

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS

1 level; 5+ cards, 9 – 17, stronger hand must double first

2 level; (5) 6+ cards, (11) 12 -17, 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+ with FIT 3+ or any FG;

Jump CUE =12+ with FIT 4+

Over 2 level overcalls: CUE asking for shape

### INT 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+/5+, 6-10

Reopen: Sound jump 6/7 cards 10-13(14)

### DIRECT & JUMP CUE BIDS

Michael's direct over ♣/♦/♥/♠ 5+/5+, 6-10(11) or 17+

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) - Double = ♣/♦; 2♣=♥+♦; 2♦ = ♥/♠; 2♥ = ♥+MINOR; 2♦= ♦+MINOR; 2NT = ♣+♦

1NT (WK) – Double = opening strength

Re-open same

### VS. PREEMPTS

Double = T/O or any strong 17+ 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+ cards; at 2 level with jump = 3-6, 6+

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 (+) A pair - K impair	AK (+), AK10 (+), AKJ (+)
King	KQx (+), AK sec	KQJ (+), KQ109 (+), AKJ10
Queen	QJx (+)	QJ10/9 (+) AQJx (+), KQx (+)
Jack	J10x (+), HJ10x (+)	J10/9 (+), HJ10 (+), J10x
10	109x (+), H109 (+), 109x	H109 (+), 10x
9	9x	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	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		

Trump echo (if necessary), S/P in known length suit

### DOUBLES

### TAKEOUT DOUBLES

T/O Double: 12+ standard shape (8+ re-open) or 17+ any shape (15+ re-open)

Responses; jumps are positive 4+cards, 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 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+, 12-16

1♣ - 1♦ - double = 4♥+4♦ or 5♥+4♣ <11HCP

1♣/♦ - 1♥ - double = 0-3spades

1♣/♦ - 1♣ - double = 4+ hearts

Lightner, Negative to 4♣, Responsive, snapdragon

## W B F CONVENTION CARD

CATEGORY: **GREEN**

Joao Paes de Carvalho  
Almudena Martorell

ALL EVNTS

## SYSTEM SUMMARY

1♣/♦ - 3+card, 1♣ with 3/3, 1♦ with 4/4 (11) 12-22

1♥/♠ - 5+card (11) 12-22

1NT - Balanced, 5M332, 5m422, 6m322 OK (14) 15-17

2NT Idem (19) 20-22

2♣ - FG based on many HCP

2♦/♥/♠ WK (5) 6 cards (5) 6-10

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(14)

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♥/♠ - 2NT\* = Game try with fit 3+

1♥/♠ - 2♣\* = clubs, natural 5+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)

Inverted Drury (3<sup>rd</sup> and 4<sup>th</sup>)

Michael's cue-bid, Leaping Michael

Lebensohl

Puppet Stayman over 2NT

Smolen

### NOTES

We open all 12HCP

11HCP we open with good shape

With 5+-5+ we open higher range suit

We never open 1X/♦ with 5 card mayor suit

2♣ opening forced to play game or to double. We do not open 2X with many winners tricks and few HCP

Big two-suiter 5-5+ 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

OPENING	TICKETTIFICIALE	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 = WK, 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</sup> ; 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>+/5</sup> ♥+♣ game try; 3♥/♠ = 5 /4 <sup>+</sup> ♣+♦ shortness 4♣ = 5 <sup>+/5</sup> ♥+♣; 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♣ = Puppet; 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>+/5</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	