

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Level 1: Light (5-17p)
Level 2: (9-17p)
New suit as advancer: F1
Cue bid jump: Mixed
1x (1M- 2 NT): support of 4 cards, inv or +
Jump responses: weak
Reopening: same as above
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
14-18p
Responses: system on, normal 1nt responses (transfer, stayman)
Reopening: 12-15/ X then 1NT: 16-18/ 2 NT: 18-19
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak -new suit responses F1
Unusual NT: lowest unbid suits
Reopen: same as above
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: Micheals
Jump: western
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
Double: penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
double: t/o
cue bid: michaels
jump: weak
NT: 14-20
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1 club: MATH → X majors/ 1NT→ minors
2 club: X clubs
OVER OPPONENTS' TAKEOUT DOUBLE
XX double→ 9 or +
over a major → one under
2NT→ inv +

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd or 4th	2nd or 4th	
NT	attitude	attitude	
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	top of sequence	AKx or AKxx	
King	top of sequence	Asks for Q discard	
Queen	top of sequence	Asks for J discard	
Jack	top of sequence	top of sequence	
10	top of sequence	top of sequence	
9	not doubleton	top of sequence	
Hi-X	odd	attitude	
Lo-X	even	reverse attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Count	Count UDCA	attitude
2	Attitude		count
3	Preferential		suit preference
NT 1	Attitude	Attitude	Attitude
2			
3			
Signals (including Trumps): suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
standard			
reopening: can be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NO penalty doubles to suit			
Double and redouble: support			

W B F CONVENTION CARD
CATEGORY: Green Sticker:
NCBO: Chile - South America
PLAYERS: Antonia Zeman & Gonzalo Rubio
EVENT: Mixed teams- 16th World Bridge Games
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1 spade - 2 hearts SAYC
1 spade- 1 heart - 1 diamond: fifth (club short)
Gazilly
weak diamond, heart and spade
RKCW: 1430
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4 hearts	10-21 2 or more cards (could have 4 diamonds)	1 NT: 8-10, 2 clubs: GF, 2 diamonds: limit, 2M: strong, 2NT: 11-12, 3 clubs: weak, 3NT: 13-15	XYZ	SAME
1♦		5	4 hearts	10-21 5 or more cards	1 NT: 5-11, 2 diamonds:GF, 3 clubs: limit, 2M: GF, 2NT: 11-12, 3 diamonds: weak, 3NT: 13-15	XYZ	SAME
1♥		5	4 diam	10-21 5 or more cards	1NT: 5-11, 2NT: limit with 3 or GF with 4, Reverse Bergen, 3 hearts: weak, 3 NT: Swiss, 3spa/4club/4dia: splinter	Gazilly	drury: 2 clubs standard, 2 diamonds: 2 card support
1♠		5	4 diam	10-21 5 or more cards	1NT: 5-11, 2NT: limit with 3 or GF with 4, Reverse Bergen, 3 spade: weak, 3 NT: Swiss, 3heart/4club/4dia: splinter	Gazilly	drury: 2 clubs standard, 2 diamonds: 2 card support
INT		-	4 hearts	(14+)15-17 balanced (can be semibalanced), could have 5 card major	4 way transfer, puppet, 3dia/3heart/3spade: singleton, Texas	standard, super accept, jumps	Lebensohl, over penalty double: - XX: relay to club - 2 club: club and another - 2 diam: diam and major - 2M: sign off
2♣	yes	0	7 spade	GF OR 22+	Relay to diamond, 2heart/2spade/3club/3diam: good suit (at least fifth)	standard	standard
2♦		(5)6	-	3-10 points and 6 diamonds	2x: not forcing, 2NT: F1, 3x: GF	standard	standard
2♥		(5)6	-	3-10 points and 6 hearts	2x: not forcing, 2NT: F1, 3x: GF	standard	standard
2♠		(5)6	-	3-10 points and 6 spade	2NT: F1, 3x: GF	standard	standard
2NT		-	4 hearts	20-21 balanced, can be semi balanced, could have a fifth major	puppet, transfers, 3spades: asks for minors, texas	standard, super accept, jumps	
3♣		(6)7	-	3-10 points and 7 clubs	3x GF		
3♦			-	3-10 points and 7 diamonds	3x GF		
3♥			-	3-10 points and 7 hearts	3x GF		
3♠			-	3-10 points and 7 spades	3x GF		
3NT	yes			gambling, closed 7 card minor	4 clubs or 5 clubs: pass or correct		
4♣			-	preemptive and 8 clubs			
4♦			-	preemptive and 8 diamonds			
4♥			-	preemptive and 8 hearts			
4♠			-	preemptive and 8 spades			
4NT	yes		-	minors	forced to 5 clubs: pass and correct		
5♣			-			HIGH LEVEL BIDDING	
5♦			-				
5♥			-				
5♠			-				