DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND S	SIGNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE			
NAT 1 over 1 F1R(could be 4th) 2 over 1 not F		Lead	In Partner's Suit	CATEGORY: Green	
1m-2M = Weak 1x-3 same x = ask for a stop in order to play 3NT	Suit	Nat. 1 <sup>a</sup> , 3 <sup>a</sup> , 5 <sup>a</sup>	Nat. 1 <sup>a</sup> , 2 <sup>a</sup> , 4 <sup>a</sup>	NCBO: SPAIN	
Michaels CUE 1C - 2C = nat 1C/D-2D = both Majors 1H/-2H = Spate + a minor 1S-2S = heart + a minor 1x-2NT= both minors reopening, the same, except 1C-2C = both Majors 1C-2D = weak D		AKxx KQxx KJ10xx J10xx AKJ10x	Same, but not lead K, it means interest in partner's honor		
	NT	Nat, except K = desbloqueo 1 <sup>a</sup> , 2 <sup>a</sup> , 4 <sup>a</sup>	1 <sup>a</sup> , 3 <sup>a</sup> , 5 <sup>a</sup>	PLAYERS: ANA DE VELASCO ANA FRANCÉS	
	Subseq	Nat. Hi-low = E	Same, but 1°, lavinthal	EVENT	
	Triumph, lo	w-Hi = interest in ruff		2020 EUROPEAN CHAMPIONSHIP	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2° position:, 1NT= 15-18, 2NT = Both minors X and NT = 19-20 then, CUE = Staym, Others = nat	Lead	Vs. Suit	Vs. NT	NATURAL Better minor 5 Major	
4ª position: 1NT = 10-14 X and NT = 15-18 2NT = 19-20 Responses: CUE = Staym. Others = nat	Ace			GENERAL APPROACH AND STYLE  1C = 3 C at least. 11-21  1D = 3 D at least. 11-21  1H = 5 H at least. 11-21  1S = 5 S at least. 11-21  1NT = 15-17 bal  2C = 21 +  2D/H/S = weak 6 cards  2NT = bal, 20-22	
	King			2 over 1 = F till 2NT	
	Queen				

	Jack				
JUMP OVERCALLS (Style; Responses; Unusual NT) Over opponents take out double = 1 suit, F1R 2 suit = Nat, not F xx = 10 points or more 2NT = limit raise or better	10				
1C-2C = nat 1C/1D-2D = Both Majors 1H-2H = Other major + one minor 1S-2S = Other major + one minor 2NT = Both minors	9				
1C/1D/1H/1S- 3 in the same suit = I need one stop for play 3NT	Hi-X				
	Lo-X				
Reopen:	SIGNAL	S IN ORDER OF	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Jump CUE = 3Nt interest. w/o stop. Need stop.	Suit 2	Hi-low = E	Same	Same, excepto against NT, 1° discard = lavinthal	Splinter x and xx with fit Michael's CUE Against 1NT or 2NT open apponents, see notes Transfer Bid after opening partner 2NT = limit raise or more Lebenshol Take out double 2NT moderator
	1				1
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				
Against strong: X = 1 minor 2C = Both majors 2D = 1 Major 2H = H + 1 minor 2S = S + 1 minor 2NT = Both minors	3				
Against 2NT opening, the same (level 3)	Signals (including Trumps):				
			DOUBLES		

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
Nat Inusual NT = any two suits x = nat Against open 2H/S - 4 minor = m + other M	Opening values 1x-DBL-1y-DBL = Penalty Resp DBL thru 4S Comp DOBL	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1% or 2% Nat.	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	SPECIAL FORCING PASS SEQUENCES  Pass and after x, bid, try slam
	x and xx with fit or strong hand	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
After open 1NT, nat, we do not hear x 1 level = nat F1R 2 level = weak		5 keys Blackwood (0-3, 1-4) Levenshol Sprinter Check-back Roudinesko (minim + no fit, min + fit, max + fit and mat fit) Special against NT open opp. See notes Check-back
		PSYCHICS: Rare

OPEN	TIC K IF	MIN. NO.	NEG .DBL				
ING	AR TIF ICI AL	OF CAR DS	THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
14		3	4S	11-21, better minor	nat. $2C = \text{fit} + 6-9$ , $3C = \text{barrage}$ , $2D = \text{limit raise fit}$ or more Splinter $2H/S = 6^{\circ} + 0-5 \text{ PH}$	Nat	
1◆		3	4S	11-21, better minor	"", 3C = limit raise fit or more	Nat	

				T	T	·	
1♥		5	48	11-21.	nat. 2NT = limit raise or more Splinter 3H = barrage fit 3x = barrage	Nat.	
1♠		5	4H	11-21	3x = barrage, 3S = barrage fit	Nat	
INT			2S	15-17 bal	Transfer (including 2S for C, and 2NT for D), Stayman (could be weak and without Majors), 4T = asking aces (steps) 4D = both Majors	Nat After transfer, bid other things =fit and try game	
2♣	х	0		Strong hand, any shape	2D = relé Nat	After redeclare 2NT, same system 2NT opening	
2♦		6		Weak	2NT = ask, other, nat F1R	Nat	
2♥		6		Weak	« « «	Nat	
2.		6		Weak	α α α	Nat	
2NT				20-22 bal	Stayman (4 or 5 Majors cards) Transfer 3S = 5S + 4H or very weak minor 4C/D = slam try	3D = one or both Majors, then, bit the one do not have 3H/S = nat but suit 5° Others, Nat	
3♣		7		Weak	Nat		
3♦		7		"	«		
3♥		7		«	«		
3 <b>A</b>		7		u	cc .		
		I	<u> </u>	1	l	I .	

3NT	x	7	Cool. One suit AKQJxxx	4C = pass or correct 4D = do you have singleton or 0 in any suit' 4H/S = nat. To play 4NT = how long is your suit?	After 4D:  4H/S = 0 or 1 card in that Major  4NT = I do not have singletons (7-2-2-2-)  5C = My suit is C + 0 or 1 card in D  5D = My suit is D + 0 or 1 card in C  After 4NT:  5C = 7 number of cards  5D = 8 number of cards  5H = 9 number of cards, etc-
4 <b>.</b>		8	Weak. Nat	Nat	
4♦		8	Weak, nat	Nat	
4♥		7	To play	Nat	
4 <b>4</b>		7	To play	Nat	
4NT	X	6-5	Both minors	Nat	
5 <b>%</b>		7	To play	Nat	HIGH LEVEL BIDDING
5♦		7	To play	Nat	5 Keys Blackwood (0-3, 1-4, 2 and 2 with Q). 5NT = 2 aces without 0 in one suit, and 6 = 1 ace + 0 in that suit (if be able)  Josephine. Bid the suit = I do not have the Q, others = yes + something else in that suit. 6 suit = I have the suit and nothing else special  DOPI/ROPI ( x = 0 aces, pass = 1 ace, others = steps. And xx = 0 aces, pass = one ace, others = steps.  X ligtner
5♥		7	To play	Nat	
5♠		7	To play	Nat	