


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 5+cards, 7 – 16, stronger hand must double first
2 level; 5+cards, (11) 12 -16, stronger hand must double first
Jump raises = WK
Over 1 level overcall: CUE = 10+ with FIT 3+; Jump CUE =12+ with FIT 4+
Over 2 level overcalls: CUE asking for shape
1NT OVERCALL
In 2 nd 15 - 18 > system on
In 4 th 10 - 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 2NT= 21-22 3NT +23
JUMP OVERCALLS
After BARRAGE, new suit F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5+/5+
Reopen: Sound jump 6/7 cards 10-13(14)
DIRECT & JUMP CUE BIDS
Michael's direct over ♣/♦/♥/♠ 5+/5+,
1m-3m= BARRAGE (6-10): 1m-2m +10 inverted support F 2ST
1M-3M= 4+ (6-10)
VS. NT
1NT: LANDY modificado
2NT: suit = natural; 3NT = ♣+♦
Re-open same
VS. PREEMPTS (barrages)
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 = ♣+♦, Michaels
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♥/♠;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd - 5th	Same	
NT	2nd 4th	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			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+)	AK (+), AK10 (+), AKJ (+)	
King	KQx (+), AK sec	KQJ (+), KQ109 (+), AKJ10	
Queen	QJx (+)	QJ109 (+) AQJx (+), KQx (+)	
Jack	J10x (+), HJ10x (+)	J109/8 (+), HJ10 (+), J10x	
10	109x (+), H109 (+), 109x	H109 (+), 109x , 10x 1098/7	
9	9x	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	ATT High=Encourage	No any or CT	Italiano: odd encourage
Suit 2	CT High =EVEN		
3	S/P when shortness		
1	ATT High=ENC	No any or CT	Italiano: odd encourage
NT 2	CT High =EVEN		
3			
DOUBLES			
TAKEOUT DOUBLES			
T/O Double: 12+ standard shape (8+ re-open) or 17+ any shape (13+ re-open)			
Responses; jumps are positive 4+cards, cue-bid = 10+, 1 NT 8/10			
T/O Double over PRE at any level. (Until 4♠)			
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 ♠; 2♦ (Multi)-2st paro ♠			
2♦ (Multi) - suit = natural 5+, 12-16			
1♣ -1♦ - double = 4♥+4♠ or 1nt 5♥+5♠			

W B F CONVENTION CARD	
CATEGORY:	
COUNTRY:	SPAIN
EVENT:	
PLAYERS:	Mercedes CUBILLO Michel PENNES
	
SYSTEM SUMMARY	
1♣/♦ - 3+ card, 1♣ with 3/3, 1♦ with 4/4	(11) 12-22
1♥/♠ - 5+ card	(11) 12-22
1NT - Balanced, 5m422, 6m322 OK	(14) 15-17
2NT - Balanced, 5M332, 5m422, 6m322 OK	(19) 20-21
2♣ - balanced 22-23 o -5 losers	
2♦ - FG balanced +24 o -4 losers	
2♥/♠ WK (5) 6 cards	
Classic BARRAGE at 3 and 4 level; 1 st /2 nd position may be very weak in 3 rd but sound in 4 th 10-13(14)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♥/♠ - 2NT* = Game try with fit 3+ (Jacoby inv.)	
1♥/♠ - 2♣/♦* = natural 4+cards suit or any balanced	
ROUDI 1X-1M-1NT-2♣*	
Check-back 1X-1M-2NT-3♣* (3♦ 4/3M)	
3NT Gambling (7/8) AKQ in one minor (no A/K outside)	
Michael's cue-bid, Leaping Michaels over 2 weak	
Lebensohl	
Leaping Michaels over 2 weak 4t (t y otro M) 2d 4d (MM)	
NOTES	
We open all 12HCP	
11HCP we open with good shape	
With 5+-5+ we open higher range suit	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3	(11) 12-22	1m - 3m = barrage; 1m - 2m = inv. +10 new suit jumps = WK, 6+ cards;	♣ Walsh Check-back; Splinter	1♣/♦-Paso/Double/S-3♣/♦ = 5+cards, 6-10 (when jump)
1♥/♠		5	(11) 12-22	1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM 3+; 1M - 2♣ - natural or any balanced o fit FG		1♥/♠-Paso/Double/S-3♥/♠ = 4+cards, 5-10 (when jump)
1NT		Balanced	15-17 5m422, 6m322	2♣ = STAY, (3 voces) 2♦/♥/♠/3♣ = TRF; 3♦ 5+/5 ♥+♠ invitativa 4♦=5+/5 ♥+♠ FG 4♣ Aces: 30/41/2	Smolen	When opponents' double is artificial our system on. Lebensohl
2♣	*		if balanced 22-23 o 5 losers	2♦ = relais	2♣-2♦-2NT... system on	
2♦	*		if balanced +24 o -4 losers	2♥ negative /2♠ ace M 2NT +8 o 2 K/ 3♣3♦ ace♣♦ 3♥3♠ 3 NT corame		
2♥/♠		6	PRE (5) 6-10 (1 st /2 nd)		New suit f 2 nt inv.	
2NT		Balanced	(19) 20-21 5M332, 5m422, 6m322	3♣ = puppet; 3♦/♥ = TRF; 3♠ = ♣+♦ 4/5NT = INV		
3♣/♦/♥/♠		7	PRE 6-10	New suit is natural 5+ FIV		
3NT	*		Gambling AKQxxxx ♣/♦ no A/K outside	4/5/6♣=P/corrige; 4M= to play;		
4♣/♦/♥/♠		(7) 8	PRE	After 4m: 4M natural NF; After 4M new suit CTRL		
5♣/♦		(8) 9	PRE		HIGH LEVEL BIDDING	
					RKCB 30/41/2/+Q, 6 palo 2 ases y fallo 5nt: 30/41/2	
					D0P1 1° palo 2 ases: si defienden a 4nt	