

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Over one level: 6-17, new suit NF, Q =F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Second / fourth 15-17
Fourth 9-14 HCP
If passed hand show other two suits 55 or better, poor hand
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, natural, new suit F1
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's cue-bid MAJOR AND CLUB
OVER 1 MAJOR 3C: OTHER MAJOR AND D
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
MULTILANDY, 2C. MAJORS
2♦=1M; 2♠/♥ = M+m; 2NT= m's; 3m= natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
NATURAL.Leaping
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NEW ZEALAND; 1♦: D AND H. 1H: MAJORS. 1 S: S AND C
INT: S AND D;DOUBLE: C AND H
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
OVER 1 MINOR: RD FG. OTHER BIDS SISTEM ON
OVER 1 MAJOR: RD: 9 + HC NO FIT. 2NT: 9+ FIT

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	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:			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T.O. until 7♥			
Same level until 8, jump 9-11, cue 12+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DBL y RDBL support			
Responsive DBL until 3♠ or 2♠ other suit			
DBL in competence show extras			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: COLOMBIA</b>
<b>PLAYERS: CARRERA- NIÑO</b>
<b>EVEN: ANY</b>
<b>SYSTEM SUMMARY</b>
2/1,
1♣ fl
1NT (14) 15-17, COULD BE 5422 OR 6322
2♣ IFORCING
2♦ MULTI
2♠/♥ BICOLOR 8-12 HCP
2NT MINORS 8-12 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 DIAMONDS. 2NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
OVER FIVE-SIX LEVEL PASS SHOW FORCING
<b>IMPORTANT NOTES</b>
GARBAGE STAYMAN, NT SANDWICH
<b>PSYCHICS: SOME TIMES</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	X	0	7♥	11-21bal. or desbal.	1 D:= NEGATIVE 2♣= FG 2D: NAT FG ; 1NT=9-11; 3♣: BARRAGE	Accept trf = 3 cards not strong hands;		
1♦		4	7♥	11-21bal. 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)	7 D	11-21bal. 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♥	11-21bal. 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	2C-2any-2NT: 3 C Puppet		
2♦	X			MULTI weak major/ 20-21 bal/tricolor 17-21 hcp	2H= PAS O CORRECT 2S= SIGN OOF S, INVITACIONAL H 2NT= ASK	OVER 2NT= 3C= Weak H mi 3D= Weak H Max, 3H= weak S Min 3S= weak S Max 3NT= 20-21 BAL 4C= Tri Singl D etc		
2♥		5		BICOLOR H AND A MINOR 8-12 HCP	2NT= ASK MINOR 2S= ASK MINOR WITH S	FIRST SHORT= ASK DISTRIBUTION SUBS SHORT = ASK POINTS A= 3 K=2 Q=1. FIRST STEP 0-4 POINTS		
2♠		5		BICOLOR S + OTHER 8-12 HCP	SAME AS ABOVE	SAME AS ABOVE		
2NT	X			BICOLOR MINORS 8-12 HCP	3CD: To Play. 3H:Ask distribution. Same subsequent action as 2H 2S			
3♣		6	3♣	Gambling	New suit before game, F1, support = Natural			
3♦		6	3♦	Gambling	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		Good suit no solid	4C: Pas o correct. 4 Major. To play			
4♣		7+	4♣	PREEMPTIVE				
4♦		7+	4♦	PREEMTIVE				
4♥		7+	4♥	Pre-emptive				
4♠		7+	4♠	Pre-emptive				
4NT		11 m						
5♣		8+		Pre-emptive				
5♦		8+		Pre-emptive				
5♥		8+		Pre-emptive				
5♠		8+		Pre-emptive				
5 NT		12 m						
<b>HIGH LEVEL BIDDING</b>								
							EKC (steps=0;1,2..etc) Next ask Q;5NT ask specific K	

