

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
natural 6+ at 1 level / 9+ at 2 level; Jump = weak
Michaels Cue Bid
Responses: Cue bid=strong
jump support = weak
jump cue bid = support inviting, only if available
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 15-18 then system on
4th = 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit = weak
2-suit = 2NT = lower two suits available
Reopen: 2NT = 15-20; strong 2 bids
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue bid = Michael's, except for 1♣-2♣ = suit
1♣-2♦ = Michael's
Jump cue bid ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2nd : multi landy
4th: Dont over strong NT
4th: multi landy over weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T.O. up to/including 4spades
2NT over 2X weak = NT opening with stopper
over 2♦Multi : DBL=T.O. to ♠, 2♥ = T.O. to spades
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
over 1♣/2♣; CRASH: DBL = 2 suits of the same colour(♣+♠ or ♦+♥)
1♦/2♦=2 suits same range (♣+♦ or ♠+♥)
1NT/2NT = 2 suits same shape (♣+♥ or ♦+♠)
OVER OPPONENTS' TAKEOUT DOUBLE
One under and transfers over majors
RDBL = 10+ HCP
1M-(x)-2NT = 4 cards 7+ hcp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5th	3 and 5 or top of nothing	
NT	2nd and 4th	2 and 4 or high with honour or nothing	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+);AKx(+)	AKQx(+);AKJx(+); ask UB or CT	
King	AK;Kx;KQx(+)	AKQx(+);KQJx(+); aks ATT	
Queen	Qx;QJx(+)	QJTx(+);QJ9x(+)	
Jack	Jx;JTx(+);KJTx(+)	JT9x(+);JT8x(+)	
10	T9x(+);Tx	HT9x(+);T98x(+)	
9	9x		
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT = UDCA	count = STD	udca
Suit 2	COUNT = STD		count
3	S/P (over dummy short)		
1	as above	count	lavinthal
NT 2			count
3			
Signals (including Trumps): trumps: S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with good shape			
support DBL/RDBL			
may be strong with no TO distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-(1♦)-DBL = equal number of cards in majors (4+)			
in competitive sequences the suit is competition and DBL is a good hand			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Diego Ramirez- Gonzalo Guridi
EVENT Youth Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 FG
forcing 1nt over majors
1M-2NT = any hand with 4card support
1M-3m = inviting with the minor
1nt openings: 15-16 cul; 11-13 NV (except in 4th sit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦multi : weak major (0-8) or bal with 20+ hcp
2M intermediate (9-11 HCP)
3NT specific ases
weak NT not vulnerable in 1,2 and 3rd sit
Michael's cue bid
SPECIAL FORCING PASS SEQUENCES
1NT-DBL-P = forces RDBL to show one minor or both majors
IMPORTANT NOTES
one under : 1M-DBL-2M = support with 0-6 hcp
PSYCHICS: rare

