


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 5 <sup>+</sup> cards, 7 – 16, stronger hand must double first
2 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
Splinters, Jump raises = WK
Over 1 level overcall: CUE = 10 <sup>+</sup> with FIT 3 <sup>+</sup> or any FG; Jump CUE =12 <sup>+</sup> with FIT 4 <sup>+</sup>
Over 2 level overcalls: CUE asking for shape
1NT OVERCALL
In 2 <sup>nd</sup> (15) 16 - 18 > system on
In 4 <sup>th</sup> (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 <sup>+</sup> /5 <sup>+</sup> , 6-10
Reopen: Sound jump 6/7 cards 10-13 <sub>(14)</sub>
DIRECT & JUMP CUE BIDS
Michael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10 <sub>(11)</sub> or 17 <sup>+</sup>
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 or WK) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2NT - double = ♥+♠; suit = natural; 3NT = ♣+♦
Re-open same
VS. PREEMPTS
Double = T/O or any strong 17 <sup>+</sup> 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♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦
2♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
After T/O double our voices at 1 level are unchanged, F1R
At 2 level are weak (6-9) 6 <sup>+</sup> cards; at 2 level with jump = 3-6, 6 <sup>+</sup>
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 <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 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. Suit	Vs. NT	
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>	QJ10/9(+), AQJx <sup>(+)</sup> , KQx <sup>(+)</sup>	
Jack	J10x <sup>(+)</sup> , HJ10x <sup>(+)</sup>	J109/8 <sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x	
10	109x <sup>(+)</sup> , H109 <sup>(+)</sup> , 109x	H109 <sup>(+)</sup> , 109x, 10x	
9	9x	1098/7 <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	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 <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 <sup>+</sup> cards, cue-bid = 10 <sup>+</sup> , 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 <sup>+</sup> , 12-16			
1♣ -1♦ - double = 4♥+4♠ or 5♥+4♠ <11HCP			
1♣/♦ -1♥ - double = 0-3spades			
1♣/♦ -1♠ - double = 4 <sup>+</sup> hearts			
Lightner, Negative to 4♠, Responsive when opponents fit			

W B F CONVENTION CARD
CATEGORY: <b>GREEN</b>
NCBO: <b>SPAIN</b>
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ALL EVENTS

SYSTEM SUMMARY
1♣/♦ - 3 <sup>+</sup> card, 1♠ with 3/3, 1♦ with 4/4 (11) <b>12-22</b>
1♥/♠ - 5 <sup>+</sup> card (11) <b>12-22</b>
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) <b>15-17</b>
2NT Idem (19) <b>20-22</b>
2♣ - FG based on many HCP
2♦/♥/♠ WK (5) 6 cards (5) <b>6-10</b>
Classic PRE 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 <sub>(14)</sub>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♠ - 2NT* = Game try with fit 3 <sup>+</sup>
1♥/♠ - 2♣* = clubs, natural 5 <sup>+</sup> cards suit or any balanced
1♥/♠ - 2X-2Y-2NT *=FG
Check-back 1X-1M-1NT-2♣*
Check-back 1X-1M-2NT-3♣*
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 <sup>+</sup> -5 <sup>+</sup> 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 <sup>+</sup> and 9-10HCP we pass first and if possible
overcall with Michael's
Aggressive overcall when opponents find fit at 2/3 level
PSYCHICS: Very rare (1-2 a year)

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 - 3m = INV; 1m - 2m = 6-10, 5 <sup>+</sup> ; new suit jumps = 12 <sup>+</sup> , 6 <sup>+</sup> cards;	Check-back; 3 <sup>rd</sup> suit forcing  Splinter	1♣/♦-Paso/Double/S-3♣/♦ = 5 <sup>+</sup> cards, 9-11 (when jump)
1♥/♠		5	4♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM 3 <sup>+</sup> supp; 1M - 2♣ - natural or any balanced		1♥/♠-Paso/Double/S-3♥/♠ = 4 <sup>+</sup> cards, 3-6 (when jump)
1NT		Balanced	3♣-4♠	(14) 15-17 5M332, 5m422, 6m322	2♣ = STAY, may be weak; 2♦/♥/♠/3♣ = TRF; 3♦ = 5 <sup>+</sup> /5♥+♠ game try; 3♥/♠ = 5/4 <sup>+</sup> ♣+♦ shortness 4♣ = 5 <sup>+</sup> /5♥+♠; 4♦/♥ = 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♦ = 0-7, any shape; rest NAT 5 <sup>+</sup> cards, 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 = 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♦/♥ = TRF; 3♠ = ♣+♦ 4♣/♦/♥/♠ = 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		<b>HIGH LEVEL BIDDING</b>	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3	
						PODI	