

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Agresivo a nivel 1, (4) 5+ cartas
Respuestas: Nuevo palo F1; 2N apoyo 4+ y 10+; cuebid en salto 7-9
Y apoyo 4+; salto en nuevo palo fit showing
Solido a nivel 2, (5) 6+ cartas
Respuestas: Palo nuevo F1, saltos fit showing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 sys on
Reapertura: 11-14 vs 1m, 11-16 vs 1M sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Debil, 6+ cartas; (1♣ corto) – 2♦ = ♥+♠; (1x) – 2N = los menores posibles
V/NV intermedio 10-13
Reopen: 2M 6+m 10-13, 2NT 19-21 bal sys on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2M = 55 oM + m
(1m) – 2m = 55 ♥+♠
(1m corto) – 2m = nat
(2M) – 3M = ♣+♦
VS. NT (vs. Strong/Weak; Reopening; PH)
VS fuerte: DBL= 5+m 4M; 2♣= ♥+♠; 2♦= 1M; 2M= 5M 4+m; 2N= ♣+♦
VS debil o fuerte en reapertura: DBL = puntos; 2♣ = ♥+♠; demas nat
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL= T/O; 2M – 4m = 55 m+oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: DBL= ♥+♠; 1NT= ♣+♦
VS 2♣/♦: DBL= ♥+♠; 2X= nat; 2N= ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
TRF despues de 1M – (dbl) empezando en 1N hasta 2M
RDBL= fuerza. Saltos = fit showing. 2N = Fit inv+
TRF despues de 1♣ – (dbl) empezando en 1♦ hasta 1♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	Actitud	3/5 o Actitud	
Subseq			
Other: K pide cuenta			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+ AKx+ Ax	AKx+ Ax	
King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+	
Queen	QJT+ QJ9+ QJ	KQJx+ QJ+ Qx KQ109+	
Jack	JT9+ JT+ KJ10+	JT+ Jx (A/K)JT+	
10	Tx T9+	(A/K/Q)T9+	
9	KJ9+ 9+	9x+	
Hi-X	Xx xxXx	Xx XXx XXXx	
Lo-X	xxX xxxX	Hxx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Chico = enc	Chico = par	o/e
Suit 2	Alto = par	Preferencia	Pref
3	Preferencia		
1	Chico = enc	Chico = par	o/e
NT 2	Alto = par	Preferencia	Pref
3	Preferencia		
Signals (including Trumps): rev smith. o/e			
Cuenta STD al jugar un palo, sino UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Puede ser debil con distribucion			
DBL es casi siempre t/o			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doblo invitacional cuando no hay otro canto disponible			
Cuando rematamos un palo naturalmente, o apoyamos, DBL del cuebid			
= no salgas			
NO X/XX apoyo, en esas situaciones DBL = 16+			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Argentina
PLAYERS: Crusizio – García da Rosa
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣: a)12-14 bal (puede tener 5♦) b) 11+ nat
1♦: 11+ 4+ unbal / semi-bal
1M: 5+ 11+
1NT: (14) 15-17
2♣: a)GF b)22+bal
2♦: (17)18-19 bal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣: a)12-14 bal (puede tener 5♦) b) 11+ nat
1♦: 11+ 4+ unbal / semi-bal
2♣: a)GF b)22+bal c)debil ♦
2♦: (17)18-19 bal
3N: 7+M, muy buen palo
2M: Debil, puede ser 5 NV
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
NV aperturas pueden ser 10+ puntos
En tercera 1d puede ser bal
PSYCHICS: Ocasionales

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	a)11-22 nat b)12-14 bal	1♦/♥/♠ = 4+, F1; 1NT = 5-10; 2♣ = 5+♣, GF; 2♦ = debil, 6+♥/♠; 2♥ = 5+♥4♠ 5-9; 2♠ = 6+♣ inv; 2N = 11-12 bal; 3♣ = 6+♣ debil; 3♦/♥ = 6+♥/♠ debil o GF palo solido; 3♠ = TRF a 3N; 4m = buen canto de 4♥/♠; 4M = mal canto de 4M	1♣ - 1♦: 1M = nat unbal; 1NT = 12-14 bal; 2NT = 16+ 6+♣; 3♣ = 13-15 buen palo 1♣ - 1M: 1♠ = nat unbal ; 1NT = 12-14 bal; 2♣ = 5+♣ 1115; 2♦ = 4♦ 16+; 2M = 3/4M; 2oM = 16+ nat; 2NT = 16+ 6+♣; 3♣ = 14-16 6+♣ 3M	1♣ - 2♣ = 5-9 5+♣; 1♣ - 2♦/♥/♠ = fit 1♣ - 3x = corto
1♦		4	4♠	a)5+♦ 11-22 (no 5♦332) b)4♦ (441) 11-22	1M = 4+M F1; 1NT = 5-10; 2♣ = 5+♣, GF; 2♦ = GF 4+♦; 2♥ = 5+♠4♥ 5-9; 2♠ = 8-11 4+♦; 2NT = 11-12 bal; 3♣ = 6+♣ inv; 3♦ = 4+♦ 0-8; 3M = splinter; 4m = buen canto de 4♥/♠; 4M = mal canto de 4M	1♦ - 1♥: 1♠ = nat unbal; 1NT = 4+♣, 11-16; 2♣ = 6+♦, 1116; 2♦ = 3/4♥ 11-13; 2♥ = 3/4♥ 13-14; 2♠ = nat 17+; 2NT = 16+, 6+♦; 3♣ = 4+♣, 17+; 3♦ = 14-16 6+♦ 3♥. 1♦ - 1♠: 1NT = 4♥	1♦ - 2♦ = 5-9 3+♦. 1♦ - 3x = corto
1♥		5	4♠	5+♥ (10) 11-22	1♠ = 4+♠, F1; 1NT SF 4-11; 2♣ = FG bal o ♣; 2♦ = GF 5+♦; 2♥ = 4-9 3/4♥; 2♠ = GF 6+♠ o 5♠5m; 2N = 4+♥ inv o splinter fuerte; 3m = nat inv; 3♥ = 5-9 4+♥; 3♠ = 4+♥, cualquier fallo, 45 controles, 3n = SPL ♠, 4-5 controles	1♥ - 1X: 2♣ = 4+♣ 11- 15 o 16+ any; 2NT = 6♥4m o 5♥5m 17+; 3m = 5-5 14-16; 3♥ = 6+♥, inv; 3NT = 6+♥, bal, mal palo	2♣ = 9-11 3+♥ 2♠/3m = fit 2N = 8-11 4+♥ bal
1♠		5	4♥	5+♠ (10) 11-22	1NT SF 4-11; 2♣ = FG bal o ♣; 2♦ = GF 5+♦; 2♥ = GF 5+♥; 2♠ = 4-9 3/4♠; 2N = 4+♠ inv o splinter fuerte; 3m = nat inv; 3♥ = 4+♠, cualquier fallo, 4-5 controles; 3♠ = 5-9 4+♠, 4-5 controles, 3n = SPL ♥, 4-5 controles	1♠ - 1NT: 2♣ = 4+♣ 11- 15 o 16+ any; 2NT = 6♠4m o 5♠5m 17+; 3m/♥ = 5-5 14-16; 3♠ = 6+♠, inv; 3NT = 6+♠, bal, mal palo	2♣ = 9-11 3+♠ 2N = 8-11 4+♠ 3x = fit
INT			4♠	(14) 15-17	2♣ = Stayman; 2♦/♥ = TRF; 2♠ bal inv o 6+♣; 2NT = 6+♦ o 5/5 ♣+♦ debil; 3♣ = Puppet; 3♦ 5/5 menores GF; 3M (13) (54) GF; 4♣/♦ = TRF to ♥/♠	1NT - 2♠/NT: 3♣/♦ = me gusta ♣/♦ 1NT - 2♦/♥: 2N 4fit max; 3M 4 fit min	
2♣	X			a)Cualquier GF b)22+ bal	Controles	2♣ - 2♦: 2♥ = 5+♥ o 24+ bal	
2♦	X		4♠	(17)18-19 bal	2♥ = 5+♠; 2♠ = TRF a 2N; 2N = ♣; 3♣ = 5♥4♠; 3♦ = 5♠4♥; 3M = corto, (54) ♣+♦; 3N = 55 ♥+♠ F	2♦ - 3N: 4♣/♦ = fit ♥/♠. 4♥ = 22	
2♥				Blanco: 5+♥ 0-10 Rojo: 6+♥ 6-10	2♠ = 5+♠ F1; 2NT = INV+ asking; 3♥ = PRE		

2♠				Blanco: 5+♠ 0-10 Rojo: 6+♠ 6-10	2NT = INV+ asking; 3♠ = PRE	2M-2NT (No vul): 3♣/♦ = min/max con 5M; 3♥/♠ = min/max con 6M 2M-2NT (Vul): 3♣ = max sin 4m; 3♦ = min con mal palo; 3M = min con buen palo; 3oM= 4m, max	
2NT			4♠	20-21 bal	3♣ = puppet; 3♦♥ = TRF; 3♠ = ♣+♦; 4♣/♦/♥/♠ = 6+ ♥/♠/♣/♦	2NT-3♣: 3♦ = 1 o 2 mayores; 3M = no M; 3♠ = 5+♠; 3NT = 5+♥	
3♣			(5) 6	Pre, muy debil nv/v	4♦ = optional KC. 4NT NAT INV		
3♦			(5) 6	Pre, muy debil nv/v	4♣ = optional KC. 4NT NAT INV		
3♥			(5) 6	Pre, muy debil nv/v	4♣ = optional KC. 4NT NAT INV		
3♠			(5) 6	Pre, muy debil nv/v	4♣ = optional KC. 4NT NAT INV		
3NT	X		7	Mayor solido, sin A/K lateral	4♣ = pregunta corto; 4♦ = pregunta M; 4M = p/c		
4♣				Debil	4♦ = elegi un mayor o Slam try en ♣; 4M/NT = to play		
4♦				Debil	4M/4NT = to play, 5♣ = Slam try en ♦		
4♥				Debil	4♠ = to play; 4NT = RKC		
4♠				Debil	4NT = RKC		
4NT							
5♣							
5♦							
5♥							
5♠							
HIGH LEVEL BIDDING							