

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8/15 HCP, 1 level=4+cards JUMP= Weak
RESPONSES: Cue Limit or more with Fit, JUMP= Weak, else NAT
DOUBLE JUMP= SPL
2♣ asking overcall quality
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ^a pos.: 15-17HCP. ANSWERS: system on
REOPENIG 4 ^a pos: BAL 11-14PH. RESP. NAT
OVER 1 st X : xx Transfer to ♣, 2♣= Transfer 2♦, 2♦=trans to ♥, 2♥= trans to ♠
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style= weak 6+ cards, pass sequence= limit 5 cartas
INUSUAL NT= (1may)-2ST=minors, (1min)-2ST= other minors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
STYLE: Direct= Two suit, MICHAELS
JUMP= asking stop for NT
(1m) - 4m: majors
VS. NT (vs. Strong/Weak; Reopening;PH)
MULTY LANDY
DOUBLE= PEN
VS WEAK NT = MULTY LANDY
Reopening= MULTY LANDY
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DOUBLES: NAT
CUEBID: asking stop for NT; OVERCALL: Nat
ST: 15+PH with stop
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DOUBLE: asking lead and points in suit
OVER OPPONENTS' TAKEOUT DOUBLE
XX: 10+ HCP
2ST: limit with fit; new suit F1
1M - (x) - One under

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3-5	Count	
NT	2-4		
Subseq	NAT		
Other: Journalist			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK; Ax	AKJxx; AKQ10X	
King	AKx; KQx(+)	KQx(x); KQJx	
Queen	QJ; QJx(+);	QJ10; QJxx, KQ10(x)	
Jack	J10; J10x(+); KJ10x	J109X; J10X(+)	
10	109(+); H109x(+)	A109+; K109+; KJ10	
9	98; 98x(+); H98(+)	109+; 109x; 98xx	
Hi-X	2 nd	2 nd	
Lo-X	3 rd or 5 th	4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude		
Suit 2	Count		
3	Suit Preference		
1	Attitude		
NT 2	Count		
3	Preference		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
NAT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles			
NEG doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CHILE
PLAYERS: Marcelo Caracci / Loreto Cuevas
EVENT: SUDAMERICANO MIXTO 2020
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Forcing NT
♦ 4to.
2♣, Strong
2♦/♥/♠, Weak
Aperturas 1ST: 14+ - 17- could have 5 cards mayor suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2ST: 20-21 BAL, could have 5 cards mayor suit
SPECIAL FORCING PASS SEQUENCES
1ST - X - PASS: Forcing to RDBL
IMPORTANT NOTES
PSYCHICS: Occasional

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ / 1♦				11-20 HCP, ♦ 4°	1st= 6-9 2st=11-12 Inv. Minors Double Jump = Splinter Jump in other suit = Weak	XYZ Two Way Check Back	
1♥ / 1♠				11 - 20 first position 10 - 20 third position	1st= 5-12 (F1) 1M-2M Fit: 8-9 HCP Jump=weak 2ST=Jacoby Reverse Bergen Splinter Swiss = 15-16 HCP (4-3-3-3) 2♠ = 2+ (FG) 2♦ = 5+ (FG)	Two Way Check Back	Drury (3 rd and 4 th)
INT				14+ - 17- BAL	Smolen 2♠ = Transfer to ♠ 2st= Transfer to ♦ 3♠ = puppet 2♥ = Transfer to ♠ 2♦ = Transfer to ♥ 3♥ ♠ = singleton, 5-4-3-1 3♦ = minor two suit TEXAS, GERBER	Accept minor transfer with H	
2♣				Strong	2♥ = negative less than 6 2♦ = positive without a good suit 2st = positive with 5♥ with HH 2♠ = positive with 5♠ with HH		
2♦				Weak	2st = Ogust		
2♥				Weak	Same		
2♠				Weak	Same		
2NT				20/21 Balance Could have 5 majors	Puppet Stayman		
3♣				Weak			
3♦				Weak			
3♥				Weak			
3♠				Weak			
3NT				Boken Suit 8 cards			
4♣				Weak			
4♦				Weak			
4♥				Weak			
4♠				Weak			
						HIGH LEVEL BIDDING	
						RKCB: 0314 Specific Kings DOPI, ROPI, DEPO SPLINTER, JOSEFINE, EXCLUSION	