

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>
Aggressive 1-level; Sound 2-level.
<b>Responses:</b> New suit = NF (1-level may be 4th). New suit JUMP = FG. Jump RAISE = PRE. 2NT = Raise
<b>4th Live:</b> CUE = NAT; 1NT = Other suits (54+).
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
2nd POS = 15+-18 HCP. ReOpen: 1NT = 11-14(15) HCP.
<b>Responses:</b> CUE = Like Stayman; Jumps = Invitational; <b>4th Live</b> = Other suits (54+). Unusual NT = Two-suiter.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: WEAK. 2-Suit: 2NT (over M) = ♣+♦ (55+) weak or very strong. 2NT (over m) = Om+M (55+) weak or very strong.
<b>Reopen:</b> 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP.
<b>DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)</b>
1♣-2♣ = NAT with ♣. 1♦-2♦ or 1♣-2♦ = ♥+♠ (54+); then 2NT = ASK 1M-2M = OM+m (45+); then 2NT = ASK minor. Jump CUE = FG (3NT interest).
<b>VS. NT (VS. Strong (15+))</b>
2♣ = ♣ and a major. 2♦ = ♦ and a major 2♥ = both majors DBL = One suit. 2♠ = Spades weaker.
<b>Reopen:</b> the same
<b>VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)</b>
LEB after (WK2x)-DBL-(P). DBL = Takeout thru 4♥; 3NT = to play. 2NT after WK2x = NAT 16-19 HCP.
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Aggressive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit 1-level = F1 at least 4 good cards. New suit 2-level = NF (8-11). New suit single Jump: 2-level = PRE; 3-level = Support. 2NT = Raise; 3 Support = PRE.

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
3th/5th	3th/5th	
NT	2th/4th	3th/5th
Subseq.	Attitude (2th/4th)	
Other: Rusinow (Spanish adaptation).		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AK+(even)	AK+(even)
King	AK+(odd); KQ	AK+(odd); KQ
Quenn	KQx(+); QJ	KQx(+); QJ
Jack	QJx(+); J10	QJx(+); J10
10	J10x(+); 109	J10x(+); 109
9	109x(+); 9x	109x(+); 9x
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+; (HxS)
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
Suit	1 Hi=ENCRG	Hi/Lo=E
	2 Hi=2 cards	(S/P)
	3 (S/P)	
NT	1 Hi=ENCRG	Hi/Lo=E
	2 S/P	Lavinthal
	3	
<b>Signals (including Trumps):</b> Trumps: Hi/Lo = Ruff interest (or suit preference).		
LAVINTHAL vs NT, SMITH signal vs NT.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Opening values; CUE-BID=F until a suit is bid twice. (1X) - DBL - (1Y) - DBL = Penalty. (1X) - DBL - (SUPP) - DBL = RESP DBL. Competitive DBL in support biddings ... (NOTE 5).		
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE</b>		
NEG DBL THRU 4♠. NEG DBL: unlimited w/o 5-card suit. RESP DBL THRU 4♠.		
COMP DBL 1NT-(Overcall)-DBL = RESP DBL. 1♣ - (1♦) - 1M = At least 4th good. 1X - (1Y) - 1♠ = At least 4th good.		

	<b>WBF</b> Convention Card	
<b>CATEGORY: NATURAL</b>		
NCBO: SPAIN  EVENT: Any E.B.L.		
PLAYERS: Carmen Cafranga -José Ignacio Torres		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
NATURAL, Five Cards Major. 1♣ = 2+ 1♦ = 4+ (5 cards tendency)		
1NT Opening: NAT 11+-14 HCP. 2 OVER 1 Response: F2NT.		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
2♣ = Forcing game. 2♦ = Weak in ♥ or strong any except ♥. 2♥ = Strong ♥ 2♠ = Weak ♠ (5+). Gambling 3NT. Normally no Ace, King or void outside.		
<b>Responses:</b>		
2NT over minor = BAL 15-18 HCP. 2NT over major = Raise.		
<b>Competitive:</b>		
Over 1NT Doubled = ART defense (Swedish Defense) Modified Lebensohl. Competitive 2NT in jump = Limit raise. Takeout double.		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
1NT - (DBL) - PAS = RDB obliged 1NT - (DBL) - RDB = 2♣ obliged		
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
In 3th: Opening may be weak (8+ HCP).		
<b>PSYCHICS:</b> Rare.		

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♣	- NAT 11-22 HCP. - BAL 15 <sup>+</sup> -20 HCP.	1♦ = 3+; 1NT = 7 <sup>+</sup> -10 HCP; 2♣ = F till 3♣; 3♣ = 8-10 HCP; New suit jump = strong; 2NT = BAL 15-18 <sup>+</sup> HCP.	1♣-1X-1NT = 15-17 HCP (then 2♣ = ask) 1♣-1M-2♣-2♦ = 3th suit forcing ART. 4th suit forcing ART.	2NT = BAL 11-12 HCP. 2♣ = NF.
1♦		4	4♣	- NAT 11-21 HCP. - BAL with 5♦ 15 <sup>+</sup> -19 HCP. (May be weak in 3th)	1NT = 6-10 HCP; New suit jump = strong; 2♦ = 6-9; 2NT = BAL 15-18 <sup>+</sup> HCP..	1♦-1X-1NT = 15 <sup>+</sup> -18 <sup>+</sup> HCP (then 2♣ = ask) 1♦-1♣-2♦-2♥ = 3th suit forcing, NAT tendency. 4th suit forcing ART (in any opening).	2NT = BAL 11-12 HCP.
1♥/1♣		5	4♣	- NAT 11-21 HCP. (May be 4 cards in 3th) (May be weak in 3th)	2NT = Support F1; Jump Raise = Weak Splinters	1M-2NT: 3♣ = inquiry; Other suit = asking in the suit. 1M-2M: 2NT F Ask; Other suit = trial-bid.	1NT = 6-10 HCP. 2NT = support not FG. Jumps = fit (1♥-2♣ also).
1NT		-	2♣	- NAT 11 <sup>+</sup> -14 HCP	2♣ = Ask (like stayman ) 2♦ = relay to 2♥, any suit to play or to invite. 2♥/2♣/3♣/3♦ = NAT forcing; 3♥/3♣ = ♣+♦ and singleton in the bid suit.	Over 2♣, 2♦ = Min. maybe majors. 1NT-2M = step responses (support & strength).	
2♣	✓	-	-	- Forcing game.	2♦/2NT = No Aces, Neg. o Pos. Other = Aces	2♣-2♦-2NT = BAL 25... HCP (resp. like 2NT open.).	
2♦	✓	-	-	- Strong any suit except ♥. - BAL 22 <sup>+</sup> -24 HCP. - NAT Weak 6-11 HCP.	2♥ = NEU 2NT = Ask. Other suit = NAT F1	2♦-2♥-2NT = BAL 22 <sup>+</sup> -24 <sup>+</sup> HCP (resp. like 2NT).	
2♥	✓	5	-	- Strong in ♥ (NF).	Natural		
2♣		5	-	- NAT Weak 6-11 HCP. (In 3th. may be weaker)	2NT = ask feature if not Min; 3♣ = PRE; New suit = F1.	2♣-2NT: 3♣ = Min; 3NT = AKQ; Other = not minimum and lateral values.	New suit = NF
2NT		-	-	- NAT 20 <sup>+</sup> -22 <sup>+</sup> HCP.	3♣ = Baron; 3♦/3♥ = transfer; 3♣ = 5♣+4♥. 4♣/4♦ = NAT FG (slam try); 4NT = Quant.	2NT-4♣/4♦: 4NT = not support (not slam interest). 2NT-3♦/3♥: Immediate bid = not support.	
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).		
3NT	✓	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.	<b>HIGH LEVEL BIDDING</b>	
4X		6	-	- PRE.		-CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format).	
4NT	✓	-	-	- Aces asking (Blackwood).		-Splinter and MiniSplinter. -Blackwood 5 Aces; DOPI, ROPI. -Josephine, Lightner. -PASS then pull is Slam try.	

## NOTES

### OVERCALL & REVEIL OVER STRONG 1NT (15+)

-DBL  $\Rightarrow$  Any suit (if  $\spadesuit$  stronger than directly overcall).

Then over DBL, normally will bid 2 $\clubsuit$ , other bid show a good suit).

-2 $\clubsuit$   $\Rightarrow$   $\clubsuit$  and a major (44+). Over 2 $\clubsuit$ :

- 2 $\diamond$ /2 $\spadesuit$   $\Rightarrow$  Nat. good suit.
- 2 $\heartsuit$   $\Rightarrow$  Choose your major.
- 2#  $\Rightarrow$  Strong Relay. Then 3 $\clubsuit$  = weak, other not weak.
- 3 $\heartsuit$   $\Rightarrow$  Choose your major (good fit).

-2 $\diamond$   $\Rightarrow$   $\diamond$  and a major (44+). Over 2 $\diamond$ :

- 2 $\heartsuit$   $\Rightarrow$  Choose your major).
- 3 $\clubsuit$  /2 $\spadesuit$   $\Rightarrow$  Nat. good suit.
- 2#  $\Rightarrow$  Strong Relay. Then 3 $\diamond$  = weak, other not weak.
- 3 $\heartsuit$   $\Rightarrow$  Choose your major (good fit).

-2 $\heartsuit$   $\Rightarrow$  Majors (44+). Over 2 $\heartsuit$ :

- 2 $\spadesuit$   $\Rightarrow$  To play.
- 2#  $\Rightarrow$  Strong Relay. Then 3 $\heartsuit$  = weak, other not weak.

-2 $\spadesuit$   $\Rightarrow$   $\spadesuit$ .

-2#  $\Rightarrow$  Minors (55+).

### OVERCALL & REVEIL OVER WEAK 1NT (Less than 15 HP)

-DBL  $\Rightarrow$  Nat. Take-Out.

-2 $\clubsuit$   $\Rightarrow$  Majors (54+), then over 2 $\clubsuit$

- 2 $\diamond$   $\Rightarrow$  Weak Relay, then partner bid is best major suit.
- 2 $\heartsuit$ /2 $\spadesuit$   $\Rightarrow$  To play.
- 2#  $\Rightarrow$  Strong Relay, then partner bid is best major suit or other bid with stronger.
- Other  $\Rightarrow$  Nat.

-2 $\diamond$ /2 $\heartsuit$   $\Rightarrow$  "Transfer" to  $\heartsuit/\spadesuit$  respectively.

-2 $\spadesuit$   $\Rightarrow$   $\spadesuit$  and a minor (55+); Over 2 $\spadesuit$ : 2# = Relay, game try; 3 $\clubsuit$  = choose minor; 3 $\diamond$  = likes  $\clubsuit$  and prefer to play  $\diamond$  than  $\spadesuit$ .

-2#  $\Rightarrow$  Minors (55+).

When opps DBL partner art. overcall (2 $\clubsuit$ , 2 $\diamond$ , 2 $\heartsuit$ ), now Pass show likes this suit & RDBL show not likes this suit & not fit.

## **OVERCALL OVER TWO WEAKS OPPENINGS**

-2#  $\Rightarrow$  Nat. 16<sup>+</sup>-18 PH

Over NT, play transfer.

-Cue-bid  $\Rightarrow$  Nat FG.

-DBL  $\Rightarrow$  Take-Out. Over DBL:

- o 2#  $\Rightarrow$  0-7 PHD any, normally partner will bid 3♦.
- o 3x  $\Rightarrow$  8-11 PHD nat. (no forcing).
- o Cue-bid  $\Rightarrow$  FG.

-4♦/4♦  $\Rightarrow$  The minor bid & the other major

## **REVEIL OVERS TWO WEAKS OPPENING**

-DBL  $\Rightarrow$  TO; Over DBL similar then direct overcall.

-2NT  $\Rightarrow$  TO, but no other major.

## **OVERCALL OVER 2♦ MULTI OPPENING**

-DBL  $\Rightarrow$  12-15 PH balanced or any strong hand (18...). Over DBL:

- o If opener partner bid, DBL for penalty & Cue-bid strong short in this suit.
- o If opener not bid: PASS weak or very strong, any other bid nat positive but not forcing, normal

-2#  $\Rightarrow$  Nat. 16<sup>+</sup>-18 PH

Over NT, play transfer.

-Other  $\Rightarrow$  Nat..

-Paso  $\Rightarrow$  Is possible good hand to DBL subsequently.

## **OVER 2♦ MULTI, partner PASS and other opp. 2♥ or 2♠**

-DBL  $\Rightarrow$  Short in opp. Bid suit.

-2#  $\Rightarrow$  Nat. 16<sup>+</sup>-18 PH

Over NT, play transfer.

## BIDDING WHEN PARTNER OPEN 1NT & OPPS OVERCALL.

### OVER DIRECT DBL OVERCALL

- PASS  $\Rightarrow$  Normally force RDBL. Then over RDBL:
  - PASS  $\Rightarrow$  To play.
  - 2♣  $\Rightarrow$  ♣/major (44+), or 4333 shape (then if opps Dbl 2♣, 2♦ = 4 cards & Rdbl = 4 cards in a major).
  - 2♦  $\Rightarrow$  ♦/♠ (44+).
  - 2♥  $\Rightarrow$  ♥/♠ (44+).
  - 2♠  $\Rightarrow$  4♠/6♣.
  - 2#  $\Rightarrow$  Unbalanced FG.
  - 3x  $\Rightarrow$  Nat FG.
- RDBL  $\Rightarrow$  Normally force 2♣; to play in a suit SOS. Over 2♣ partnet bid his suit to play,
  - 2♣  $\Rightarrow$  ♣/♦ (44+).
  - 2♦  $\Rightarrow$  ♦/♥ (44+).
  - 2♥  $\Rightarrow$  ♥/♠ (44+), I can play 3 level..
  - 2♠  $\Rightarrow$  Nat NF.
  - 2#  $\Rightarrow$  2 Any suites.
  - 3x  $\Rightarrow$  NAT PRE,,
  - 4♣/4♦  $\Rightarrow$  To play ♥/♠ respectively.

### OVER OPPS REVEIL DBL

- RDBL  $\Rightarrow$  2 cars in spades (excepctionaly 1 honor singleton).
- 2♣/2♦  $\Rightarrow$  Nat 5 cards,
- Paso  $\Rightarrow$  Nat them partner bid:
  - Pass & 2♠  $\Rightarrow$  To play.
  - RDBL  $\Rightarrow$  1 Suit, force 2♣.
  - 2♣  $\Rightarrow$  ♣/other (44+).
  - 2♦  $\Rightarrow$  ♦/major (44+).
  - 2♥  $\Rightarrow$  ♥/♠ (44+).

### OVER DIRECT SUIT OVERCALL

- DBL  $\Rightarrow$  9 Take/Out.
- 2 or 3 any suit  $\Rightarrow$  Nat NF.
- 3 jump suit  $\Rightarrow$  NV = PRE, VUL = Invitative (6 cards).
- 2#  $\Rightarrow$  Forcing game normally not balance.  
Over 2#, then opener normally bid 3♣
  - Over 3♣  $\Rightarrow$  NAT but w/o opps suit stop.
- Cue-bid  $\Rightarrow$  Stop & FG & major interest.
- 4♣/4♦ (jump)  $\Rightarrow$  To play ♥/♠ respectively.
- 3#/4♥/4♠  $\Rightarrow$  To play.
- 4#  $\Rightarrow$  Quant.