 2♥=WEAK; 2♠; WEAK. ;2NT=12 with 4/5♣; 3♣=10-11 6+cards; 3♦=weak	Natural, strong, 2NT over 1NT	Natural, system ON
1♥		4(5)	7 D	11-21bal. or desbal.	1♠=F1; 1NT: F1; 2♣=FG; 2♦=nat GF; 2♥=5-9; 2♠=LIMIT 3 CARDS H 2NT: LIMIT 3 SMALL CARDS, INVERTED BERGEN	NATURAL, GAME TRAY, SPLINTER	Natural, system ON
1♠		4(5)	7♥	11-21bal. or desbal.	1NT: F1; 2♣=FG; 2♦=nat GF; 2♥= nat GF; 2♠=5-9; 2NT=LIMIT 3 SMALL CARDS. 3H: LIMIT 3 CARDS WITH HONOR. INVERTED BERGEN	NATURAL, GAME TRAY, SPLINTER	Natural, system ON
1NT				(14) 15-17 Bal or semibal	2♣=stayman; 2♦/2♥= trf; 2♠/2NT=C/D. 3C: 5C4D. 3D: 5D4C. 3 MAJOR: SINGLETON	SUPPERACCEPTS	Natural, system ON
2♣	X		7♥	4 loser or 22+ any	2♦ WAITING; 2♥ NAT AT LEAST 2 H; 2♠= NAT 2NT= 3+ controls; 3m 6+ card 2H 3+ controls: 3MAJOR: 7+ CARDS 2HH		
2♦				MULTI weak major/ 20-21 bal/tricolor 17-21 hcp	2H= PAS O CORRECT 2S= SIGN OOF S, INVITACIONAL H 2NT= ASK	OVER 2NT= 3C= WEAK MAJOR 3D=TRICOLOR SING H, 3H= TRI SING S 3S= TRIC SING C 3NT= 20-21 BAL 4C= TRIC SING D	
2♥		5		BICOLOR H AND A MINOR 8-12 HCP	2NT= ASK MINOR 2S= ASK MINOR WITH S	FIRST SHORT= ASK DISTRIBUTION SUBS SHORT = ASK POINTS A= 3 K=2 Q=1. FIRST STEP 0-4 POINTS	
2♠		5		BICOLOR S + OTHER 8-12 HCP	SAME AS ABOVE	SAME AS ABOVE	
2NT				BICOLOR MINORS 8-12 HCP	3♣ Puppet; 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	Q ask for stop next suit		
4♦		7+	4♦	PREEMTIVE	Q ask for stop next suit		
4♥		7+	4♥	Pre-emptive	Q ask for stop next suit		
4♠		7+	4♠	Pre-emptive	Q ask for stop next suit		
4NT		11 m					
5♣		8+		Pre-emptive			
5♦		8+		Pre-emptive			
5♥		8+		Pre-emptive			
5♠		8+		Pre-emptive			
5 NT		12 m					
						HIGH LEVEL BIDDING	
						EKC (steps=0;1,2..etc) Next ask Q;5NT ask specific K	

