

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: same
4th Live = Other suits (54+).
Unusual NT = Two-suiter.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WEAK.
2-Suit: 2NT (over M) = ♣+♦ (55+)
2NT (over m) = Om+M (55+)
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♣ = both majors.
2♦ = one major
2♥ = ♥+ minor
DBL = One minor.
2♠ = ♠+ minor.
Reopen: the same
VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)
LEB after (WK2x)-DBL-(P). asks major 4th
DBL = Takeout thru 4 ♠; 3NT = to play.
2NT after WK2x = NAT 16-19 HCP.
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
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)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+(even)	AK	
King	AK+(odd); KQ	AK count	
Queen	KQx(+); QJ	KQx(+); QJ	
Jack	QJx(+); J10	QJx(+); J10	
10	H109x(+); 109x(+)	H109x(+); 109x(+)	
9	109x(+); 9x	109x(+); 9x	
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+	
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+;	
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			
1 ♣ - (1 ♦) - 1M = At least 4th good.			
1X - (1Y) - 1 ♠ = At least 4th good.			



WBF
 Convention Card



CATEGORY: **NATURAL** **GREEN**

NCBO: SPAIN  EVENT: Any E.B.L.

PLAYERS: Cafranga - Martorell

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL, Five cards majors
1♣ = 2+
1♦ = 4+ (5 cars tendency)
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) 15-17
2NT IDEM (19) 20-22
SPECIAL BIDS THAT MIGHT REQUIRE DEFENCE
2♣ = forcing game
2♦ = intermediate strong
Smolen
Puppet stayman
2 NT over major = game try with 3+
1♥/♠ - 2♣* = clubs, natural 5 + cards suit or any balanced
Check-back 1X-1M-1NT-2♣*
Check-back 1X-1M-2NT-3♣*
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Modified Lebensohl
Takeout double
Michael's cue-bid, Leaping Michael
Support double
NOTES
We open all 12HCP, 11HCP with good shape
Aggressive overcall when opponents find fit at 2/3 level

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♠	(11) 12-21	1♦ = 3+; 1NT = 6+-10 HCP; 2♣ = (4)5+6-9 3♣ = 10-11 HCP; New suit jump = strong; 2NT = BAL 10-11 HCP.	Check-back; 3th suit forcing ART. 4th suit forcing ART. Splinter	1♣/♦-Double/S-3♣/♦ = 5 + cards, 3-6 (when jump)
1♦		4	4♠	- (11) 12-21	1NT = 6+-10 HCP; 2♦ = 3+ 6-9 3♦ = 10-11 HCP; New suit jump = strong; 2NT = BAL 10-11 HCP.		
1♥/1♠		5	4♠	- NAT 11-21 HCP. (May be 4 cards in 3th) (May be weak in 3th)	2NT = Support F1; 1M - 3M = WK; 1M - 2M = 6-10 1M - 2♣ - natural or any balanced		1♥/♠-Pass/Double/S-3♥/♠ = 4 + cards, 3-6 (when jump)
1NT		bal	3♣/ 4♠	- NAT 15+-17 HCP 5M332, 5m422, 6m322	2♣ = Ask (like stayman, may be WK) 2♦/♥/♠/3♣ = TRF. 3♦ = 5 + /5 ♥+♠ game try; 3♥/♠ = 5 /4+ ♣+♦ shortness 4♣ = 5 + /5 ♥+♠; 4♦/♥ = TRF		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♣	♣	-	-	- Forcing game. Balanced 25+	2♦ = 0-7, any shape; rest NAT 5 + cards, 8+	2♣-2♦-2NT = BAL 25+... HCP (resp. like 2NT open.).	
2♦	♣	-	-	- Intermediate strong - BAL 22+-24 HCP. - NAT Weak 6-11 HCP.	2♥ = relee 2NT = 10+ rest NAT 5 + cards, 10+	2♦-2♥-2NT = BAL 22+-24 HCP (resp. like 2NT).	
2♥/♠	♣	(5)/6	-	PRE (5) 6-10	2NT = 10+ ask feature if not Min Other suit = NAT F1 3♥/♠ = PRE	HIGH LEVEL BIDDING	
2NT		-	-	- NAT 20+-22 HCP.	3♣ = Puppet; 3♦/3♥ = transfer; 4♣/♦/♥/♠ = TRF; 4/5NT = INV.	-RKCB 03/14+Q, Hoyt 0-1-2-3, -CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). -Splinter and MiniSplinter. - DOPI, ROPI. -Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3; Lightner. -PASS then pull is Slam try.	
3X		(6)/7	-	- PRE, loose.	New Suit = NAT 5+ forcing (may be psychics).		
3NT	♣	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.		
4NT				- Aces asking (Blackwood).			

NOTES

OVERCALL & REVEIL OVER STRONG 1NT (15+)

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

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

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

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

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

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

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

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

- $2\heartsuit$ \heartsuit \heartsuit .

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

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

-DBL \heartsuit Nat. Take-Out.

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

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

- $2\heartsuit/2\heartsuit$ \heartsuit "Transfer" to \heartsuit/\heartsuit respectively.

- $2\heartsuit$ \heartsuit \heartsuit and a minor (55+); Over $2\heartsuit$: $2\#$ = Relay, game try; $3\heartsuit$ = choose minor; $3\heartsuit$ = likes \heartsuit and prefer toplay \heartsuit than \heartsuit .

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

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

OVERCALL OVER TWO WEAKS OPENINGS

-2# ♠ Nat. 16⁺-18 PH

Over NT, play transfer.

-Cue-bid ♠ Nat FG.

-DBL ♠ Take-Out. Over DBL:

- 2# ♠ 0-7 PHD any, normally 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 OPENING

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

-2NT ♠ TO, but no other major.

OVERCALL OVER 2♦ MULTI OPENING

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

- If opener partner bid, DBL for penalty & Cue-bid strong short in this suit.
- If opener not bid: PASS weak or 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 Db1 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.



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NCBO: SPAIN 

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