


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level; 5 <sup>+</sup> cards, 7-16, with stronger hand must double first
2 level; (5) 6 <sup>+</sup> cards, (11) 12-16, with stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises = WEAK
Over a 1 level overcall: CUEBID = 10 <sup>+</sup> with FIT of 3 <sup>+</sup> or any GF; Jump CUEBID =12 <sup>+</sup> with FIT 4 <sup>+</sup> Over 2 level overcalls: CUEBID = asking for shape
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
In 2 <sup>nd</sup> (15) 16 - 18 > system on
In 4 <sup>th</sup> (11) 12 - 14 > system on
1 ♣/♦/♥/♠-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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE, new suit =F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10(11) or 17 <sup>+</sup>
Reopen: Sound jump 6/7 cards 10-13(14)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10(11) or 17 <sup>+</sup>
Also in sequences; 1X-p-1NT-2X, 1NT-p-2X(TRF)-2Y (suit of TRF)
2M-3M= mm 5 <sup>+</sup> /5 <sup>+</sup> , good hand 1m-3m= PRE natural
2♦-3/4♦= MM 5 <sup>+</sup> /5 <sup>+</sup> good hand 1M-3M= STOP ASK
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
1NT (STR or WK) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2NT - double = ♥+♠; suit = natural; 3NT = ♣+♦
Re-open same
1NT (STR or WK) - double = ♥+♠; suit = natural; 2NT = ♣+♦
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = T/O or any strong hand, NT are NAT, 3 NT = to play
Leaping Michael's
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣</b>
1♣ (STR) - dbl = ♥+♠, 1♣ - 2♣ = clubs,
1♣ (STR) - 1NT = ♣+♦
2♣ (STR) - dbl = clubs, 2NT = ♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After T/O double our voices at 1 level are unchanged F1,
At 2 level are weak (6-9) 6 <sup>+</sup> cards; at 2 level with jump = 3-6, 6 <sup>+</sup>
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> - 5 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> - 4 <sup>th</sup>	Same	
Subsequent	Low with interest	Same	
K is the strongest lead vs. NT and asks for unblock or count A and Q ask for encourage vs. NT 10 promises 1 high honour and 9 or short suit (2-3 cards) vs. NT Against Slam: A ask for attitude and K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx <sup>(+)</sup>	AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>	
King	KQx <sup>(+)</sup> , AKsec	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10	
Queen	QJx <sup>(+)</sup>	QJ10/9(+), AQJ <sup>(+)</sup> , KQ <sup>(+)</sup>	
Jack	J10x <sup>(+)</sup> , HJ10x <sup>(+)</sup>	J10/9/8 <sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x	
10	109x <sup>(+)</sup> , H109 <sup>(+)</sup>	H109 <sup>(+)</sup> , 109x, 10x	
9	9x, KJ9x	10/9/8/7 <sup>(+)</sup> , 9x	
Hi-X	Sx, Hx, HxSx, xxSx	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)	CT	CT
Suit 2	ATT (High=ENC)		ATT
3			
1	ATT (High=ENC)	Smith's (High=ENC)	High =ENC
NT 2	CT (High =EVEN)		
3			
S/P in trumps (if necessary), S/P in known length suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O Double: 12+ standard shape (8+ re-open) or 17+ any shape (15+ re-open)			
Responses; jumps are positive, usually 4+, 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 dbl/rdbl until 2 level-repeat-suit			
2♦ (Multi) - dbl = T/O over ♠; pass and then dbl = T/O over ♥			
2♦ (Multi) - suit = natural 5+, 12-16			
1♣ -1♦ - dbl = 4♥+4♠ or 5♥+4♠ <11HCP			
1♣ -1♥ - dbl = 0-3spades; 1♣ -1♠ - dbl = 4+ hearts			
Lightner, Negative to 4♠, Responsive when opponents fit			

W B F CONVENTION CARD
CATEGORY: <b>GREEN</b>
NCBO: <b>SPAIN</b>
PLAYERS: <b>Ignacio Jimenez – Gabriel Fractman/ Gabriel Carrasco</b>
ALL EVENTS

SYSTEM SUMMARY
1♥/♠ - 5 <sup>+</sup> card (11) 12-22
1♣/♦ - 3 <sup>+</sup> card, 1♣ with 3/3, 1♦ with 4/4 (11) 12-22
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) 15-17
2NT Idem (19) 20-22
2♣ FG
2♦/♥/♠ WK (5) 6 cards (5) 6-10
3/4 ♣/♦/♥/♠ Classic PRE 1 <sup>st</sup> /2 <sup>nd</sup> , May be very weak in 3 <sup>rd</sup>
Sound in 4 <sup>th</sup>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥/♠ – 2NT* = Game try 3 <sup>+</sup>
Relays; 1♣-1M-2♣-2♦*, 1♦-1♠-2♦-2♥* = ART ASK, 1RF
Check-back STAY 1X-1M-2NT-3♣*
Check-back 1X-1M-1NT-2♣*
Lebensohl, Michael's cue-bid, Leaping Michael
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Drury (3 <sup>rd</sup> ) over 1M
1♥/♠-1NT = NF
1M-2X-2Y/M-2NT *=FG
<b>SPECIAL FORCING PASS SEQUENCES</b>
(3 <sup>rd</sup> NV 3X) - Dbl/3Y - (5X) - Pass*
1NT (wk) – Dbl - (pass/dbl) - Pass* = F 2NT
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4 ♠	(11) 12-22	1m-2m=6-10, 5 <sup>+</sup> ; new suit jumps = 12 <sup>+</sup> , 6 <sup>+</sup> 1/2/3NT = 6-10, 11-12, 13-15; 1m-3m= INV	1m- Dbl- 2NT = weak raise 1m- Dbl/S-3m = game try	
1 ♦		3	4 ♠	(11) 12-22	Idem 1 ♦-3 ♣ = 9-11, 6 <sup>+</sup> ; 1 ♦-3M = 3-6, 7 cards		
1 ♥		5	4 ♠	(11) 12-22	1M - 3M = WK; 1 ♥ - 3m = 9 -11 6 <sup>+</sup> 1 ♥ - 2NT = LIM 3 <sup>+</sup> ; 1 ♠-3X = 9 -11 6 <sup>+</sup>	1 ♥-3 ♠ = any weak SPL, 1 ♥-3NT= ♠ SPL 1M-2M-3X= NAT try	May be weak in 3 <sup>rd</sup> , Inverted Drury (3 <sup>rd</sup> ) p-p-1M-p-2 ♣-p-2M= weak hand
1 ♠		5	4 ♥	(11) 12-22	Idem	1 ♠-3NT= any mini-SPL, 1 ♠-4 ♥ = SPL	
1NT			3 ♣-4 ♠	(14) 15-17 balanced 5M332, 5m422, 6m322	2 ♣ = STAY; 2 ♦/♥/♠/3 ♣ = TRF 3 ♦ = 5/5 ♥+♠ INV; 3 ♥/♠ = shortness with ♣+♦ 5 /4 <sup>+</sup> GF; 4 ♣= 5/5 ♥+♠; 4 ♦/♥ = TRF	After major transfer new suit is natural, GF After minor transfer new suit is short, GF	After opp's overcalls bid 3 ♥/♠ sense are changed, TRF on at 4 level, Lebensohl, Dbl =Penalty
2 ♣	*			Any FG, if balanced 23 <sup>+</sup>	2 ♦ = 0-7, any shape; rest NAT, 8 <sup>+</sup>	2 ♣-2 ♦-2NT... system on	
2 ♦		(5) 6		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit = 1RF; 2NT = ask for shortness		May be very weak in 3 <sup>rd</sup> , Sound in 4th
2 ♥/♠		(5) 6		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 <sup>rd</sup> , Sound in 4th
2NT				(19) 20-22, balanced, 5M332 5m422, 6m322	3 ♣ = STAY; 3 ♦/♥ = TRF; 3 ♠ = ♣+♦ 4 ♣/♦/♥/♠ = TRF; 4/5NT = INV	2NT - 3 ♦/♥ 3 ♥/♠ = fit; 3NT = no fit	
3 ♣/♦		(6) 7		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit is natural 5 <sup>+</sup> and FG	After opp's dbl new suit is NF, L/D	May be very weak in 3 <sup>rd</sup> , Sound in 4th
3 ♥/♠		(6) 7		PRE (6) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit at 4 level = CTRL; 3 ♥-3 ♠ = NAT 5 <sup>+</sup> FG	After opp's dbl new suit is NF, L/D	May be very weak in 3 <sup>rd</sup> , Sound in 4th
3NT	*			Gambling AKQxxxx in ♣/♦ No A/K outside	4/5/6 ♣=P/C; 4M= to play; 4 ♦ = asks for singl. 4NT = asks for extra length		
4 ♣/♦		(7) 8		PRE	4M natural NF		
4 ♥/♠		(7) 8		PRE	New suit = CTRL		
4NT	*			6 <sup>+</sup> /5 <sup>+</sup> ♣+♦			
5 ♣/♦		(8) 9		PRE		<b>HIGH LEVEL BIDDING</b>	
						RKCB 03/14+Q, Splinter, Exclusion BW (jumping at 5 level), Que-bid	
						Josephine, Super Josephine (jumping to 5NT)	
						PODI, PORI, PEDO	