


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level - light		Lead	in Partner's Suit		Category: Green Country: Chile Event: Women Players: Paula Gazzari - Raquel Edwards
Responses: Jump Raise = Preemptive	Suit	3rd / 5th	3rd / 5th		
Cue-Bid = Forcing raise	NT	4th	3rd / 5th		
New Suit = Forcing;	Subseq				
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd Position = 15 - 18	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responses: Bid as 1NT opening	Ace	AK+	Akx, Akxx		2 over 1
4th Position = 12 - 14. Responses: as 1NT opening	King	KQ+, Kx; AK	AKJ10+		Five-card mayor, 1♦ = 4+♦, 1♣ = 2+♣
	Queen	QJ+, Qx	QJx+		1NT response = semi-forcing
	Jack	J10+, Jx	J10x+		Revse Bergen over majors
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109(+); H109(+)		
1-Suit: Natural;	9	98; 98x(+);H98(+)		109x (+); 109	1NT Openings: 14-17
2-Suit: STYLE: Weak 6+ cartas. New Suit: F1; 2NT= ask	Hi-x				2 OVER 1 Responses:
	Lo-x				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Cue = any good two suiter. 2NT = 19-21	SIGNALS IN ORDER OF PRIORITY				2♦ = Weak Major ♥ or ♠ with 2-8 HCP
DIRECT and JUMP CUE BIDS (Style; Resp.; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♣ = strong, near Game Force - any suit,(s) any shape
Direct Cue Bid = Michaels (Note 1)	Suit:1st	H = encouraging	H/L= EVEN	ODD = encouraging	2♥ = Weak Major 6+ (8-11 HCP)
ST INUSUAL: (1m)-2ST= 5 Om +5♥; (1M)-2ST= ♣ + ♦	2nd	H/L= EVEN			2♠ = Weak Major 6+ (8-11 HCP)
3NT = ASK STOPPER	3rd	S/P			3NT Opening = Gambling
	NT: 1st	H = encouraging	H/L= EVEN	ODD = encouraging	2NT Overcall = two lower unbid suits
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	H/L= EVEN	(SUIT PREF)	Michaels Cue-bids
VS STR (14-17): DBL 5+m4M, 2♣= both majors 4+4+;	3rd				
2♦ = 1M; 2M= M+m; 2NT = both minors	Signals (including Trumps):				
4th position = 2♣= both majors 4+4+, 2NT = minors					
VS WEAK (<15): X=13+ HCP; 2♣= both majors;					
2NT = both minors	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape			
DBL = T/O or STR hand; CUE = ask Stopper	CUE = FG				
(2M) - 4m = m+OM	Jump = 9-11				SPECIAL FORCING PASS SEQUENCES
(2♦) - 4♣ = ♣ + m, at least 55	Reopen: 8+				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Over strong 2♣ = 2NT two suiter; X = ♣	Over Major Michaels: cue bid in opponents' major = limit raise or better				
Over strong 1♣ = X:MM ; 1NT:m+m, 2♣= ♣	Support DBLS AND XX				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Responsive Dbl: After T/O Dble thru 4♣				Double Jump in new suit = Splinter if minor over major
					LEBENSÖHL
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit forcing at 1-level					Psychics: rare
2NT = limit raise or better					
Reverse berguen					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11 - 21 HCP	1♣ - 2♣ = 5+♣ FG; 1♣ - 2♦ = 5+♣ 10-11 1♣ - 3♣ = 5+♣ 2 - 6 HCP; 1♣ - 2♥ = 5+♥ strong; 1♣ - 2♠ = 5+♠ strong DBL Jump = splinter	4th suit forcing: game forcing TWCH	TWCH
1♦		4	4♠	4+♦; 11-21 HCP	1♦ - 2♦ = 4+♦ FG; 1♦ - 3♣ = 4+♦ 10-11 HCP 1♦ - 3♦ = 4+♦ 0-6 1♦ - 2♥ = 5+♥ strong; 1♦ - 2♠ = 5+♠ strong DBL Jump = splinter	As above	TWCH
1♥		5	4♠	5+♥ 11- 21 HCP	1♥ - 2♠ = 3♥ 10-11 HCP; 1♥ - 3♣ = 4+♥ 10-11 HCP 1♥ - 3♦ = 4+♥ 6-9 HCP; 1♥ - 2NT = 4+♥ FG DBL Jump = splinter; 1♥ - 1NT = 6-11	1♥ - 1NT - 2NT TRANSF 3♣	REV. DRURY
1♠		5		5+♠ 11- 21 HCP	1♠ - 3♥ = 3♠ 10-11 HCP; 1♠ - 3♣ = 4+♠ 10-11 HCP 1♠ - 3♦ = 4+♠ 6-9 HCP; 1♠ - 2NT = 4+♠ FG DBL Jump = splinter, 1♠ - 1NT = 6-11	1♠ - 1NT - 2NT TRANSF 3♣	REV. DRURY
1 NT				14 - 17 BAL	4 WAY TRANSFERS 1 NT - 3♣ = PUPPET; 1 NT - 3♦ = ♦+♣ 1 NT - 3♥ = 5/4 minors + 1♥; 1 NT - 3♠ = 5/4 minors + 1♠ 1 NT - 4♠ = INV 15-16; 1 NT - 4NT = INV 16-17	SMOLEN	
2♣	X			Artificial, strong - near Game, Force, any suit,(s) any shape	2♦ = POS. ; 2♥ = NEGATIVE; 2♠ = ♥; 2NT = ♠		
2♦	X			WEAK MAJOR (2-6)	2NT = ASK 2♥ = P/C	2NT - 3♣ : 6♥ 6-8 HCP; 2NT - 3♦ : 6♠ 6-8 HCP 2NT - 3♥ : 6♥ 2-6 HCP; 2NT - 3♠ : 6♠ 6-8 HCP	
2♥		6 (5)		WEAK 8-11	2NT = F1, ASK HAND ; New suit forcing	3NT = AKQxxx	
2♠		6 (5)		WEAK 8-11	2NT = F1, ASK HAND ; New suit forcing	3NT = AKQxxx	
2 NT				20-21 BAL	Jacoby Transfers; Puppet; 2♠ Ask Minors		
3♣		6		PRE-EMPTIVE	New suit forcing		
3♦		6		PRE-EMPTIVE	New suit forcing		
3♥		7		PRE-EMPTIVE			
3♠		7		PRE-EMPTIVE			
3 NT	X	7(+)		GAMBLING = SOLID MINOR	4♣ = P/C; 4♦ = Pass if ♦, or 5♣ if ♠	High Level Bidding RKCB 1430	
4♣		7		PRE-EMPTIVE		EXCLUSION 0314	
4♦		7		PRE-EMPTIVE		DOPI, ROPI	
4♥		7		PRE-EMPTIVE		SPLINTERS, GERBER	
4♠		7		PRE-EMPTIVE		JOSEFINE	
4NT	X			MINORS			
5♣		8		PLAY			
5♦		8		PLAY			