

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural
Only cuebid and double are forcing responses
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17HCP in all positions
Transfers and cue-bid stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT = 5/5 in minors
3NT = solid suit and stopper
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue-bid over a major opening = Michaels
Over 1 ♦ opening 2 ♦ overcall = Michaels
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Weak Landy:
X = Two suited hand with a minor and a major (5/5 or more)
2 ♠ = Two suited hand with both majors (5/5 or more)
2NT = Two suited hand with both minors (5/5 or more)
Others: transfers (6 cards or more)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2NT = balanced 15-17 with stopper
Take-out double 12+HCP
Cue-bid ask for stopper to play NT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level
Jump Shift non-forcing
Double Jump = Splinter / 2NT = limit raise or better

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2nd / 4th	2nd / 4th	
NT	2nd / 4th	2nd / 4th	
Subseq			
Other: MUD with xxx			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AK, Ax	
King	KQx, KQJ(x), Kx	KQx, KQJ(x), Kx	
Queen	QJx, QJ10(x), Qx	QJx, QJ10(x), Qx	
Jack	J10x, J109(x), Jx	J10x, J109(x), Jx	
10	10x	10x	
9	9x	9x	
Hi-X	xxxHx, Hx	xxxHx, Hx	
Lo-X	xLx, xxxL	xLx, xxxL	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Encouraging	Hi-lo= even	Hi = Encouraging
Suit 2	Suit Preference	Hi-lo= even	
3	Suit Preference	Hi-lo= even	
1	Hi = Encouraging	Hi-lo= even	Hi = Encouraging
NT 2	Suit Preference	Hi-lo= even	
3	Suit Preference	Hi-lo= even	
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Double = at least opening values (except in reopening, 8+HCP)			
Double + suit = 19+HCP			
Double + cue-bid = GF			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double and redouble			
Negative double			

<b>WBF CONVENTION CARD</b>
<b>CATEGORY:</b> Green <b>NCBO:</b> Spain <b>PLAYERS:</b> Esther Peñalba & Guzmán Gemenó
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors, 2/1 GF Longer Minor - 1♣ if 3.3 & 1♦ if 4.4 Weak jump raises over majors 1NT response forcing  1NT Opening: 15 - 17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = GF, any suit,(s) any shape 2♦ Opening = Multi (see next sheet for more info) 2♥ Opening = Weak 5/5 in ♥ and a minor (4-11 HCP) 2♠ Opening = Weak 5/5 in ♠ and a minor (4-11 HCP) 3NT Opening = Gambling Michaels: cuebids over majors openings and 2♦ over minors openings. 2NT overcall = two lower unbid suits Lebensohl after 2-level overcall of 1NT Club Walsh: 1♠-1♦ can hide a 4 <sup>th</sup> card major and 12+HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	(11)12-21HCP	1♦ shows 4+ cards in ♦ & deny a 4 <sup>th</sup> card major, except if 12+HCP 1♣-1Major-1NT-2♣: Roudi 1♣-1Major-2NT-3♣: Checkback Stayman Single raise stronger than double raise Weak jump shift (1♣ - 2X)	1♣-1♦-1/2NT = balanced & natural (may have 4 <sup>th</sup> card major) 1♣-1♦-1/2Major = two suited hand Opener says number of cards on the major and points 1♣-2♣-3X: initiates control sequence	
1♦		3	3♠	(11)12-21HCP	Same as above		
1♥		5	3♠	(11)12-21HCP	1NT forcing 2NT: Jacoby (4 <sup>th</sup> card support and 10+HCP) Drury fit: Pass-1♥-2♣ shows max support in ♥	1♥-1NT-2♣ could be only 2 cards in ♣ Mentioning other suit is singleton in the suit. 3NT = No singletons 16+HCP Jumping to other suit is 5/5 19+HCP	
1♠		5	3♠	(11)12-21HCP	Same as above		
INT				15-17HCP balanced	Stayman, Transfers, Smolen		
2♣	‡		3♠	GF, any shape	2♦ = -8HCP; Others= 5+ cards in the suit	2♣-2♦-3X (jumping) = 6+cards & start controls sequence	
2♦	‡			Multi: Weak ♥/♠ 6+ (5-11 HCP) or balanced 23-24HCP or 4441 19+HCP with a singleton minor	2♥: pass or correct 2♠: pass or invitation in ♥ 2NT: Support in both majors and 12+HCP 3♥: Pre-emptive in both majors 4♣/♦: ask for the suit in transfer/directly	2NT shows the 23-24HCP opening. Subsequent actions like in 2NT opening. Declaring the 4 <sup>th</sup> card minor shows the 4441 19+HCP	
2♥	‡	5		Weak 5/5 in ♥ and a minor (5-11 HCP)	2♠/3♦: Natural NF 6+cards, 12+HCP 2NT: 12+HCP relais 3♠/4♦: Splinter with ♥ support		
2♠	‡	5		Weak 5/5 in ♠ and a minor (5-11 HCP)	3♦/♥: Natural NF 6+cards, 12+HCP 2NT: 12+HCP relais 4♦/4♥: Splinter with ♠ support		
2NT				20-22HCP balanced	Transfers, Stayman		
3♣		6		Pre-emptive	New suit = forcing, 12+HCP and 6+cards Raise = weak	3♣-3X-3/4Y = fit in X and control in Y	
3♦		6		Pre-emptive	Same as above		
3♥		6		Pre-emptive	New suit means control in the suit, fit and slam abition		
3♠		6		Pre-emptive	Same as above		
3NT		7(6)		Gambling	4/5♠ = pass or correct		
4♣		7		Pre-emptive	<b>HIGH LEVEL BIDDING</b> 4NT over fit = 5 Ace BW 0314. Next we can ask for a specific suit tenence, queen or kings		
4♦		7		Pre-emptive			
4♥		7(6)		Pre-emptive			
4♠		7(6)		Pre-emptive			
5♣		8(7)		Pre-emptive			
5♦		8(7)		Pre-emptive			