

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Aggressive 1-level; Sound 2-level.	
Responses: New suit = NF (1-level may be 4th).	
New suit JUMP = FG.	
Jump RAISE = PRE.	
2NT = Raise	
4th Live: CUE = NAT; 1NT = Other suits (54+).	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd POS = 15 ⁺ -18 HCP.	
ReOpen: 1NT = 11-14(15) HCP.	
Responses: CUE = Like Stayman; Jumps = Invitative;	
4th Live = Other suits (54+).	
Unusual NT = Two-suiter.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: WEAK.	
2-Suit: 2NT (over M) = ♣+♦ (55+) weak or very strong.	
2NT (over m) = Om+M (55+) weak or very strong.	
Reopen: 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP.	
DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)	
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).	
VS. NT (VS. Strong (15+))	
2♣ = ♣ and a major.	
2♦ = ♦ and a major	
2♥ = both majors	
DBL = One suit.	
2♠ = Spades weaker.	
Reopen: the same	
VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)	
LEB after (WK2x)-DBL-(P).	
DBL = Takeout thru 4♥; 3NT = to play.	
2NT after WK2x = NAT 16-19 HCP.	
VS. ARTIFICIAL STRONG OPENINGS	
Aggressive	
OVER OPPONENTS' TAKEOUT DOUBLE	
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th/5th	3th/5th	
NT	2th/4th	3th/5th	
Subseq.	Attitude (2th/4th)		
Other: Rusinow (Spanish adaptation).			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+(even)	AK+(even)	
King	AK+(odd); KQ	AK+(odd); KQ	
Queen	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)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=ENCRG	Hi/Lo=E	Hi=ENCRG
	2 Hi=2 cards	(S/P)	Hi/Lo=E
	3 (S/P)		
NT	1 Hi=ENCRG	Hi/Lo=E	Lavinthal
	2	S/P	
	3		
Signals (including Trumps): Trumps: Hi/Lo = Ruff interest (or suit preference).			
LAVINTHAL vs NT, SMITH signal vs NT.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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).			
SPECIAL, ARTIFICIAL AND COMPETITIVE			
NEG DBL THRU 4♠.			
NEG DBL: unlimited w/o 5-card suit.			
RESP DBL THRU 4♠.			
COMP DBL			
1NT-(Overall)-DBL = RESP DBL.			
1♣ - (1♦) - 1M = At least 4th good.			
1X - (1Y) - 1♠ = At least 4th good.			

		WBF Convention Card									
CATEGORY: NATURAL											
NCBO: SPAIN		EVENT: Any E.B.L.									
PLAYERS: Carmen Cafranga -José Ignacio Torres											
SYSTEM SUMMARY											
GENERAL APPROACH AND STYLE											
NATURAL, Five Cards Major.											
1♣ = 2+											
1♦ = 4+ (5 cards tendency)											
1NT Opening: NAT 11+-14 HCP.											
2 OVER 1 Response: F2NT.											
SPECIAL BIDS THAT MAY REQUIRE DEFENCE											
2♣ = Forcing game.											
2♦ = Weak in ♥ or strong any except ♥.											
2♥ = Strong ♥											
2♠ = Weak ♠ (5+).											
Gambling 3NT. Normaly no Ace, King or void outside.											
Responses:											
2NT over minor = BAL 15-18 HCP.											
2NT over major = Raise.											
Competitive:											
Over 1NT Doubled = ART defense (Swedish Defense)											
Modified Lebensohl.											
Competitive 2NT in jump = Limit raise.											
Takeout double.											
SPECIAL FORCING PASS SEQUENCES											
1NT - (DBL) - PAS = RDB obliged											
1NT - (DBL) - RDB = 2♣ obliged											
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE											
In 3th: Opening may be weak (8+ HCP).											
PSYCHICS: 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*-20 HCP.	1♦ = 3+; 1NT = 7*-10 HCP; 2♣ = F till 3♣; 3♣ = 8-10 HCP; New suit jump = strong; 2NT = BAL 15-18* 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*-19 HCP. (May be weak in 3th)	1NT = 6-10 HCP; New suit jump = strong; 2♦ = 6-9; 2NT = BAL 15-18* HCP..	1♦-1X-1NT = 15*-18* 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*-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*-24 HCP. - NAT Weak 6-11 HCP.	2♥ = NEU 2NT = Ask. Other suit = NAT F1	2♦-2♥-2NT = BAL 22*-24* 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*-22* 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.	HIGH LEVEL BIDDING -CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). -Splinter and MiniSplinter. -Blackwood 5 Aces; DOPI, ROPI. -Josephine, Lightner. -PASS then pull is Slam try.	
4X		6	-	- PRE.			
4NT	✓	-	-	- Aces asking (Blackwood).			

NOTES

OVERCALL & REVEIL OVER STRONG 1NT (15+)

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

Then over DBL, normaly 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 mayor suit.
- $2\heartsuit/2\spadesuit \Rightarrow$ To play.
- $2\# \Rightarrow$ Strong Relay, then partner bid is best mayor 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# ⇒ Nat. 16⁺-18 PH

Over NT, play transfer.

-Cue-bid ⇒ Nat FG.

-DBL ⇒ Take-Out. Over DBL:

- 2# ⇒ 0-7 PHD any, normaly partner will bid 3♣.
- 3x ⇒ 8-11 PHD nat. (no forcing).
- Cue-bid ⇒ FG.

-4♣/4♦ ⇒ The minor bid & the other major

REVEIL OVERS TWO WEAKS OPPENING

-DBL ⇒ TO; Over DBL similar then direct overcall.

-2NT ⇒ TO, but no other major.

OVERCALL OVER 2♦ MULTI OPPENING

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

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

-2# ⇒ Nat. 16⁺-18 PH

Over NT, play transfer.

-Other ⇒ Nat..

-Paso ⇒ Is possible good hand to DBL subsequently.

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

-DBL ⇒ Short in opp. Bid suit.

-2# ⇒ Nat. 16⁺-18 PH

Over NT, play transfer.

BIDDING WHEN PARTNER OPEN 1NT & OPPTS OVERCALL.

OVER DIRECT DBL OVERCALL

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

OVER OPPTS REVEIL DBL

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

OVER DIRECT SUIT OVERCALL

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