

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE			CATEGORY : Green Event : Spanish Championship Dic. 2019 Players : Lluis MALLA – Diego BRENNER – Luc SOUDAN – Jaime PONS		
Good suit (8HCP) or open hand (4 cards is possible)		Lead	In Partner's Suit				
Resp : CB = fit >11H	Suit	3rd 5th	3rd 5th				
Jump raise = preempt	NT	2 ND 4 TH	3rd 5th				
Jump shift = fit + suit	Subseq.	3rd 5th	3rd 5th				
New suit = F1	Other:						
In bal : possible 4 cards< 14H							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS					SYSTEM SUMMARY
2 nd pos : 15-18 Resp : relay transfers	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE Natural 5 Cards Major BetterMinor 2♣ = GF 2♦ = Multi 2M = Weak => 5M + 4/5min 1NT Opening =>14+ 17		
Afterpass : 2 suiter 5-4	Ace	AK(x)	AK(x)				
4 th pos : 8-13 Resp same style	King	AK(x) withsg ; KQ(x)					
	Queen	Qx ; QJ(x)	QJT(x);QJ9(x);AQJ(x); KQx				
	Jack	Jx ; JT(x) ; KJT(x)	AJT(x) ; KJT(x) ; JT9x				
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Tx ; T9(x)	AT9(x);KT9(x);QT9(x);T98			
1 suit weak and nat.	9	9x	9xx ; H9x				
Except 2♦/1m= Majors ; 2NT = weakest suits ; 3♣/1M = ♦ + M'	Hi-X	2, 4, 6 cards	Xxx ; xXxx ; HXx				
Reopen : Natural except CB	Lo-X	1, 3, 5 cards	HxxX ; HxxXx				
	SIGNALS IN ORDER OF PRIORITY						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct = 2 Suits except 1♣ 2♣ Natural	1	Standart Count	Standart Count	Standart Count			
Jump/Maj = asking for control	Suit 2					Two suits Overcalls cue-bids :	
Reopen = same style	3					First CB : Forcing OpeningBid	
	1	Standart Count			Standart Count	Second CB : Forcing 4th suit	
VS. NT (vs. Strong/Weak; Reopening;PH)		NT 2	High Enc. on A & Q				
2♣ = both Maj ; 2♦ = 1 Suit Maj ; 2M = 5M + min suit ; 2NT = both min ; X = 4M + 5/6min or any strong	3						
	Signals(includingTrumps) : SMITH						
Reop : same	DOUBLES						
Weak(NO 15 HCP) : Dbl = opening hand - Transfer -2♣= Majors							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)					
2NT & 3NT Natural	Othersuits or strong>18HCP						
Weak 2 : CB = both minors ; 4m = m + other Major	Resp : CB is the only forcing bid						
	1NT = 8-10 HCP						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					SPECIAL FORCING PASS SEQUENCES
1♣ =>X=2 SUITS SAME COLOURS ; 1NT = 2 SUITS SAME RANGE ; 2♣= 2 Suits Mixed (CRM)	Negatives doubles through 4♠						
	Resp. doubles						
OVER OPPONENTS' TAKEOUT DOUBLE		Support doubles					IMPORTANT NOTES
New suit : level 1 = F ; level 2 = NF ; jump = Nat.weak	Max overcall double						
Direct raises = preempt ; 2NT = Truscott	Double of artificial bid = lead indication						
Rdbl = expectlater penalty	Util Dbl (After preempts bids)					PSYCHICS : Rare / Weak opening in 3rd pos	

OPENING	ARTIFICIAL TICK IF	MIN. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	11 – 23 HCP	1♦ may be short ; 2♦ = 5♦+4♣ Limit 2♣= forcing ; 2♥= 5♠+4♥5/9 hcp ; 2♠=Nat.Strong	1X 1Y 1Z 2♣ = TRANSFER TO 2♦ 1X 1Y 1Z 2♦ = GAME FORCING	Jumpshift = fit + suit
1♦		3	4♠	11 – 23 HCP	3♣=5♣+4♦ limit ; 2♦ = forcing; 2♥=5♠+4♥ 5/9 hcp ; 2♠= Nat.strong		
1♥		5(4)	4♠	11 – 23 HCP	2♠ = 5♠+3♥ limit ; 3♣= limit 3 cards ; 3♦ = limit 4 cards ; 2NT= strong raise 4 cards ; 3M=preempt ; 3NT=13/15 hcp 4+cards	1M 2NT 3♣ : MINI HAND 1M 2NT 3♣ 3♦ : ANY SINGLE ?	2♣= Drury (fit) 3/4cards Jumpshift = Fit + suit 2NT = Any singleton
1♠			4♥	11 – 23 HCP	3♥ = 6 cards 10/11		
1NT				15 – 17 bal	2♣ = Stayman ; Transfers : 2♦ 2♥ 2♠ 3♣		
2♣	*	0		GF	2♦=0/1; 2♥=2/3 ; 2♠=4/5 ; 2NT=6+ Ace=2 King= 1		
2♦	*	0		Multi Weak 2M or 22/23 bal	2/3MPass/correct ; 2NT = relaystrong * New suit forcing ; 4♣Asks M withtransfer ; 4♦Asks M Nat. ; 4♥NATURAL	* 3♣=6♥min ; 3♦=6♠min ; 3♥=6♠max ; 3♠=6♥max	
2♥ 2♠		5		Weak 5cards + Minor suit	2NT = relay Forcing ** New suit = Forcing 3♣ = Pass/correct ; 3♦ limit raise in M 4NT asks min	** 3♣=min w ♣ ; 3♦=min w ♦ ; 3♥=max w ♣ ; 3♠=max w ♦	
2NT			4♠	20 – 21 Balanced	3♣ = Puppet Stayman ; Transfers : 3♦ 3♥ 3♠ (3ST) 4♣ 3ST : 5♠ + 4♥	2ST 3T 3K 4T : BOTH MAJORS 2ST 3K 3C 3P : SPLINTER	
3♣, 3♦ 3♥, 3♠		7 vul 6/7 nv		Preempt			
3NT	*			Gambling			
4x		7/8		Preempt		HIGH LEVEL BIDDING	
4NT	*			2msuiter		4NT = BWD => 5 KEYS 41 30	