

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 4+cards, 8+HCP, DRURY TYPE 2♣ over PART O/C
Aggressive, JUMP RAISE = PRE, CUE = Limit or +
Response New suit = F1 at 1-level, NF at 2-level
4 th position: 2NT= 18-19 HCP, new suit JUMP = 11-14 HCP
CUE after partner bid is SUPP limit or +
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = 15-17 SYS ON, 1NT 4th position = 11-14, NAT responses
4 th position: 2NT= 18-19 HCP, SYS ON (1NT)
JUMP OVERCALLS (Style; Responses; Unusual NT)
5+ card suit, PRE to INTERMEDIATE, 2 NT = ASK Quality:
3♣ = MIN, 3♦ = bad suit
2NT = two lower suits, 8-15 HCP
Reopen: new suit JUMP = 11-14 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = OM + m (5/4+) better m, 2NT ASK m
(1m) 2m = Om + M, 8-15 HCP, 2♥=PASS or correct, 2♠ = NF
JUMP CUE BID ASKS STOP
(1M) 4M STRONG m bicolor, (1M) 4NT = m bicolor
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi LANDY
DBL = Values, PEN
2NT = m bicolor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, (2M) 2NT = NAT SYS ON 1NT,
(2M) weak - 4m = Bicolor m + M, (3X) - 3NT = to play, after NAT
Lebensohl over (2M) - DBL: 2NT forces 3♣ to PASS or correct
(2♦) multi - DBL = like DBL over 2♠
(2♦) multi - 2♥ = like DBL over 2♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = the suit
OVER OPPONENTS' TAKEOUT DOUBLE
1M (DBL): 2/3M = weak, 2NT =limit raise, 2Xunderbid 7/9 3c supp
1M (DBL) 3NT STR RAISE, BAL, SWISS type
1m (DBL) SYS ON

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3+5, low=odd	Top, 3+5, low=odd	
NT	2 nd /4 th	Top, 3+5, low=odd	
Subseq	3+5, low=odd	Top, 3+5, low=odd	
Other: from small XXX : any			
From Hx, eventually the x			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AK	AKJ10+	
King	AK+, Kx, KQ(x)	KQ(J)+, AKx+	
Queen	Q(J/10)+, Qx	KQ10+, QJ+, AQJ+, Qx	
Jack	J10+, Jx, J, A(K)J10+	J10+, Jx, no higher honor	
10	109+, 10x, A(K/Q)10x+	H109+, HH109+, 10x	
9	TOP, 9x	TOP, 9x, 109x, H9x+	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=E	Same	Hi/Lo=E
Suit 2	Preference	Preference	Hi=ENCRG
3			
1	Hi/Lo=E	Same	
NT 2	Preference	Preference	
3			
Signals (including Trumps):			
STD			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (9+HCP) with classic shape			
Emphasize Ms, m unclear			
Cuebid by partner= FG			
JUMP CUE RESP = ASKS STOP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - (1♦) -DBL=4 cards in both Ms			
1m - (1♠) - DBL = suggests 4 + other M, 8 + HCP			
1m - (1♥) - DBL = suggests 4 cards in ♠, 1♠ = 5+ cards			
MAX DBL, NEG DBL thru 3♠, SUPP DBL level 1 and 2 in Ms and ms			
(1X) - 1M- (2Y) or (DBL): DBL or RDBL= A or K in partner suit			
(1X) - 1M - (DBL): SYS ON, 1NT and 2 NT=NAT			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CHILE
PLAYERS: Marcelo Caracci - Loreto Cuevas
EVENT World Bridge Games 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT, 5-card M, ♦ 4th
Aggressive COMP style
STAY can be w/o M, NF
2/1 GF
1NT Openings 15-17 HCP
Weak jump raises over M and m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Escaping from 1NT or 2NT (DBL): PASS to play, RDBL for 2♣, 2♠/♦ the m + another, 2♥/♠ to play, 2NT m bicolor GF
1m (PASS) 1M in very special case can be a 3-card suit (NAT)
1m (PASS) 2m = SUPP 11+ unBAL
3NT weak m suit
4NT m bicolor
1♣ (PASS) 1M can have longer ♦
1m-2♥ SUPP 11+ BAL
1m-2♠ SUPP 4-6 HCP
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Overcall 1NT and 2NT (same level) SYS ON; (3X) 3NT P NAT
1m (PASS) 1X (PASS) 1M = 4/4 in m + M
1M (PASS) 2X (PASS) 2M = does not promise 6 card suit, weak
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		2♣	3♣	11-21 HCP	2♣/2♦ = SUPP 11+ m UNBAL, 2NT = 11-12 HCP	1m (PASS) 1x (PASS) 1M = at least 4-4	
		4♦			3♣/3♦ = 0-6 HCP, 2♥=SUPP11+BAL; 3NT = TO PLAY	1m (PASS) 1x (PASS) 3NT =BAL, 17/19, long m	1m (DBL) SYS ON
					Splinter: 3♦/♥/♠ over 1♣ and 4♣ over 1♦	1m (PASS) 1M (PASS) 4m = 6/4	1♣ (1♦) SYS ON
					2♠=4-6 +SUPP; JUMP on other m =SUPP 7-10 HCP	1m (P) 1x (P) 1-2 NT (P) 2-3♣/♦: NF/ F CHECKBACK	
					1♣/♦ (PASS) 1M (PASS) 1NT PASS 3♣=NF, 3♦ = F	X,Y,Z :1x (P) 1y (P) 1z (P) 2♣/♦ = NF/F CHECKBACK	
					1♣/♦ (PASS) 1M (PASS) 1NT PASS 2NT=INV, no 5M 1m (P) 1M (PASS): 2M=weak SUPP, 3M=SUPP(13-15)	1m 1M 2M 2NT: ask quality and number of cards by steps: 3 cards MIN, 3 cards MAX, 4 cards MIN, 4 cards MAX	↓↓ 1♥ (1♠) SYS ON
1♥/♠		5	3♣	11-21 HCP	RAISE = 7-10 HCP 3c, JUMP RAISE = WEAK 4 cards	1M (PASS) 2NT (PASS) 3x= short, 3M good hand	1M (PASS) 1NT = NAT
					1NT=SF, 2NT = Supp GF, 3NT= 15/16 SWISS,	LONG and SHORT SUIT GAME TRY	Drury. 1M (DBL) SYS ON
					2x = GF, 3♣=10 11 SUPP 4 cards; 3♦=7-9 4cards	1♥ (PASS) 1♠ (PASS) 1NT PASS 3♥/♠ = F	1M(DBL)Underbid=SUPP 3
					4X= SPL. 1M (PASS) JUMP other M limit+ with 3 cards	After reverse 2NT = Lebensohl Type	2NT=11+ SUPP 3 cards
1NT			4♥	15-17	NF STAY, TRF to M, 2♣/NT= Trf to m		SYS ON
					3♣ = PUPPET STAY	1NT (P) 2♣ (P) 2♦ (P): 2♣=5 card SO, 3M=Smolen	1NT (DBL) PASS =to play,
					3♦=5/5+ m GF, 3M = singleton 5-4 in m, 4♣ = GERBER	AFTER STAY 3♣ = NAT GF	2m=m+x,2M=M, RDBL=2♣
					Lebensohl over (2M), SYS ON over (2m) NAT	NEG DBL over interference	After 2♣: PASS or 2♦ or
2♣	•	0	4♣	STR, 21+HCP	2♦ = POS 7+HCP	‡‡ 2NT=22-23, 3NT=24-25, SYS ON	2♥ for M bicolor
					2♥ = NEG (0-6 HCP) , 2 nd NEG	‡‡ 4NT=26-27, 5NT=28-29	1NT (DBL) 2NT = F, both m
					2♠ = POS, good suit		1NT (P) 2♦ P 2♥ P 2♠ = 5/5
					2NT = POS ♥ good suit		M INV;1NT P 2♥ P2♠ P 3♥
					3M = 6 card suit 6-8 HCP		=5/5 MM GF
						2♣ (DBL): PASS = 0-3 HCP, 2♦ = 4-6, RDBL = ♣	2♣ (2♦): PASS = 0-3 HCP, DBL 4-6 HCP, SYS ON
2♦		6 (5)		4-10 HCP	2NT = ASK OGUST type RESPONSE		
2♥/♠		6 (5)		4-10 HCP	2NT = ASK OGUST type RESPONSE	3♣ =weak, 3♦= bad suit 7-10 HCP, 3M = NAT, 3ST=solid	
					2/3 other M=F, 3m = INV NF, 4♣ = ASK H by steps	0,1,2,3; after 4NT or 5♣ = RKCB	
2NT (3)				20-21 BAL	3♣ = PUP STAY, TRF to Ms.	After TRF in M: 3NT =Hx, 3M = xx	
					3♠=TRF to 3NT, 3NT one minor suit		
3♣/♦		6		NAT	3M = F, 4♦ over 3♣ and 4♣ over 3♦ = ASK H by steps		
3♥		7 (6)		NAT	4♣ = ASK H by steps: 0,1,2,3	HIGH LEVEL BIDDING	
3♠						RKCB (1/4,0/3,2, 2+Q) in clubs 03 14 ..., DOPI, DEPO, REPO	
3NT	•			7+ m suit	4/5/6 m PASS or CORRECT, 4M = TO PLAY	GERBER over 1NT or 2NT (0/3, 1/4,2, 2+2K)	
4♣	•			8 card ♥ suit	4♦ = ASK for SINGLETON	5NT in competence is BLAKWOOD	
4♦	•			8 card ♠ suit	4♥ = ASK for SINGLETON	Jump Cuebid at 5 level is EXCLUSION BLACKWOOD	
4♥		7 (6)		To Play		Josephine 5NT	
4♠		7 (6)		To Play		Response RKCB with VOID: 5NT = ODD number of KC(1, 3), 6X = EVEN (0,2,4)	
4NT/5NT	•			m BICOLOR			