Defensive and Competitive Bidding						
Overcalls (Style; responses: 1/2 level; reopening)						
General Style = Sound						
Responses: Jump Raise = Preemptive						
Cue-Bid = Forcing raise						
New Suit = Forcing - jump shift = fit						
In Balancing Position: Same						
Take-out double:						
General Style = Can be light / shaped						
Responses: Natural. Cue bid = Forcing						
Note 3						
1NT overcalls (2nd/4th live; responses; reopening)						
2nd Position = 16 - 17						
Responses: Bid as 1NT opening						
Natural						
4th Position = 14 - 17						
Responses: Natural						
Jump Overcalls: (Style; responses; unusual NT)						
1-Suit : Natural;						
Responses - New suit = forcing						
2-suit:- preemptive						
Reopen: 2NT = 19-21						
Direct and Jump cue Bids (Style; responses; reopen)						
Vs NT (vs Strong/weak; reopening; pH						
DONT (note 1)						
Vs preempts (doubles, cue-Bids; jumps; NT bids						

Cue-blu - Forcing raise							
New Suit = Forcing - jump shift = fit							
In Balancing Position: Same							
Take-out double:							
General Style = Can be light / shaped							
Responses: Natural. Cue bid = Forcing							
Note 3							
1NT overcalls (2nd/4th live; responses; reopening)							
2nd Position = 16 - 17							
Responses: Bid as 1NT opening							
Natural							
4th Position = 14 - 17							
Responses: Natural							
Jump Overcalls: (Style; responses; unusual NT)							
1-Suit : Natural;							
Responses - New suit = forcing							
2-suit:- preemptive							
Reopen: 2NT = 19-21							
Direct and Jump cue Bids (Style; responses; reopen)							
Vs NT (vs Strong/weak; reopening; pH							
DONT (note 1)							
Vs preempts (doubles, cue-Bids; jumps; NT bids							
Take out doubles // Natural							
Vs Artificial Strong Openings							
Over Opponents take out double							
XX +10 ptos and play							
New suit forcing at 1-level or Jump Shift // non-forcing							

Leads a	and Signals			
Opening Le	ads - style	WBF CONVENTION CARD		
Lead	In Partner's Suit	DOMINICAN REPUBLIC TEAM		
Suit	3rd / 5th	DIAVERS		
NT	4th	PLATERS.		
Subseq	actitude	ARIEL GARCIA		
Other	2nd from 4 small	JOSE ROQUES		
		System Summary		
Leads		System Summary		
Lead	Vs. Suit	General approach and Style		
Ace	AKx:Axxx(+) //. AK:AKx(+)	Natural, 5-card Majors		
King	KQ;AK; KQ109x. // KQ;AKJ10(x);	Longer Minor – 1D if 3.3		
	U; $QJx(x)$ // QJ ; $QJx(+)$; $AQJx(+)$; $KQx(+)$;	Limit jump raises over majors		
Jack	J10; J10x(+); KJ10x(+)	1NT response = not forcing		
10	109; 109x(+); H109x(+); 10x			
9	9x; 98x(+)			
Hi-x	actitude oriented	1NT Opening: 15 – 17. / 2nt: 20-22		
Lo-x	actitude oriented	2 over 1 response: + 10 // F1		
	rder of Priority	Special Bids that may require defense		
Partner's L		2Club Opening = strong, near Game Force - any suit,(s)		
	Declarer's Lead Discarding	any shape +20p		
1 Suit	Hi/lo = E	2D Opening = Weak { 6+ (6-10 HCP)		
2 Suit	Hi=encouraging	2H Opening = Weak Major 6+ (6-10 HCP)		
3 Suit	S/P	2S Opening = Weak Major 6+ (6-10 HCP)		
1 NT	Hi/lo = E	25 Opening Weak Major 6. (6 16 Her)		
2 NT	Hi = encouraging			
3 NT	S/P			
Signals (inc	luding trumps):			
	publes (Style; responses reopening)			
May be lig	ht with classic shape			
Cue = F un	itil a suit is bid twice;	Special Forcing Pass Sequences		
New suit =				
	ame as above			
Special, art	ificial and competitive doubles/redoubles	Important notes that don't fit elsewhere		
		4 th suit forcing game		
Competitiv	ve X and XX	Jump Cue Bid by Opener = Splinter raise		
		Bouchies		
		Psychics:		
		- Rare		

Pass Section Description Responses Subsequent Auction Modifications over Competition and with Passed Partner									
1C 3 3S 11-19 HCP Single raise weaker than double raise As above	Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	•	
Reverses by opener forcing; by responder – Game forcing; Third suit = 1 Round Force Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls	Pass				Not an Opening Bid				
The control of the	1C		3	3S	11 – 19 HCP	_	Reverses by opener forcing; by responder = Game forcing;	Cue bid for overcall = asks for a stopper	
Same 1 S	1D		3	3S	11 - 19 HCP		As above	As above	
15 - 17 balanced Jacoby Transfers: Note 4 Stayman Stayman Dble at 3-level shows values. Dbl at 2-level is T/O Stayman Dble at 3-level shows values. Dbl at 2-level is T/O Invitational, minor forcing Natural Stayman	1H		5	3S	11 - 19 HCP			Cue bid over Comp = Strong Raise	
Stayman invitational, minor forcing 2C ART 3S Artificial, strong - near Game Force, any suit, (s) any shape 2D 6 3S 6 - 10 HCP New suit forcing 2NT asks for feature if maximum New suit forcing 2NT asks for feature if maximum 2H 6 6 6 - 10 HCP New suit forcing 2NT asks for feature if maximum 2S 6 6 6 6 - 10 HCP New suit forcing 2NT asks for feature if maximum 2NT 3NT = AKQxxx Natural 2NT 2NT 20 - 21 balanced Jacoby Transfers; Stayman Note 9 3C 6 Pre-emptive New Suit forcing 3D 6 Pre-emptive New Suit forcing 3I Natural. Minors = cue-bid 3S New Suit forcing 3NT = AKQxxx Natural Note 2 Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 2) Cue Bids Splinters GSF No Changes Allowed:	15		5	3S	11 - 19 HCP	Same 1 H	Same 1 H	Same 1 H	
Came Force, any suit, (s) any shape Came Force, any suit, (s) any shape Sam Approach and Conventions (including all Slam-Interest Bids)	1NT				15 - 17 balanced	-	•	Dble at 3-level shows values. Dbl at 2-level is T/O	
2NT asks for feature if maximum 2H 6 6 - 10 HCP New suit forcing 2NT asks for feature if maximum 2S 6 6 6 - 10 HCP New suit forcing 2NT asks for feature if maximum 2NT 2DT 2D - 21 balanced Jacoby Transfers; Stayman Note 9 3C 6 Pre-emptive New Suit forcing Jacoby Transfers; Stayman Note 9 3D 6 Pre-emptive New Suit forcing Slam Approach and Conventions (including all Slam-Interest Bids) 3D 6 Pre-emptive New Suit forcing Slam Approach and Conventions (including all Slam-Interest Bids) 3D 6 Pre-emptive Ag Natural Five - Ace Blackwood: RKCB (Note 2) Cue Bids Splinters GSF 3NT 7(6) Gambling Natural 4C 7 Pre-emptive Natural No Changes Allowed:	2C	ART		3\$	Game Force, any suit,(s)	Control responses: Note 5		Natural	
2NT asks for feature if maximum 2S 6 6 6 - 10 HCP New suit forcing 2NT asks for feature if maximum 2NT 20 - 21 balanced Jacoby Transfers; Stayman Note 9 3c 6 Pre-emptive New Suit forcing 3D 6 Pre-emptive New Suit forcing 3H 6 Pre-emptive 3[Natural. Minors = cue-bid 3S 6 Pre-emptive 4] Natural. Minors = cue-bid 3NT 7(6) Gambling Natural 4C 7 Pre-emptive Natural New Suit forcing Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 2) Cue Bids Splinters GSF No Changes Allowed:	2D		6	3\$		_	3NT = AKQxxx	Natural	
2NT asks for feature if maximum 2NT	2H		6		6 - 10 HCP		3NT = AKQxxx	Natural	
Note 9 DBL = Penalties	2S		6		6 - 10 HCP	_	3NT = AKQxxx	Natural	
Slam Approach and Conventions (including all Slam-Interest Bids) Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 2) Cue Bids Splinters GSF Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 2) Cue Bids Splinters GSF No Changes Allowed:	2NT				20 - 21 balanced				
3D 6 Pre-emptive New Suit forcing 3H 6 Pre-emptive 3[Natural. Minors = cue-bid Splinters GSF 3S 6 Pre-emptive 4] Natural. Minors = cue-bid Splinters GSF 3NT 7(6) Gambling Natural 4C 7 Pre-emptive Natural No Changes Allowed:	3c		6		Pre-emptive	New Suit forcing			
3S 6 Pre-emptive 4] Natural. Minors = cue-bid Splinters GSF 3NT 7(6) Gambling Natural 4C 7 Pre-emptive Natural No Changes Allowed:	3D		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)		
3S 6 Pre-emptive 4] Natural. Minors = cue-bid GSF 3NT 7(6) Gambling Natural 4C 7 Pre-emptive Natural No Changes Allowed:	3H		6		Pre-emptive	3[Natural. Minors = cue-bid	Splinters		
3NT 7(6) Gambling Natural 4C 7 Pre-emptive Natural No Changes Allowed:	3S		6		Pre-emptive	4] Natural. Minors = cue-bid			
No Changes Allowed:	3NT		7(6)		Gambling	Natural			
	4C		7		Pre-emptive	Natural	No Changes Allowed:		
	4D		7		Pre-emptive	Natural			
4NT Blackwood	4NT				Blackwood				



Supplementary Sheet

Note 1: DON'T

Defense over 1NT strong (DONT):

Note 2: RKCB (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5C = 3 or 0 5D = 4 or 1 5H = 25S = 2 + Queen of Trumps

Note 3: Take Out Double

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 4: Responses to 1NT and 2NT Opening

a) Stayman

b) Transfers - NATURAL

INT -
$$2\Diamond = 5+\Diamond$$

 $2\heartsuit = 5+\spadesuit$
 $2 \spadesuit = 5+ \spadesuit$
 $2NT = Nat$
 $3 \spadesuit = 5+\Diamond$
 $4\Diamond = 5\heartsuit + 5 \spadesuit$

2NT - Samel

Note 5: Control Responses to 2 Clubs strong bid

- 2♦ shows 0 or 1 control (at most 1 king),
- 2♥ shows 2 controls (1 ace or 2 kings),
- 2♠ shows 3 controls (specifically 1 ace and 1 king),
- 2NT shows 3 controls (specifically 3 kings), and
- 3♣ shows 4 controls,
- 3 or higher, etc. on up the line.