

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)		
-	Buenas intervenciones a nivel de 2	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		
-	Directo	15-18 H
-	Reapertura	10-12 H
JUMP OVERCALLS (Style; Responses; Unusual NT)		
-	Débil	
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Directo: Michaels		
VS. NT (vs. Strong/Weak; Reopening;PH)		
-	2♣=mayores, 2♦=♥, 2♥=♠, 2♠=♣, 2ST=menores, 3♣=♦	
	X es M+m (vs fuerte) y valores apertura (vs débil)	
En reapertura: X mayores (vs ST fuerte), 2ST menores, resto natural.		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
OVER OPPONENTS' TAKEOUT DOUBLE		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq	Actitud (pequeña = interés)		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), pide interés	AK(xx), pide interés	
King	AK(x) o KQ(x), pide cuenta	Pide cuenta o desbloqueo	
Queen	QJ(x)	KQ(x), QJ(x)	
Jack	J10(x)	J10(x), KJ10(x), AJ10(x)	
10	109(x) o H109(x)	109(x) o H109(x)	
9	3/5	2/4	
Hi-X	3/5	2/4	
Lo-X	3/5	2/4	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Actitud (peq = Int)	Cuenta (A-B = Par)	Actitud (peq = Int)
Suit 2	Cuenta (A-B = Par)	Lavinthal	Cuenta (A-B = Par)
3	Lavinthal		Lavinthal
1	Actitud (peq = Int)	Cuenta (A-B = Par)	Lavinthal
NT 2	Cuenta (A-B = Par)	Lavinthal	Cuenta (A-B = Par)
3	Lavinthal		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
CATEGORY:	Natural
PLAYERS:	De Lorenzo – Sabaté
Campeonato de España Mixto 2024	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
-	Mejor menor
-	NT: 15 – 17
-	Mayor quinto
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
-	2♦ (Multi)
-	2♥/♠ (7-10 H, ♥/♠ y un menor)
-	4♣/♦ = Namyats
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	Raro

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING

1 ♣		3	4 ♥	11 – 21H, mejor menor	2 ♣ = Natural FM, 2 ♦ = ♣ invitativa		
1 ♦		3	4 ♥	11 – 21H, mejor menor	2 ♦ = Natural FM, 3 ♣ = ♦ invitativa		
1 ♥		5	4 ♦	11 – 21H	2NT = Invitativa o más con fit; Drury si pasador		
1 ♠		5	4 ♥	11 – 21H	2NT = Invitativa o más con fit; Drury si pasador		
INT			4 ♥	15 -17H	Stayman, Transfers, 2ST = Invitativa		
2 ♣	X	0		Fuerte, indeterminada	2 ♦ = Relé		
2 ♦	X	0	4 ♦	Multi (débil o equilibrada fuerte o fuerte a menor)	2 ♥/♠ = p/c, 2ST = Relé fuerte, 3 ♦ = Invitativa a mayores		
2 ♥		5		7–10H, ♥ y un menor	2ST = Relé fuerte, 3 ♣ = p/c, 3 ♦ = Invitativa a ♠		
2 ♠		5		7–10H, ♠ y un menor	2ST = Relé fuerte, 3 ♣ = p/c, 3 ♦ = Invitativa a ♠		
2NT				20-21H	Stayman, transfers, 3 ♠ = menores intento slam		
3 ♣		7		Barrage			
3 ♦		7		Barrage			
3 ♥		7		Barrage			
3 ♠		7		Barrage			
3NT	X			Palo 8 menor			
4 ♣	X	0		Namyats			
4 ♦	X	0		Namyats			
4 ♥							
4 ♠							
4NT							
5 ♣						HIGH LEVEL BIDDING	
5 ♦							