WBF/EBL - SUPPLEMENTARY SHEET

NCBO: SPAIN PLAYERS: Antonio FRANCES - José Ignacio TORRES

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(NOTE 1)
1. OPENING WITH OPONENTS OVERCALLS
Over 1 Level Overcall:
PAS = 0.5 HCP
DBL = 6-8 HCP, no other bid.
1NT = Nat. 6-8 HCP with stop.
2NT = Nat. 9-11 HCP (good stop).
New-Suit = 8 HCP and at least 5 cards (FG).
Cue-bid = 9 HCP balanced or three suits.
New-Suit Jump = 6-8 HCP and at least 6 good cards.
Over 2 Level Overcall:
PAS = 0-5 HCP
DBL = 6-11 HCP, no other bid.
2NT = Nat. 7-8 HCP with stop.
New-Suit = Nat. 6-8 HCP and at least 6 cards, or 8 ⁺ HCP and at least 5 cards.
Cue-bid = 12 HCP balanced or three suits.
(NOTE 2)
1NT (12-14 BAL) - 2* (Relay). Responses:
2 ← = 12-13 HCP any shape. Continue: 2 ♥/2 ← = 4 cards NF; 2NT = Relay forcing.
$2M = 13^{+}-14$ HCP and 4 cards in the major. Continue: $24 = 4$ cards NF; $2NT = Relay forcing.$
2NI = 14 HCP no majors. Continue: 3. = Minors Stayman; Other = NAI.
1NT (12-14 BAL) - 2 = Forces 2 • to play any partial contract or one suit game try.
2♥ = Forced except with MAX and 4 cards in ♥ (bid 2♣) and over 2♥:
PAS or 2 A = To play.
2NT = Forces 3*. Continue: PAS and $3* = To play: 3*/3* = Game trial (NF) with * or * respectly (not a good suit).$
3#/34 = Game trial (NE) with # or 4 suit respectly.
S v S a = Game that (W) with v of a suit respectly.
$2 \wedge 2NT - Max$ with $4 \vee (2 \wedge)$ or 4-4 in both majors (2NT)
$2 \neq 2NT = Max.$ with $4 \neq (2 \Rightarrow)$ or 4-4 in both majors (2NT).
2♠/2NT = Max. with 4♥ (2♠) or 4-4 in both majors (2NT). (NOTE 4) 1NT (12-14 balanced) - Opponents Natural Suit Overcall. Continue:
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WBF/EBL - SUPPLEMENTARY SHEET

PLAYERS: Antonio FRANCES - José Ignacio TORRES

(NOTE 5)
DBL in competitive support sequencies. Examples:
$1 \ge -(2 \ge) -2 \ge -(3 \ge)$ DBI = Game try and BAI shape tendency.
$1 \ge (2 \lor) - 2 \ge (3 \lor) - 2 \ge (2 \lor) - 2 \ge (3 \lor) - 2 \ge (2 \lor) - 2 \ge (2 \lor) - 2 \ge (2 \lor) - 2 \ge (3 \lor) - 2 \ge (2 \lor) - $
$1 = (PAS) - 2 = (3 \Rightarrow) DBI = Game try and BAI shape tendency normaly short in \Rightarrow$
$(1 \vee) - 1 \wedge - (2 \vee) - 2 \wedge - (Anv) - DBI = Strong overcall BAI tendency$
Generaly informative DBL throughout.
(NOTE 6)
$1 \times 1 \wedge -1$ ike 1NT forcing response. Normaly without good spades suit (It's possible with support or a long a minor suit) Over 1 A:
1NT – 12-14 HCP halanced
Others – Natural not forcing
1 m 1NT Like 1 & netural reasonable. Earling and round with 4 good or more anades. Over 1NT:
IV-INT = Like T♣ flatural response. Forcing one found with 4 good of more spades. Over TNT.
Indural, but 2% of 2% may be with three cards.
I • - INI = Forcing one round. Over INI:
Natural, but 2♣ or 2♦ may be with three cards.
I♦/I♥/I♠ OPENINGS WITH OPONENTS OVERCALLS
Over INT overcall:
Double = Penalty (8 HCP).
2. = Two suits (If opening 1., both majors; If opening 1 major, other major and a minor).
$2 \neq 2 \neq 2 \neq 3 x = NAT$, not forcing.
2NT = Unbalanced forcing.
Over 2X jump overcall:
Double = NEG.
2NT = Forcing game. The opener normaly bids $3 $.
2X = NAT, not forcing.
3X without jump = NAT, not forcing.
Over two suits overcall:
Double = NEG.
CUE = Fit and forcing game.
Cheapest CUE (when is possible to choose between two cue-bids) = The other suit and forcing game.