

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
One level = 7-17 HCP
Good overcalls at 2 level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd seat 15 – 18 system on
4th seat 10-14 system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak over 1 level openings
Strong over weak openings
Unusual 2NT
Reopen: Intermediate reopening in fourth seat 13-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multilandly vs weak: Dbl=15+, 2♣=mayors, 2♦=one mayor, 2♥=♥+minor 2♠=♠+minor, 2NT minors, 3X 6 card suit+
Woolsey vs strong: Dbl=5m+4M, 2♣=mayors, 2♦=one mayor, 2♥=♥+minor 2♠=♠+minor, 2NT minors, 3X 6 card suit+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebenshol
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1▣ or 2▣</b>
vs 1♣: dbl=Majors, 1NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = 10+ HCP (x after are penalty) Support if partner can bid at 2 level

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Top honor, 3/5, high from 2	Top honor, 3/5, high from 2	
NT	Top honor, 2 <sup>nd</sup> /4 <sup>th</sup> , small from Hxx possible	Top honor, 2 <sup>nd</sup> /4 <sup>th</sup> , small from Hxx possible	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax o AK ask attitude	A o AK	
King	KQ, AK (ask count) o AKQ	KQ, AK o AKQ	
Queen	Q, Qx, QJ	QJ, KQ ask unblock	
Jack	JT, KJT, Jx	JT, AJT, KJT, Jx	
10	T9, KT9, QT9, Tx	T9, AT9, KT9, QT9, Tx	
9	98, J98 or 9x,	98, J98 or 9x	
Hi-X	Doubleton or 4 <sup>th</sup> or 5 <sup>th</sup>	Doubleton or 5 <sup>th</sup> or 4 <sup>th</sup> .	
Lo-X	3 <sup>rd</sup> or 5 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Attitude	Count	Attitude
3	Attitude	Count	Attitude
1	Attitude	Count	Lavinthal
NT 2	Attitude	Count	Lavinthal
3	Attitude	Count	Lavinthal
Signals (including Trumps): UDCA and Lavinthal vs. NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: Distributional or strong			
Responses: Cuebid forcing, 1NT 8-11 HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>WBT BODO</b> <b>PLAYERS: Carolyn Bitetti - Juan Felipe Cuervo</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 game force
1♣ = 3+
1♦ = 3+ only when 4432
1NT = 14+ - 17 can open 5422 / 6322 / 4441 possible
Weak twos openings in ♦/♥/♠ weaker in 1 <sup>st</sup> and 3 <sup>rd</sup> position
2♣ forcing game (21+ or 3 ½ losers)
3NT = Gambling
UDCA and Lavinthal discards on NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
Over a forcing game sequence with a suit agreed, against intervention a pass shows interest in continuing and double is without interest
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	Natural 12-21 with 2+♣	Natural	2way NMF	
1♦		3	7♥	Natural 12-21 with 4+♦	Natural	2way NMF	
1♥		5	7♥	11-21	Natural 1NT semiforcing 2NT=Jacoby (with 4 card forcing game) 3♣ = 4 card supp 6-9 HCP / 3♦ = 4 card supp 9-11 HCP / 3♥ = 4 card supp 0-5 HCP		Drury
1♠		5	7♥	11-21	Natural 1NT semiforcing 2NT=Jacoby ( 4th forcing game) 3♣ = 4 card supp 6-9 HCP / 3♦ = 4 card supp 9-11 HCP / 3♠ = 4 card supp 0-5 HCP		Drury
INT			7♥	14+ - 17	Stayman (garbage stayman at least 4-4 in majors 0+HCP) Transfers (2♦, 2♥) 2♣ Range ask or ♣s 2NT = weak minors or ♦ s 3♣ = Revised puppet 3♦ = minors game forcing 3♥ 31(54), 3♠ 13(54) Texas transfers (4♦, 4♥)		
2♣	X		7♥	FG	2♦ waiting Any other shows 2 H of AKQ and 5+		
2♦		5		weak	2NT ASK	3♣ = all bad, 3♦ = good suit, 3♥ = good points 3♠ = all good	
2♥		5		Weak	2NT ask	3♣ = all bad, 3♦ = good suit, 3♥ = good points 3♠ = all good	
2♠		5		Weak	2NT ask	3♣ = all bad, 3♦ = good suit, 3♥ = good points 3♠ = all good	
2NT			7♥	19+ - 21 Bal	3♣ stayman		
3♣		6		Weak	New suit forcing.		
3♦		6		Weak	New suit forcing		
3♥		6		Weak	New suit forcing		
3♠		6		Weak	New suit forcing		
3NT		7		Gambling			
4x		7		Weak			