DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
level; 5 <sup>+</sup> cards, 7 – 16, stronger hand must double first	
level; (5) 6 <sup>+</sup> cards, (11) 12 -16, stronger hand must double first	
Responses; new suit = NF (except $2/2$ , $3/2$ ), standard ranges of	NT
plinters, Jump raises = WK	
Over 1 level overcall: $CUE = 10^+$ with FIT $3^+$ or any FG;	
ump CUE = $12^+$ with FIT $4^+$	
Over 2 level overcalls: CUE asking for shape	
NT OVERCALL	
$n 2^{nd}$ (15) 16 - 18 > system on	
$14^{\text{th}}(11)$ 12 - 14 > system on	
X-pass-pass-2NT = 18-20> system on	
X-pass-pass- Double and after 1NT=15-17	
X-pass-pass- Double and after jump to 2/3NT= 21-22	
UMP OVERCALLS	
RE, new suit =F1, 2NT= INV+	
/2X- 3NT= to play (based on any minor and stoppers outside)	)
x - 2NT = 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10	
eopen: Sound jump 6/7 cards 10-13(14)	
DIRECT & JUMP CUE BIDS	
Aichael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10(11) or 17 <sup>+</sup>	
X-p-1NT-2X	
NT-p-2X (TRF to Y)-2Y is Michael's cue-bid	
m-3m= Natural PRE;1M-3M= STOP ASK	
/S. NT	
NT (STR or WK) - double = $\mathbf{V} + \mathbf{A}$ ; suit = natural; 2NT = $\mathbf{A} + \mathbf{A}$	•
NT - double = $\forall + \mathbf{A}$ ; suit = natural; $3NT = \mathbf{A} + \mathbf{A}$	
le-open same	
/S. PREEMPTS	
S. FREEMETS Double = T/O or any strong $17^+$ hand; Lebensohl over $2 \checkmark / \checkmark / \checkmark$	WI
NT – balanced (15) 16-18> system on	vv r
NT = to play (when jump with long minor); Leaping Michael	's
/S. ARTIFICIAL STRONG OPENINGS	5
♣ (STR) - double = ♥+♠; suit = natural; $1NT = ++$ ♦	
<ul> <li><b>♦</b> (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦</li> <li><b>♦</b> (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦</li> </ul>	
VER OPPONENTS' TAKEOUT DOUBLE	
After T/O double our voices at 1 level are unchanged, F1R At 2 level are weak (6-9) $6^+$ cards; at 2 level with jump = 3-6, 0	6+
$\frac{1}{2}$ level are weak (6-9) 6 cards; at 2 level with jump – 5-6, ce-double is for penalty, after that our double is for penalty	5
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦	

LEADS AND SIGNALS							
OPENIN	G LEA	DS STYLE					
		Lead		In Parts	In Partner's Suit		
Suit		<b>3</b> <sup>rd</sup> - <b>5</b> <sup>th</sup>		Same			
NT		<b>2</b> <sup>nd</sup> - <b>4</b> <sup>th</sup>		Same			
Subseque	nt	Low with in	terest	Same			
K is the strongest lead and asks for unblock or count vs. NT A and Q ask for encourage vs. NT 10 promises 1 high honour and 9, or short suit (2-3 cards) vs. NT							
LEADS							
Lead		Vs. <mark>Suit</mark>		Vs. NT AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>			
Ace		AKx <sup>(+)</sup>			AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>		
King		KQx <sup>(+)</sup> , AK sec		KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10			
Queen		QJx <sup>(+)</sup>			+) AQJx <sup>(+)</sup> , KQx <sup>(+)</sup>		
Jack		<b>J</b> 10x <sup>(+)</sup> , H <b>J</b>		<b>J</b> 109/8 <sup>(</sup>	<sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x		
10		<b>10</b> 9x <sup>(+)</sup> , H <b>10</b> 9 <sup>(+)</sup> , <b>10</b> 9x		H109 (*	<sup>+)</sup> , <b>10</b> 9x, <b>10</b> x		
9		9x		1098/7(-	<sup>+)</sup> , 9x		
Hi-X		Sx, Hx, Hx	Sx, xx <mark>S</mark> x	Sx, Hx	, Hxx <mark>S</mark> x, xxx <mark>S</mark> x		
Lo-X			lxxx <mark>S</mark> , xxxx <mark>S</mark>	Hx <mark>S</mark> , x	<mark>S</mark> x, Hxx <mark>S</mark> , xxx <mark>S</mark>		
SIGNAL		RDER OF P	RIORITY				
	Partner		Declarer's Lea	ıd	Discarding		
	CT High	=EVEN No any or CT		CT High =EVEN			
Suit 2 ATT High=					ATT High=ENC		
3 S/P when shortness							
1 ATT High=ENC		No any or CT		ATT High =ENC			
NT 2	NT 2 CT High = EVEN						
3							
S/P in true	mps (if 1	necessary), S	/P in known leng	gth suit			
			DOUBLES				
TAKEOU	UT DOU	JBLES					
T/O Double: 12 <sup>+</sup> standard shape (8 <sup>+</sup> re-open) or 17 <sup>+</sup> any shape (15 <sup>+</sup> re-open)							
Responses; jumps are positive $4^+$ cards, cue-bid = $10^+$ , standard ranges NT							
T/O Double over PRE at any level							
T/O Double when opponents support each other directly at any level							
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS							
3 card support double /redouble until 2 level-repeat suit							
2 • (Multi) - double = T/O over •; pass and then double = T/O over •							
$2 \bullet (Multi)$ - suit = natural 5 <sup>+</sup> , 12-16							
$1 \bullet -1 \bullet - \text{double} = 4 \bullet +4 \bullet \text{ or } 5 \bullet +4 \bullet <11 \text{HCP}$							
		le = 0-3spade					
		$le = 4^+$ hearts			~		
Lightner, Negative to 4, Responsive when opponents fit							

## W B F CONVENTION CARD

## CATEGORY: <u>GREEN</u> NCBO: **SPAIN**

PLAYERS: Rosa SANZ 2812164 - Andrzej KNAP 2811911

ALL EVENTS

## SYSTEM SUMMARY

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1♣/♦ -	<b>3</b> <sup>+</sup> card, 1 * with $3/3$ , 1 • with $4/4$	(11) 12-22
1♥/♠ -	5 <sup>+</sup> card	(11) 12-22
1NT - Ba	lanced, 5M332, 5m422, 6m322 OK	(14) 15-17
2NT	Idem	(19) 20-22
2 🜲 - FG l	based on many HCP	
	WK (5) 6 cards	(5) <b>6-10</b>
Classic PF	E at 3 and 4 level; 1 <sup>st</sup> /2 <sup>nd</sup> position	
PRE may	be very weak in 3 <sup>rd</sup> but sound in 4 <sup>th</sup>	10-13(14)
SPECIAI	<b>J BIDS THAT MAY REQUIRE I</b>	DEFENSE
	$T^* = Game try with fit 3^+$	
1•/* - 24	* = clubs, natural $5^+$ cards suit or a	ny balanced
	K-2Y-2NT *=FG	
Check-bac	k 1X-1M-1NT-2♣*	
Check-bac	k 1X-1M-2NT-3♣*	
3NT Gam	bling (7/8) AKQ in one minor (no A	A/K outside)
Michael's	cue-bid, Leaping Michael	
Lebensohl		
NOTES		
We open a	II 12HCP	
	e open with good shape	
	we open higher range suit	
We never	open 1♣/♦ with 5 card mayor suit	
2 <b>&amp;</b> openin	g forced to play game or to double.	. We do not open 2*
	winners tricks and few HCP	•
Big two-si	uiter 5-5 <sup>+</sup> and 9-10HCP we pass first	st and if possible
overcall w	ith Michael's	
Aggressiv	e overcall when opponents find fit a	at 2/3 level
PSYCHIC	CS: Very rare (1-2 a year)	

U	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	د					
OPENING			NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣/♦		3	4	(11) 12-22	$1m - 3m = INV; 1m - 2m = 6-10, 5^+;$ new suit jumps = $12^+, 6^+$ cards;	Check-back; 3 <sup>rd</sup> suit forcing	$1 \text{ /} \text{ -Paso/Double/S-3 / } = 5^+ \text{ cards}, 9-11 \text{ (when jump)}$	
1♥/♠		5	4	(11) 12-22	$1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM 3^{+supp};$ 1M - 2  - natural or any balanced	Splinter	$1 \checkmark / \clubsuit$ -Paso/Double/S-3 $\checkmark / \bigstar = 4^+$ cards, 3-6 (when jump)	
1NT		Balanced	3♣-4♠	(14) 15-17 5M332, 5m422, 6m322	2 = STAY, may be weak; $2 \checkmark / \checkmark / 3 \Rightarrow = \text{TRF}$ ; $2 \Rightarrow = \text{TRF}$ or invitation to game; $3 \blacklozenge = 5^+ / 5 \checkmark + \blacktriangle$ game try; $3 \checkmark / \bigstar = 5 / 4^+$ $\clubsuit + \diamondsuit$ shortness; $4 \clubsuit = 5^+ / 5 \checkmark + \bigstar$ ; $4 \checkmark / \checkmark = \text{TRF}$	Smolen	Responders double are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system off. Lebensohl	
2*	*			Any FG, if balanced 23 <sup>+</sup>	$2 \blacklozenge = 0-7$ , any shape; rest NAT 5 <sup>+</sup> cards, 8 <sup>+</sup>	2♣-2♦-2NT system on		
2 ♦ / ♥ / ♠		(5) 6		$PRE  (5) \ 6\text{-}10 \ (1^{st}/2^{nd})$	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
2NT		Balanced		(19) 20-22 5M332, 5m422, 6m322	$3 = STAY; 3 \neq = TRF; 3 = + \Rightarrow$ $4 \neq \neq = TRF; 4/5NT = INV$	Accept TRS 3 ◆/♥ confirm fit, 3NT = no fit; Smolen		
3♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit is natural 5 <sup>+</sup> and FG		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
3NT	*			Gambling AKQxxxx in ♣/♦ no A/K outside	4/5/6♣=P/C; 4M= to play; 4♦= asks for singleton 4NT = asks for extra length			
4♣/♦/♥/♠		(7) 8		PRE	After 4m: 4M natural NF; After 4M new suit CTRL		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
4NT	*			6 <sup>+</sup> /5 <sup>+</sup> ♣+♦				
5♣/♦		(8) 9		PRE		HIGH LEVEL BIDDING		
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter		
						Josephine, Super Josep PODI	hine (Gran slam try 5NT) 0-1-2-3	