


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 	
OVERCALLS(Style; Responses; 2/1level; Reopening)		OPENING LEADS STYLE				Category i.e. Green / Blue / Red / HUM / Brown Sticker:
General Style = Sound		Lead	in Partner's Suit			Country: COLOMBIA
Responses: Jump Raise = Preemptive	Suit	3th 5th	3th 5th		Event: (Open/Women/Senior/Transnational)	
Cue-Bid = Forcing raise	NT	4th	3th 5th		Players: FRANCISCO BERNAL - FERNANDO VILLALBA	
New Suit = Forcing - jump shift = fit	Subseq					
In Balancing Position: Same	Other:	2nd from 4small				
Take out double : can be light (shape) Responses : natural, cue bid F						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd Position = 16 - 18	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Responses: Bid as 1NT opening	Ace	AKx Ax x x(+)	AK AK x (+)		Natural 5 card majors	
Natural	King	KQ AK KQ 109 (x)	KQ AKJ 10(x) KQ 10 9 (x)		longer minor ♠ if 3 3	
4th Position = 10 - 14	Queen	QJ QJ (x) (x)	QJ QJ x (+) AQJ x (+)		limit jump raises over major	
Responses: Natural	Jack	J10 J10 x(+) KJ 10 (+)	J10 J10 x KJ 10 x(+)		1NT response NF	
	10	10 9 10 9 x(+) H 10 9 x (+)	10 x 10 9			
	9	9 x 9 8 x	9 8 x (+)		1NT Openings: 15 - 17	
1-Suit : Natural;	Hi-x	S x x x S	S x S x x x S x x		2 OVER 1 Responses: GF	
Responses - New suit = forcing	Lo-x	H x S H x S x (+) x S x x(+)	H x S H x x S		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2-suit:- 1♠ - 2♠ = 5♥/5♠					2♠ strong near GF	
Reopen: Cue = any good two suit. 2NT = 19-21	SIGNALS IN ORDER OF PRIORITY				2♦ 5+♥ 4♠ 11-21	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding		2♥ 2 ♠ weak 6th random in 1st 3st; sound 2th	
Direct Cue Bid = Michaels (Note 1)	Suit:1st	Lo Hi encouragement	same		3NTopening gambling	
	2nd	Lo Hi even			2NT overcall two lower unbid suits	
	3rd	S P			Michaels	
	NT: 1st	Lo Hi E	same		Lebensohl after 2M overcall over 1ST	
	2nd	Lo E			Negative double thru 7♥	
	3rd	S P				
	Signals (including Trumps):					
	Eco in trump suit shows ability to ruff or SP					
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
Take out doubles thru 7♥	Maybe light with classic shape					
	Cue F until the suit is bid twice					
	New suit F1 Reopen as above				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
	Responsive double : after T O double thru 4♥ After overcall thru 4 ♠					
	Repeat same suit double by neg doubler is TO				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Over minor michaels : major is stopper				Double jump in new suit splinter if minor over major	
	Over major michaels : cue bid in opponent major is limit +				Jump cue bid by opener splinter raises	
OVER OPPONENTS' TAKE OUT DOUBLE						
New suit forcing at 1-level					Psychics: rare	
Jump Shift non-forcing						
Double Jump = Splinter / 2NT = limit raise or better						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3		'11 - 21	double raise weaker than single raise	4th suit forcing GF Reverses by opener F by responder GF 3th suit F1	Jump cue bid overcall Splinter
1♦		3		'11 - 21	double raise weaker than single raise	4th suit forcing GF Reverses by opener F by responder GF 3th suit F1	Jump cue bid overcall Splinter
1♥/♠		5		'11 - 21	1 NT semiforcing 2NT GF with 4+ trump support	Inverted Bergen raises Weak jump raises	Cue bid over comp Raise
1 NT				15 - 17			
2 ♣	x			GF	2♥ neg		
2♦	x			11 - 21 5+♥ 4♣	2NT ask		
2♥		6		Pre emptive Random 1th 3th Sound 2th	2NT ask new suit F		
2♠		6		Pre emptive Random 1th 3th Sound 2th	2NT ask new suit F		
2 NT				20 - 21	Muppet		
3 ♣		6		Pre emptive	new suit F		
3♦		6		Pre emptive	new suit F		
3♥		7		Pre emptive	new suit F		
3♠		7		Pre emptive	new suit F		
3 NT	x			Gambling		High Level Bidding	
4 ♣				Pre emptive			
4♦				Pre emptive			
4♥				Pre emptive			
4♠				Pre emptive			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

Note

Note 1: Michaels Cue Bids:

(1♣ – 2♣

(1♦ – 2♦

Both majors 5(+) / 5(+)

(1♥ – 2♥ = 5♣ + 5 minor

(1♠ – 2♠ = 5♥ + 5 minor

All jumps in known suits are PRE (but may be tactically strong

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p)

3♣ (p) 3x = GF No Stopper

Note 3: Multi Landy: (vs No Trump

Penalty Double

2♣ shows at least four cards in each major suit = Landy

2♦ 5+ in a major

2♥ 2♠ bicolor

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: Responses after NT rebid

1♦ - 1♥ 1♥ - 1♠

1NT – 2♣ = relay to 2♦

1NT – 3♥ = invitational

Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5♣ = 4 or 1

5♦ = 3 or 0

5♥ = 2

5♠ = 2 + Queen of Trumps

5NT = 3 + a void

6x = 2 + a void

Description