

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Over one level: 6-17, new suit NF, Q =F1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Second / fourth 15-17
Fourth 16-18 if both opponent talk
If passed hand show other two suits 55 or better, poor hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, natural, new suit F1
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue-bid MAJOR AND DIAMNOD
OVER 1 MAJOR 3C: OTHER MAJOR AN CLUB
VS. NT (vs. Strong/Weak; Reopening;PH)
CAPPELETI 2C= MONOCLOR
2♦=2M; 2♠/♥ = M+m; 2NT= m's; 3m= natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
NATURAL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
OVER 1 MINOR: RD FG. OTHER BIDS SISTEM ON
OVER 1 MAJOR: RD: 9 + HC NO FIT. 2NT: 9+ FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	X x HxX HxxX	Xx xXx xXxx HxX	
NT	X x HxX HxxX	Xx xxX xxxX HxX	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKX AX AXX AXXX	AKJTX AKQJX	
King	KQ KQX AK KQJX	KQ KQX AK KQJT	
Queen	Q QX QJTX	KQT9X QJTX	
Jack	J JX HJTX JTXX	J JX HJTX JTXX	
10	T9XX TX	T9XX TX	
9	9 9X	9 9X	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX HxxX HxxXx	HxX HxxX HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT 1	ATTITUDE	COUNT	HIGH encourage
2	COUNT	ATTITUDE	
3	SUIT PREFERENC	SUIT PREFERENC	
NT 1	ATTITUDE	COUNT	HIGH encourage
2	COUNT	ATTITUDE	
3	SUIT PREFERENC	SUIT PREFERENC	
Signals (including Trumps):			
Hi-low interest in ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T.O. until 7♥			
Same level until 8, jump 9-11, cue 12+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL y RDBL support			
Responsive DBL until 3♠ or 2♠ other suit			
DBL in competence show extras			

W B F CONVENTION CARD
CATEGORY: SENIOR
NCBO: COLOMBIA
PLAYERS: ALL PLAYERS
EVENT: ANY
SYSTEM SUMMARY
2/1 OVER 1 MAJOR
INT (14) 15-17, COULD BE 5422 OR 6322
2♣ IFORCING
2♦ WEAK
2♠/♥ WEAK
2NT 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
GARBAGE STAYMAN
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	7♥	11-21 ANY HAND	TRF 2♣=inverted FG; 2D: LIMIT 2M WEAK TRANSFER; 1NT=10-11; 3♣: BARRAGE	Accept trf = 3 cards not strong hands;	
1♦		4	7♥	11-18bal. or desbal.	Natural until 1NT 2♣=GF; 2♦=inverted; 2♥=WEAK; 2♠; WEAK. ;2NT=12 with 4/5♣; 3♣=10-11 6+cards; 3♦=weak	Natural, strong, 2NT over 1NT	Natural, system ON
1♥		4(5)	7D	11-18bal. or desbal.	1♠=F1; 1NT: F1; 2♣=FG; 2♦=nat GF; 2♥=5-9; 2♠=LIMIT 3 CARDS H 2NT: LIMIT 3 SMALL CARDS, INVERTED BERGEN	NATURAL, GAME TRAY, SPLINTER	Natural, system ON
1♠		4(5)	7♥	11-18bal. or desbal.	1NT: F1; 2♣=FG; 2♦=nat GF; 2♥= nat GF; 2♠=5-9; 2NT=LIMIT 3 SMALL CARDS. 3H: LIMIT 3 CARDS WITH HONOR. INVERTED BERGEN	NATURAL, GAME TRAY, SPLINTER	Natural, system ON
1NT				(14) 15-17 Bal or semibal	2♣=stayman; 2♦/2♥= trf; 2♠/2NT=C/D. 3C: 5C4D. 3D: 5D4C. 3 MAJOR: SINGLETON	SUPPERACCEPTS	Natural, system ON
2♣	X		7♥	4 loser or 22+ any	2♦ WAITING; 2♥ NAT AT LEAST 2 H; 2♠= NAT 2NT= 3+ controls; 3m 6+ card 2H 3+ controls: 3MAJOR: 7+ CARDS 2HH		
2♦				Weak	2NT ASK: 3C: ALL GOOD, OR ALL BAD 3D: GOOD HAND BAD SUIT. 3 MAJOR. GOOD SUIT BAD HAND		
2♥		5		WEAK	2NT ASK: 3C: ALL GOOD, OR ALL BAD 3D: GOOD HAND BAD SUIT. 3 MAJOR. GOOD SUIT BAD HAND		
2♠		5		WEAK	SAME AS ABOVE		
2NT				20+21 Bal	3♣ Puppet; 3♦/3♥= trf ; 3♠=trf 3NT; 3NT 5♠/4♥;; 4C: ASES 14-30; 4NT= Quantit.	Over Puppet 3♦= 1 or 2 M; 3♥= 5 CARDS; 3♠= 5 cards: 3NT= . NO M,AJOR	
3♣		6	3♣	Pre-emptive	New suit before game, F1, support = Natural		
3♦		6	3♦	Pre-emptive	New suit before game, F1, support = Natural		
3♥		7	3♥	Pre-emptive	New suit before game, F1, support = Natural		
3♠		7	3♠	Pre-emptive	New suit before game, F1, support = Natural		
3NT		7		GAMBLING			
4♣		7+	4♣	PREEMPTIVE	Q ask for stop next suit		
4♦		7+	4♦	PREEMTIVE	Q ask for stop next suit		
4♥		7+	4♥	Pre-emptive	Q ask for stop next suit		
4♠		7+	4♠	Pre-emptive	Q ask for stop next suit		
4NT		11 m					
5♣		8+		Pre-emptive			
5♦		8+		Pre-emptive			
5♥		8+		Pre-emptive		HIGH LEVEL BIDDING	
5♠		8+		Pre-emptive			
5 NT		12 m					