


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural NF, 5+ cards, might be 4cards good suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd =15-17
4 th =15-17 over M, 10-14 over m
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
2nt = two suits minor ranking
2nt in 4 th = 17-19
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
In jump asks for stop to bid 3nt
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy
2♣=♠s and ♥s
2♦=1M
2♥=♥s and m
2♠=♠s and m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural, Lebensohl
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 2♣ strong x=M ,2nt=m
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+
Any bid F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4/2	4/2	
Subseq	count	count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, Axx, Axxx,AK	=	
King	AKx, AKxx, AKQx, KQ, KQx, KQJx	=	
Queen	Qx, Qxx., QJ..	= + KQ109	
Jack	Jx, HJT, JT	=	
10	Tx,HT9.,T9..	=	
9	9x	9x, 9xx	
Hi-X	x(X)x, x(X)xx..	(X)xx, x(X)xx..	
Lo-X	3 rd /5 th	4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Att.low=encourage	none	Att.low=encourage
2	SP	Count low=even	SP
3	Count low=Even		
NT 1	Att low=encourage.	none	SP(1 ST discard)
2	Count Low =Even	Count low=Even	Att.low=encourage
3			
Signals (including Trumps): UDCA			
High-Low in trumps= ruffing interest			
Lavinthal against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out X may be light			
Responses : Cue bid F1, double jump to 3 level =weak			
Responsive double til 4♥			
Negative double			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m-(1♥)- X=4=♠, 1♠=HCP no 4♠			
1♣-(1♦)-X=♥, 1♣-(1♦)-1♥=♠, 1♣-(1♦)-1♠=♥s and ♠s			
Note			
Doubles in competitive auctions are not strictly defined, we use logic and table feel to figure it out.			

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Colombia
PLAYERS: DIANA BERNAL / CARLOS HOYOS
EVENT: MIXED TEAMS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
5 card major, 1NT response semi forcing, Gazzilli, Bergen.
1♣/1♦=3+ inverted minors
XYZ
2♣ opening : 22+ or less than 4 losers
1nt opening: 14-17 , might have 5 card Major, includes balanced , semi balanced
Responses 2/1 :GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦: multi :a)weak in a major , b)20-21 balanced 4333-4432, c)strong with ♦ 19-22 , d) 5+♦ 4+♣ 19-22
2♥ opening : ♥ and a minor less than opening
2♠ opening: ♠ and other less than opening
2nt opening: weak in ♣ or 20-21(5332 or 6322)
3♣ opening: ♣ and ♦ less than opening
3nt opening: strong Major ♥/♠ opening
Michaels
Gazzilli
Bergen Raises
Multi Landy vs NT
XYZ
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
All carding agreements are flexible, might not be honest
PSYCHICS: often

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	10-21,2+♣s	Nat, 1nt=nat 5-10 2♣/2♠=inv m,2♦=mixed raise♣,2♥/♠=weak	Nat	
1♦		3	7♥	10-21 Natural 4+♦	1♥/1♠/1nt Nat, 2♣=SemiGF, 2♦4+SemiGF, 2♥/♠weak,3♣=Mixed raise♦,3♦=weak		
1♥		5(4)	7♥	10-21 Natural 5+♥	2/1, 2nt=Jacoby 12-16, inverted Bergen	1♥-1♠/1nt-2♣ Gazzilli	Drury
1♠		5(4)	7♥	10-21 Natural 5+♠	2/1, 2nt =Jacoby12-16 , inverted Bergen	1♠-1nt-2♣ Gazzilli	Drury
1NT				14+ to 17- Bal, semi bal, Might have 5card major	2♣=stayman,2♦/2♥=transfers,2♠=size or ♣s 2nt=♣s♦s weak or ♦s-,3♣=puppet,3♦=ms slam 3♥/♠=splinter 5-4 minors	After 2♣-2♦-2♥=garbage After 2♣-2♦-2♠=ask: 2♣-2♥-2♠=ask After 2♣-2♠-3♣=ask	
2♣	x	0		Strong hand, semiforcing game	2♦=waiting	Kokish	
2♦	x	0		Multi: weak in a major, or bal 20-21,or strong with ♦ or strong 5♦ and 4♣	2♥/2♠pass or correct 2NT= asks	3♣=♦ and ♣strong, 3♦=strong ♦ 3♥=weak♠, 3♠=weak ♥ 3nt =20-21 bal	
2♥		5		5-10, ♥s and a minor	2nt = ask		
2♠		5		5-10 ♠s and ♥/♦/♣	2nt = ask		
2NT	x			Weak in ♣s or 20-21 balanced With a 5 card suit	3♣=pass or correct 3♦=asks for 3 card major		
3♣		5		5-10 minors ♣s and ♦s			
3♦		6		preempt			
3♥/3♠		6		preempt			
3NT	x			Good 4♥/♠ opening			
4♣/4♦		7		preempt			
4♥/4♠		7		preempt			
4NT							
5♣/5♦		8		preempt			

HIGH LEVEL BIDDING

RKCB 1430, Exclusion, DOPI, ROPI, 5NT Pick a SLAM/Grand Slam Force