

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

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	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 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 ⁽⁺⁾	AK ⁽⁺⁾ , AK10 ⁽⁺⁾ , AKJ ⁽⁺⁾
King	KQx ⁽⁺⁾ , AKsec	KQJ ⁽⁺⁾ , KQ109 ⁽⁺⁾ , AKJ10
Queen	QJx ⁽⁺⁾	QJ10/9(+), AQJ ⁽⁺⁾ , KQ ⁽⁺⁾
Jack	J10x ⁽⁺⁾ , HJ10x ⁽⁺⁾	J10/9 ⁽⁺⁾ , HJ10 ⁽⁺⁾ , J10x
10	109x ⁽⁺⁾ , H109 ⁽⁺⁾	H109 ⁽⁺⁾ , 109x, 10x
9	9x, KJ9x	109/8/7 ⁽⁺⁾ , 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
1	CT (High =EVEN)	CT
Suit 2	ATT (High=ENC)	ATT
3		
1	ATT (High=ENC)	Smith's (High=ENC)
NT 2	CT (High =EVEN)	High =ENC
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: GREEN		
NCBO: SPAIN		
PLAYERS: Ignacio Jimenez – Gabriel Fractman/ Gabriel Carrasco		
ALL EVENTS		
		
SYSTEM SUMMARY		
1♥/♠ - 5+card	(11) 12-22	
1♣/♦ - 3+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 st /2 nd , May be very weak in 3 rd		
Sound in 4 th		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♥/♠ - 2NT* = Game try 3 ⁺		
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 rd) over 1M		
1♥/♠-1NT = NF		
1M-2X-2Y/M-2NT *=FG		
SPECIAL FORCING PASS SEQUENCES		
(3rd NV 3X) - Dbl/3Y - (5X) - Pass*		
1NT (wk) – Dbl - (pass/dbl) - Pass* = F 2NT		
PSYCHICS: Rare		

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 ⁺ ; new suit jumps = 12 ⁺ , 6 ⁺ 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 ⁺ ; 1♦-3M = 3-6, 7 cards		
1♥		5	4♠	(11) 12-22	1M - 3M = WK; 1♥ - 3m = 9 -11 6 ⁺ 1♥ - 2NT = LIM 3 ⁺ ; 1♠-3X = 9 -11 6 ⁺	1♥-3♠= any weak SPL, 1♥-3NT= ♠ SPL 1M-2M-3X= NAT try	May be week in 3 rd , Inverted Drury (3 rd) 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 ⁺ 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 ⁺	2♦= 0-7, any shape; rest NAT, 8 ⁺	2♣-2♦-2NT... system on	
2♦		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = ask for shortness		May be very week in 3 rd , Sound in 4th
2♥/♠		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = INV with fit		May be very week in 3 rd , 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 st /2 nd)	New suit is natural 5 ⁺ and FG	After opp's dbl new suit is NF, L/D	May be very week in 3 rd , Sound in 4th
3♥/♠		(6) 7		PRE (6) 6-10 (1 st /2 nd)	New suit at 4 level = CTRL; 3♥-3♠ = NAT 5 ⁺ FG	After opp's dbl new suit is NF, L/D	May be very week in 3 rd , 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 ⁺ /5 ⁺ ♣+♦			
5♣/♦		(8) 9		PRE		HIGH LEVEL BIDDING	
						RKCB 03/14+Q, Splinter, Exclusion BW (jumping at 5 level), Que-bid	
						Josephine, Super Josephine (jumping to 5NT)	
						PODI, PORI, PEDO	