DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					
Natural NF, 5+ cards, might be 4cards good suit	Lead			In Partner's Suit		CATEGORY: Green
	Suit	Suit 3/5		3/5		NCBO:
	NT	4/2		4/2		PLAYERS: DIANA BERNAL / CARLOS HOYOS
	Subseq count			count		EVENT: SMALL FEDERATION OPEN TEAMS 2024
	Other:					41
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	1				SYSTEM SUMMARY
2 nd =15-17	Lead	Vs. Suit		Vs. NT		
4th =15-17 over M, 10-14 over m	Ace			=		GENERAL APPROACH AND STYLE
	King	King AKx, AKxx, AKQx, KQ, KQx, KQJx		=		2/1 GF
	Queen	Qx, Qxx, Q)J	= + KQ1	09	5 card major,1NT response semi forcing, Gazzilli, Bergen.
	Jack	Jx, HJT, JT		=		1♣/1♦=3+ inverted minors
IUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx,HT9,T9	·	=		XYZ
weak	9	9x		9x, 9xx		2. opening : 22 + or less than 4 losers
2nt = two suits minor ranking	Hi-X	$\mathbf{x}(\mathbf{X})\mathbf{x}, \mathbf{x}(\mathbf{X})\mathbf{x}$	xx	(X)xx, x	(X)xx	1nt opening : 14-17, might have 5 card Major, includes
2nt in 4 th = 17-19	Lo-X	3 rd /5th		4th		balanced, semi balanced
Reopen:	SIGNA	LS IN ORDER OF PI	RIORITY			Responses 2/1 :GF
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le	ad I	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels	Suit 1	1 Att.low=encourage	none	ł	Att.low=encourage	2 ♦: multi :a)weak in a major , b)20-21 balanced 4333-4432, c)strong with ♦19-22 , d) 5+ ♦ 4+ ♣ 19-22
In jump asks for stop to bid 3nt		2 SP	Count low=ev	ven S	SP	2 ♥opening : ♥ and a minor less than opening
		3 Count low=Even				2 ▲opening: ▲ and other less than opening
	NT	1 Att low=encourage.	none	5	P(1 ST discard)	2nt opening: weak in 4 or 20-21(5332 or 6322)
VS. NT (vs. Strong/Weak; Reopening; PH)		2 Count Low =Even	Count low=E	ven A	Att.low=encourage	3♣opening: ♣ and ♦ less than opening
Multi-Landy		3				3nt opening: strong Major ♥/♠ opening
2♣=♠s and ♥s	Signals	(including Trumps): Ul	DCA			Michaels
2♦=1M		ow in trumps= ruffing in				Gazzilli
$2\Psi = \Psi s$ and m		Lavinthal against NT				Bergen Raises
2 = s and m	DOUBLES					Multi Landy vs NT
						XYZ
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEC	OUT DOUBLES (Style	e; Responses;	Reopening)	1
Natural, Lebensohl	Take-out X may be light					1
Leaping Michaels		ses : Cue bid F1, double	e jump to 3 leve	el =weak		1
	Responsive double til 4♥					1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	Negative double					SPECIAL FORCING PASS SEQUENCES
Vs 2♣ strong x=M ,2nt=m	SPECIA	AL, ARTIFICIAL & (COMPETITIV	/E DBLS/I	RDLS	
-	1m-(1♥))- X=4=♠, 1♠=HCP 1	no 4♠]	
	$1 \div -(1 \bigstar) - X = \checkmark$, $1 \div -(1 \bigstar) - 1 \checkmark = \bigstar$, $1 \bigstar -(1 \bigstar) - 1 \bigstar = \checkmark$ s and \bigstar s					
OVER OPPONENTS' TAKEOUT DOUBLE	Note					IMPORTANT NOTES
XX=10+	Doubles	in competitive auction	s are not strictl	y defined,	we use logic and	All carding agreements are flexible, might not be honest
Any bid F1		table feel to figure it out.				PSYCHICS: often
						1

DESCRIPTION 10-21,2+♣s 10-21 Natural 4+♦ 10-21 Natural 5+♥ 10-21 Natural 5+♥ 10-21 Natural 5+♥ 10-21 Natural 5+♠ 10-21	RESPONSESNat, 1nt=nat 5-10 $2*/2*=inv m, 2*=mixed raise*, 2*/*=weak$ $1*/1*/1nt Nat, 2*=SemiGF, 2*4+SemiGF,$ $2*/4$ weak, $3*=Mixed raise*, 3*=weak$ $2/1, 2nt=Jacoby 12-16$, inverted Bergen $2/1, 2nt=Jacoby 12-16$, inverted Bergen $2*=stayman, 2*/2*=transfers, 2*=size or *s$ $2nt=*s*s$ weak or $*s-, 3*=puppet, 3*=ms$ slam $3*/*=splinter 5-4$ minors $2*=waiting$ $2*/2*pass or correct$ $2NT=$ asks	SUBSEQUENT ACTION Nat 1♥-1♠/1nt-2♣ Gazzilli 1♠-1nt-2♣ Gazzilli After 2♣-2♦-2♥=garbage After 2♣-2♦-2♥=garbage After 2♣-2♦-2♥=garbage After 2♣-2♦-2♥=garbage After 2♣-2♦-3♣=ask Kokish 3♣=♦ and ♣strong, 3♦=strong ♦	COMPETITIVE & PASSED HAND BIDDING
0-21 Natural 4+ ♦ 0-21 Natural 5+ ♥ 0-21 Natural 5+ ♥ 10-21 Natural 5+ ♥ 14+ to 17- Bal, semi bal, Might have 5card major Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with ♦ or strong 5 ♦ and 4 ♣	2 ♣/2 ♣=inv m,2 ♦=mixed raise ♣,2 ♥/ ♣=weak 1 ♥/1 ♠/1nt Nat, 2 ♣=SemiGF, 2 ♦ 4+SemiGF, 2 ♥/ ♠ weak,3 ♣=Mixed raise ♠,3 ♦=weak 2/1, 2nt=Jacoby 12-16, inverted Bergen 2/1, 2nt =Jacoby 12-16, inverted Bergen 2 ♣=stayman,2 ♠/2 ♥=transfers,2 ♣=size or ♣s 2 nt=♣s ♦ s weak or ♦ s-,3 ♣=puppet,3 ♦=ms slam 3 ♥/ ♠=splinter 5-4 minors 2 ♠=waiting 2 ♥/2 ♠ pass or correct	1♥-1♠/1nt-2♣ Gazzilli 1♠-1nt-2♣ Gazzilli After 2♣-2♦-2♥=garbage After 2♣-2♦-2♥=garbage After 2♣-2♦-2♦=ask: 2♣-2♥-2♠=ask After 2♣-2♠-3♣=ask Kokish	
0-21 Natural 5+♥ 0-21 Natural 5+♥ 0-21 Natural 5+♠ 0-21 Natural 5+♠ 0-21 Natural 5+♠ Night have 5card major Strong hand, semiforcing game Nulti:weak in a major, or bal 20-21,or strong with ♦or strong 5♦ and 4♣	<pre>1♥/1 ▲/1nt Nat, 2♣=SemiGF, 2 ♦ 4+SemiGF, 2♥/▲weak,3♣=Mixed raise ♦,3 ♦=weak 2/1, 2nt=Jacoby 12-16, inverted Bergen 2/1, 2nt =Jacoby 12-16, inverted Bergen 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 2 ♦=waiting 2♥/2 ♠pass or correct</pre>	1 ▲-1nt-2 ♣ Gazzilli After 2 ♣-2 ♦ -2 ♥=garbage After 2 ♣-2 ♦ -2 ♦=ask: 2 ♣-2 ♥-2 ♠=ask After 2 ♣-2 ♠-3 ♣=ask Kokish	
0-21 Natural 5+♥ 0-21 Natural 5+♥ 0-21 Natural 5+♠ 0-21 Natural 5+♠ 0-21 Natural 5+♠ Night have 5card major Strong hand, semiforcing game Nulti:weak in a major, or bal 20-21,or strong with ♦or strong 5♦ and 4♣	2♥/♠weak,3♣=Mixed raise♦,3♦=weak 2/1, 2nt=Jacoby 12-16, inverted Bergen 2/1, 2nt =Jacoby12-16, inverted Bergen 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 2♦=waiting 2♥/2♠pass or correct	1 ▲-1nt-2 ♣ Gazzilli After 2 ♣-2 ♦ -2 ♥=garbage After 2 ♣-2 ♦ -2 ♦=ask: 2 ♣-2 ♥-2 ♠=ask After 2 ♣-2 ♠-3 ♣=ask Kokish	
0-21 Natural 5+▲ 4+ to 17- Bal, semi bal, Might have 5card major Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with ♦or strong 5♦ and 4♣	2/1, 2nt=Jacoby 12-16, inverted Bergen 2/1, 2nt =Jacoby12-16, inverted Bergen 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 2♦=waiting 2♥/2♠pass or correct	1 ▲-1nt-2 ♣ Gazzilli After 2 ♣-2 ♦ -2 ♥=garbage After 2 ♣-2 ♦ -2 ♦=ask: 2 ♣-2 ♥-2 ♠=ask After 2 ♣-2 ♠-3 ♣=ask Kokish	
0-21 Natural 5+▲ 4+ to 17- Bal, semi bal, Might have 5card major Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with ♦or strong 5♦ and 4♣	2/1, 2nt =Jacoby12-16, inverted Bergen 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 2♦=waiting 2♥/2♠pass or correct	1 ▲-1nt-2 ♣ Gazzilli After 2 ♣-2 ♦ -2 ♥=garbage After 2 ♣-2 ♦ -2 ♦=ask: 2 ♣-2 ♥-2 ♠=ask After 2 ♣-2 ♠-3 ♣=ask Kokish	
4+ to 17- Bal, semi bal, Might have 5card major Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with ♦ or strong 5♦ and 4♣	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 2♦=waiting 2♥/2♠pass or correct	After 2♣-2♦-2♥=garbage After 2♣-2♦-2♦=ask: 2♣-2♥-2♠=ask After 2♣-2♦-3♣=ask Kokish	Drury
Might have 5card major Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with \diamond or strong $\delta \phi$ and 4.	2nt=♣s ♦ s weak or ♦s-,3♣=puppet,3♦=ms slam 3♥/♠=splinter 5-4 minors 2♦=waiting 2♥/2♠pass or correct	After 2♣-2♦-2♠=ask: 2♣-2♥-2♠=ask After 2♣-2♠-3♣=ask Kokish	
Might have 5card major Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with \diamond or strong $\delta \phi$ and 4.	2nt=♣s ♦ s weak or ♦s-,3♣=puppet,3♦=ms slam 3♥/♠=splinter 5-4 minors 2♦=waiting 2♥/2♠pass or correct	After 2♣-2♦-2♠=ask: 2♣-2♥-2♠=ask After 2♣-2♠-3♣=ask Kokish	
Strong hand, semiforcing game Multi:weak in a major, or bal 20-21,or strong with \diamond or strong $\delta \diamond$ and $4 \clubsuit$	3♥/♠=splinter 5-4 minors 2♦=waiting 2♥/2♠pass or correct	After 2 * -2 * -3 * =ask Kokish	
Multi:weak in a major, or bal 20-21,or strong with ♦ or strong 5♦ and 4♣	2♦=waiting 2♥/2♠pass or correct	Kokish	
20-21,or strong with \diamond or strong 5 \diamond and 4 \clubsuit			
20-21,or strong with \diamond or strong 5 \diamond and 4 \clubsuit		3 = 4 and 4 strong, $3 = 100$	
5♦ and 4♣		3♥=weak♠, 3♠=weak ♥	
10 1		3nt =20-21 bal	
5-10, \blacktriangleleft s and a minor	2nt = ask		
5-10 ▲ s and ♥ / ♦ / ♣	2nt = ask		
Weak in & s or 20-21 balanced	3♣=pass or correct		
With a 5 card suit	3 ♦ =asks for 3 card major		
5-10 minors \Rightarrow s and \Rightarrow s			
preempt			
preempt			
Strong ♥/▲ 8 ¹ ⁄2 winners			
preempt			
preempt			
preempt			
oree Stro oree oree	mpt ng♥/♠ 8 ½ winners mpt mpt	mpt	mpt mpt mpt