

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive; Cue = Only F
1-1: F; 2-1: F1; 2-2:F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17; System On
4 th : 13-16; System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; except VULxNVUL: Good suit and some values
3♣=2 suited, leaping michaels
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified Michael's 1♣--2NT=♥♦ 2♦=♥♠ 3♣=♦♠
1♦--2♦=♥♠ 2NT=♥♣ 3♣=♣♠ no forcing 3♦=♣♠forcing
1♥--2NT=♣♦ 2♥=♣♠ 3♣=♦♠
1♠--2NT=♣♦ 2♠=♣♥ 3♣=♦♥ (see notes)
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy modified
2♣=♥♠ 2♦=♥ 2♥=♠ 2♠=♠+minor D=values , normally take out of a minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Shape ,cue bid = ask for stop over minor , 2 suited over major
Leaping michels , over 3♣ -4♣=♦+M 4♦=♥♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣=nat level 1 , 1nt=♣ , multilandy modified level 2(see vs 1NT)
OVER OPPONENTS' TAKEOUT DOUBLE
XX =9 plus , normally balance
Transfer responses

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	MUD , att	If support att , if not count	
NT	ATT	Same as above	
Subseq	Low with H		
Other:			
LEADS			
Lead		Vs. NT att	
Ace	AKx(x..)	AKx , AKxx	
King	KQ, AK	AKJ(10); KQ109,KQJ10	
Queen	QJ	KQ(xx+); QJ	
Jack	J10;	J10;	
10	H109,109x	H109; HJ10,AJ10	
9	9x,	98(x+),109x	
Hi-X	Att during defense		
Lo-X	Hxx att during defense		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	SP	SP	CT
3	CT	ATT	SP
1	ATT	Smith	SP
NT 2	COUNT		Count
3	Suit preference		Att
Signals (including Trumps): Smith Echo (rare); High low trumps indicate will to ruff; Dummy's long suit count on first trick when necessary			
Smith Echo low high ask for change			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape; Cue = INV+; natural responses , jump 7-10 5 card			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead-directing; Competitive DBLs			
Support double at 2 and 3 level (or strong)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Brazil
PLAYERS: Sandra Grafulic –Pablo Ravenna
EVENT : MAR DEL PLATA 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card M; ♣ maybe 2(rare)
Strong NT
Aggressive Bidding Style
Level 3 openings may be weak if NVUL
Note: we can choose to open 1♣ with 4♦ (tactical reasons)
Weak 2 maybe 5crds depends vul
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers after double , Specific 2 suited overcalls
SPECIAL FORCING PASS SEQUENCES
Whenever OPPs bid beyond our forced to game level
When we go to game showing points
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	2 +			Natural responses	Inv minors /new suit level 2 invitational	Always 2 way after 3 bid at 1 level 2♣ =force 2♦ 2♦=GF	Simple jump new suit invitational
1♦	4				Level 3 nat /After 1♦---1♥--1♠ F1 2♠=♦strong		idem
1♥	5(4)			2-1 FG - 1ST semi forcing 2ST=♥inv 2♠3♣♦=inv nat	2♣ can have(2)-3 if bal After 1♥--1♠--see notes	After 2♣ --3♣good hand 4crd , 3♦3♠=spl	2♣=support drury, 2♦=4crd drury ,2nt=max,support
1♠				3x inv , 2♠=inv 3♥=3-7	2ST=support , inv ,3ST=short other M 4x=spl		Transfer after X
	5(4)			Idem 1♥	Idem 1♥	Idem 1♥	Idem1♥
INT	14+ 17			Nat,maybe unbal	4 Transfer -stayman - 3♣=puppet, 3♦=x♥,3♥=x♠ 3♠=6♦ x♣	Over opp int leb-rubhensol,TO double, pass and double penalties	Rubhensol,Lebhensol T.O double
2♣				Strong	2♦=6+ 2♥=0-5 2st=♥		
2♦	6(5)			Weak	2ST=relay, other F1	Natural responses	
2♥	6(5)			Weak	2ST=relay other F1	Natural responses	
2♠	6(5)			Weak	Idem 2♥	Idem 2♥	Idem 2♥
2NT	20-21			Nat , maybe unbal	Puppet , transfer 3♠=minors 4♣=♥ 4♦=♠ 4♥=♣ 4♠=♦	After 3♣,3♦=1or2M, 3♥=noM, 3♠=5,3st=5♥ After3♦3♥(xfer)3st=3,4x=4	T.O double , transfer
3♣	6(5)			No vul contra vul random	Nat responses ,other suit forcing		
3♦	6(5)			Idem			
3♥	6(5)			idem			
3♠	6(5)			idem			
3NT				Good suit , side stopper	4♣=pass/correct 4♦=slamish		
4♣/4♦/4♥ /4♠	6/7			Depends vul			
5♣ 5♦ 5♥ 5♠							
						HIGH LEVEL BIDDING	
						Kcard 14/03 , exclusion 0-1-2-2+Q Double even , Pass odd over intervention Splinters / 3ST serious	