

**DEFENSIVE AND COMPETITIVE BIDDING**

- RECALLS**
- level: 5<sup>+</sup> cards, 7 - 16, with stronger hand must double first
- level: (9) 6 cards, (10) 12 - 16, with stronger hand must double first
- sponser: new suit = NE, standard ranges of NT
- inters: jump raises = WEAK
- at a 1 level overall: CUEBID = 10<sup>-</sup> with FIT of 3<sup>+</sup> or any (GP);
- at 2 level overall: CUEBID = asking for shape
- T OVERCALL**
- /♦/♥/♠ - 1NT 16 - 18 > system on
- /♦/♥/♠ - pass-pass-1NT = 12 - 14 > system on
- /♦/♥/♠ - pass-pass-2NT = 18 - 20 > system on
- pass-pass- Double... and after 1NT=15-17
- pass-pass- Double... and after jump to 2/3NT=21-22
- MPOVERCALLS**
- 3: new suit = F1, 2NT = INV+
- X- 3NT = to play (based on any minor and stoppers outside)
- 2NT = 2 lowest suits 5<sup>+</sup>/5<sup>+</sup>, 6-10
- gen: Sound jump 6/7 cards 10-13<sup>(1)</sup>
- EJECT & JUMP CUE BIDS**
- hual's direct over ♣/♦/♥/♠ 5<sup>+</sup>/5<sup>+</sup>, 6-10<sup>(1)</sup> or 17<sup>+</sup>
- p-1NT-2X
- p-2X (TRF to Y)-2Y is Michael's cue-bid
- 3m = Natural PRE:IM-3M = STOP ASK
- NT**
- F (STR or WK) - double = ♦+♦; suit = natural; 2NT = ♣+♦
- f - double = ♥+♥; suit = natural; 3NT = ♣+♦
- open same
- PREEMPTS**
- ible = T/O or any strong 17<sup>+</sup> hand
- balanced (9) 16-18 > system on
- = to play (when jump with long minor) Leaping Michael's
- ARTIFICIAL STRONG OPENINGS**
- (STR) - double = ♥+♥; suit = natural; 1NT = ♣+♦
- (STR) - double = ♥+♥; suit = natural; 2NT = ♣+♦
- (STR) - double = ♥+♥; suit = natural; 2NT = ♣+♦
- (STR) - double = ♥+♥; suit = natural; 2NT = ♣+♦
- ER OPPONENTS' TAKEOUT DOUBLE**
- at T/O double our bids at 1 level are unchanged F1,
- level bids are weak (6-9) 6<sup>+</sup> cards; at 2 level with jump = 3-6, 6<sup>+</sup>
- forble is for penalty, after that any double is for penalty
- root over 1♥/♠; Reversed Truscott over 1♣/♦

**LEADS AND SIGNALS**

OPENING LEADS STYLE			
Lead	Lead	In Partner's Suit	
<b>Suit</b>	3 <sup>rd</sup> - 5 <sup>th</sup>	High with Xx	Same
<b>NT</b>	2 <sup>nd</sup> - 4 <sup>th</sup>	High with Xx	Same
Subsequent	Low with interest	Same	
<p><b>K</b> is the strongest lead and asks for unblock or count vs. NT High = EVEN  <b>A</b> and <b>Q</b> ask for encourage vs. NT High = ENC  <b>10</b> promises 1 high honour and 9, or short suit: 109x, 10x vs. NT</p>			
LEADS			
Lead	Vs. Suit	Vs. NT	
Acc	AKx <sup>(1)</sup>	AKx <sup>(2)</sup> , AK10x <sup>(3)</sup> , AKJx <sup>(3)</sup>	
King	KQx <sup>(4)</sup> , AK sec	KQJ <sup>(4)</sup> , KQ109 <sup>(4)</sup> , AKJ10	
Queen	QJx <sup>(4)</sup>	Q109 <sup>(4)</sup> AQJx <sup>(4)</sup> , KQx <sup>(4)</sup>	
Jack	J10x <sup>(4)</sup> , HJ10x <sup>(4)</sup>	J109/8 <sup>(4)</sup> , HJ10 <sup>(4)</sup> , J10x	
10	H109 <sup>(4)</sup> , 10x	H109 <sup>(4)</sup> , 109x, 10x	
9	9x	10987x <sup>(4)</sup> , 9x	
H-X	Hx, Hxx, xxxSx	Hx, Hxs, HxxSx	
Lo-X	Sx, xxxS, HxxxS, xxxXS	Sx, xSx, HxxS, xxxXS	
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead	Declarer's Lead	Discarding	
1 ATT HIGH encourage	CT High = EVEN	ATT HIGH encourage	
Suit 2 CT High Low = EVEN	S/P	CT High Low = EVEN	
3 S/P		S/P	
1 ATT HIGH encourage	CT High = EVEN	ATT HIGH encourage	
NT 2 CT High = EVEN	S/P	CT High = EVEN	
3		S/P	
S/P in trumps (if necessary), S/P in known length suit			
DOUBLES			
TAKEOUT DOUBLES			
T/O Double: 12 <sup>+</sup> standard shape (8 <sup>+</sup> re-open) or 17 <sup>+</sup> any shape (15 <sup>+</sup> re-open)			
Responses: jumps are positive 4 <sup>+</sup> cards, cue-bid = 10 <sup>+</sup> , 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 DBL/S/RDL/S			
3 cards support double or redouble up to 2 level repeat suits			
2♦ (Multi) - double = T/O over ♣, pass.. and then double = T/O over ♥			
2♦ (Multi) - suit = natural 5 <sup>+</sup> , 12-16			
1♣ - 1♦ - double = 4♦+4♠ or 5♦+4♠ < 11HCP			
1♣/♦ - 1♥ - double = 0-3spades			
1♣/♦ - 1♠ - double = 4 <sup>+</sup> hearts			
Lightner, Negative to 4♠, Responsive when opponents fit			

**W B F CONVENTION CARD**

CATEGORY: **GREEN**  
 NCBO: SPAIN  
**ALFONSO CHAMORRO/ JUAN SARASOLA**



**SYSTEM SUMMARY**

- 1♣/♦ - 3<sup>+</sup> card, 1♠ with 3-3, 1♥ with 4-4 (11) 12-22
- 1♥/♠ - 5<sup>+</sup> 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<sup>(1)</sup>
- SPECIAL BIDS THAT MAY REQUIRE DEFENSE**
- 1♥/♠ - 2NT\* = Game-try, with fit 3<sup>+</sup>
- 1♥/♠ - 2♣\* = 2<sup>+</sup> clubs, natural 5<sup>+</sup> 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 AK outside)
- Michael's cue-bid, Leaping Michael
- NOTES**
- We open all 12HCP hands
- 11HCP hands we open with good shape
- With 5<sup>+</sup>/5<sup>+</sup> we open higher range suit
- We never open 1♠/♦ with 5 card mayor suit
- 2♣ opening forced to play game or to double. We do not open 2♣ with many winning tricks and few HCP
- Big two-suter 5<sup>+</sup>/5<sup>+</sup> and 9-10HCP we pass first and if possible overall with Michael's
- 3<sup>rd</sup> position opening 1♥/♠ may be light, but not less than 7/8HCP
- Reversed Drury after 3<sup>rd</sup> hand 1♥/♠ opening and no overall
- Aggressive overall when opponents find fit at 2/3 level
- PSYCHICS: Very rare (1-2 a year)

