DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND S	IGNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE				
8/15 HCP, 1 level=4+cards JUMP= Weak		Lead		In Partner's Suit	CATEGORY: Green	
RESPONSES: Cue Limit or more with Fit, JUMP= Weak, else NAT	Suit	3-5		Count	NCBO: CHILE	
DOUBLE JUMP= SPL	NT	2-4			PLAYERS: Loreto Cuevas / Alejandra Lavin	
2♣ asking overcall quality	Subseq	NAT			EVENT: SUDAMERICANO BBO 2020	
3		Other: Journalist				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2ª pos.: 15-17HCP. ANSWERS: system on	Lead	Vs. Suit		Vs. NT		
REOPENIG 4ª pos: BAL 11-14PH. RESP. NAT	Ace	AK; Ax		AKJxx; AKQ10X	GENERAL APPROACH AND STYLE	
OVER 1 ST X : xx Transfer to ♣, 2♣= Transfer 2•, 2•=trans to ♥, 2♥= trans to ♠	King	AKx; KQx(+)		KQx(x); KQJx	2/1, Forcing NT	
	Queen	QJ; QJx(+);		QJ10; QJxx, KQ10(x)	◆ 4to.	
	Jack	J10; J10x(+)); KJ10x	J109X; J10X(+)	2♣, Strong	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+); H10	9x(+)	A109+; K109+; KJ10	2 ♦/♥/♠ , Weak	
Style= weak 6+ cards, pass sequence= limit 5 cartas	9	98; 98x(+); I	H98(+)	109+; 109x; 98xx		
INUSUAL NT= (1may)-2ST=minors, (1min)-2ST= other minors	Hi-X	2nd		2 nd	Aperturas 1ST: 14+ - 17- could have 5 cards mayor suit	
	Lo-X	3 rd or 5th		4th		
Reopen:	SIGNALS II	ORDER OF P	RIORITY	•		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	tner's Lead	Declarer's	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
STYLE: Direct= Two suit, MICHAELS	1 Att	itude			2ST: 20-21 BAL, could have 5 cards mayor suit	
JUMP= asking stop for NT	Suit 2 Co	unt				
(1m) - 4m: majors	3 Sui	t Preference				
	1 Att	itude				
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Co	unt				
MULTY LANDY	3 Pre	eference				
DOUBLE= PEN	Signals (inclu	ıding Trumps):				
VS WEAK NT = MULTY LANDY						
Reopening= MULTY LANDY						
	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Response	es; Reopening)		
OOUBLES: NAT	NAT					
CUEBID: asking stop for NT; OVERCALL: Nat						
ST: 15+PH with stop						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
OOUBLE: asking lead and points in suit	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				1ST - X - PASS: Forcing to RDBL	
	Support doub	les				
	NEG doubles	1				
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
XX: 10+ HCP						
2ST: limit with fit; new suit F1						
1M - (x) - One under					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	<pre>2♥ = negative less than 6 2♦ = positive without a good suit 2st = positive with 5♥ with HH 2♠ = positive with 5♠ with HH</pre>			
2♦		Weak	2st = Ogust			
2♥		Weak	Same			
2 🖍		Weak	Same			
2NT		20/21 Balance Could have 5 mayors	Puppet Stayman			
3♣		Weak				
3♦	Weak			HIGH LEVEL BI	HIGH LEVEL BIDDING	
3♥	Weak			RKCB: 0314		
3♠		Weak		Specific Kings DOPI, ROPI, DEPO		
3NT		Boken Suit 8 cards		SPLINTER, JOSEFINE, EXCLUTION		
4 .		Weak				
4♦		Weak				
4♥		Weak				
4♠		Weak				