DEFENSIVE AND COMPETITIVE RIDDING

OVERCALLS

1 level; 5+cards, 7 – 16, stronger hand must double first

2 level; (5) 6+cards, (11) 12 -16, stronger hand must double first

Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT

Splinters, Jump raises = WK

Over 1 level overcall: CUE = 10⁺ with FIT 3⁺ or any FG;

Jump CUE = 12^+ with FIT 4^+

1NT OVERCALL

In 2^{nd} (15) 16 - 18 > system on

In 4^{th} (11) 12 - 14 > system on

1X-pass-pass-2NT = 18-20> system on

1X-pass-pass- Double... and after 1NT=15-17

1X-pass-pass- Double... and after jump to 2/3NT= 21-22

JUMP OVERCALLS

PRE, new suit =F1, 2NT= INV+

1/2X-3NT= to play (based on any minor and stoppers outside)

1x - 2NT = 2 lowest suits $5^{+}/5^{+}$, 6-10

Reopen: Sound jump 6/7 cards 10-13₍₁₄₎

DIRECT & JUMP CUE BIDS

Michael's direct over $\clubsuit/\diamondsuit/\blacktriangledown/\diamondsuit$ 5+/5+, 6-10(11) or 17+

1X-p-1NT-2X

1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid

1m-3m= Natural PRE:1M-3M= STOP ASK

VS. NT

1NT (STR) - double = $\forall + \spadesuit$; suit = natural; 2NT = $\clubsuit + \spadesuit$

2NT - double = ++; suit = natural; 3NT = ++

Re-open same

VS. PREEMPTS

Double = T/O or any strong 17⁺ hand; Lebensohl over 2♦/♥/♠ WK

2NT - balanced (15) 16-18> system on

3NT = to play (when jump with long minor); Leaping Michael's

VS. ARTIFICIAL STRONG OPENINGS

 $1 \clubsuit (STR)$ - double = $\forall + \spadesuit$; suit = natural; $1NT = \clubsuit + \spadesuit$

 $2 \clubsuit$ (STR) - double = $\forall + \spadesuit$; suit = natural; 2NT = $\clubsuit + \spadesuit$

 $2 \diamond (STR)$ - double = $\vee + \diamond$; suit = natural; $2NT = * + \diamond$

OVER 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, 6^+

Re-double is for penalty, after that our double is for penalty

Truscott over 1 ♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd - 5 th	Same
NT	2 nd - 4 th	Same
Subsequent	Low with interest	Same

K is the strongest lead and asks for unblock or count vs. NT

A and O ask for encourage vs. NT

10 promises 1 high honour and 9, or short suit (2-3 cards) vs. NT

LEADS

ELIDO			
Lead	Vs. Suit	Vs. NT	
Ace	A Kx (+)	A K ⁽⁺⁾ , A K10 ⁽⁺⁾ , A KJ ⁽⁺⁾	
King	KQx (+), AK sec	KQJ (+), KQ109 (+), AKJ10	
Queen	Q Jx ⁽⁺⁾	QJ10/9(+) AQJx (+), KQx (+)	
Jack	J10x ⁽⁺⁾ , HJ10x ⁽⁺⁾	J109/8 ⁽⁺⁾ , HJ10 ⁽⁺⁾ , J10x	
10	109x ⁽⁺⁾ , H109 ⁽⁺⁾ , 109x	H109 (+), 109x, 10x	
9	9 _X	10 9 8/7 ⁽⁺⁾ , 9 x	
Hi-X	\mathbf{S} x, \mathbf{H} x, \mathbf{H} x \mathbf{S} x, xx \mathbf{S} x	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xxxS	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding	
	1	CT High =EVEN	No any or CT	CT High =EVEN	
	Suit 2	ATT High=ENC		ATT High=ENC	
	3 S/P when shortness 1 ATT High=ENC				
			No any or CT	ATT High =ENC	
	NT 2	CT High =EVEN			
	3				

S/P in trumps (if necessary), S/P in known length suit

DOUBLES

TAKEOUT DOUBLES

T/O Double: 12⁺ standard shape (8⁺ re-open) or 17⁺ any shape (15⁺ 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 suits

2 ♦ (Multi) - double = T/O over ♠; pass... and then double = T/O over ♥

2 ♦ (Multi) - suit = natural 5+, 12-16

 $1 \clubsuit$ -1 ♦ - double = 4 ♥ +4 ♠ or 5 ♥ +4 ♠ <11HCP

1 . 4 / ◆ -1 ♥ - double = 0-3 spades

1 . / - 1 . - double = 4^+ hearts

Lightner

W R F CONVENTION CARD

CATEGORY: GREEN

NCBO: SPAIN

Almudena Martorell 2813905 Beatriz Rosetti 2813261 Javier Palacios 2814847 Lluis Lleo 2812849

ALL EVENTS



SYSTEM SUMMARY

. /	- 3+card 14 with 3/3 14 with 4/4	(11) 12-22

1 ♥/♠ - 5+card (1) 12-22

1NT - Balanced, 5M332, 5m422, 6m322 OK (14) **15-17**

2NT Idem (19) 20-22

2♣ - FG based on many HCP

2 ♦ / ♥ / ♠ WK (5) 6 cards

(5) 6-10

Classic PRE at 3 and 4 level; 1st/2nd position

PRE may be very weak in 3rd but sound in 4th 10-13₍₁₄₎

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1 ♥/♠ - 2NT* = Game try with fit 3⁺

1 ♥/♠ - 2 ♣* = clubs, natural 5+cards suit or any balanced

Check-back 1X-1M-1NT-2♣*

Check-back 1X-1M-2NT-3♣*

3NT Gambling (7/8) AKQ in one minor (no A/K outside)

3NT Gambling (7/8) AKQ in one minor (no A/K outside)

Michael's cue-bid, Leaping Michael

Lebensohl

NOTES

We open all 12HCP

11HCP we open with good shape

With 5+-5+ we open higher range suit

We never open 1♣/♦ with 5 card mayor suit

2. opening forced to play game or to double. We do not open 2.

with many winners tricks and few HCP

Big two-suiter 5-5+ and 9-10HCP we pass first and if possible

overcall with Michael's

Aggressive overcall when opponents find fit at 2/3 level

ტ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
OPENING				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 rd suit forcing	1♣/♦-Paso/Double/S-3♣/♦ = 5+cards, 9-11(when jump)
1♥/♠		5	4 🖍	(11) 12-22	$1M - 3M = WK$; $1M - 2M = 6-10$; $1M - 2NT = LIM 3^{+supp}$; $1M - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - $	Splinter	1 ♥/♠-Paso/Double/S-3 ♥/♠ = 4+cards, 3-6 (when jump)
1NT		Balanced	3♣-4♠	(14) 15-17 5M332, 5m422, 6m322	2 = STAY, may be weak; 2 \checkmark / \checkmark / \checkmark / \checkmark / \checkmark 3 = TRF; 3 \checkmark = 5 \checkmark /5 \checkmark + \checkmark game try; 3 \checkmark / \checkmark = 5 \checkmark 4 * \checkmark + \checkmark shortness 4 *= 5 \checkmark /5 \checkmark + \checkmark ; 4 \checkmark / \checkmark = 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 ⁺	2 ♦= 0-7, any shape; rest NAT 5+cards, 8+	2♣-2♦-2NT system on	
2♦/♥/♠		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 rd , Sound in 4 th
2NT		Balanced		(19) 20-22 5M332, 5m422, 6m322	$3 = \text{STAY}; 3 \checkmark / \checkmark = \text{TRF}; 3 \triangleq = * + \checkmark$ $4 * / \checkmark / \checkmark / \triangleq = \text{TRF}; 4/5 \text{NT} = \text{INV}$	Accept TRS 3 ◆/♥ confirm fit, 3NT = no fit; Smolen	
3♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 st /2 nd)	New suit is natural 5 ⁺ and FG		May be very weak in 3 rd , Sound in 4 th
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 rd , Sound in 4 th
4NT	*			6+/5+ ♣+◆			
5♣/♦		(8) 9		PRE		HIGH LEVEL BIDDING RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3 PODI	