

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 5 ⁺ cards, 7 – 16 ^{HCP} , stronger hand must double first
2 level; (5) 6 ⁺ cards, (11) 12 -16 ^{HCP} , stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises in mayors = WK
Over 1 level overcall: CUE = 10 ⁺ with FIT 3 ⁺ or any FG;
Over 2 level overcall: CUE asking for shape
INT OVERCALL
In 2 nd (15) 16 – 18 > system on
In 4 th (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 – (pass) – 1NT – (2X) = Michael’s
1NT – (pass) – 2X ^(TRF) – (2Y) = suit of TRF; Michael’s
1M – (3M) = STOP ASK, 1m – (3m) = Natural PRE
VS. NT (WK or STR)
1NT – (double) = ♥+♠; 2♣♦♥♠ = suit 6 ⁺ ; 2NT = ♣+♦
VS. PREEMTS
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 over 2♥/♠ WK
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 ^{HCP} , 6 ⁺
Redouble is for penalty, after our double was for penalty
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd - 5 th	Same	
NT	2 nd - 4 th	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 one high honour and 9 or short suit (2-3 cards) vs. NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK _x ⁽⁺⁾	AK ⁽⁺⁾ , AK10 ⁽⁺⁾ , AKJ ⁽⁺⁾	
King	KQ _x ⁽⁺⁾ , AK sec	KQJ ⁽⁺⁾ , KQ109 ⁽⁺⁾ , AKJ10	
Queen	QJ _x ⁽⁺⁾	QJ10/9 ⁽⁺⁾ AQJ _x ⁽⁺⁾ , KQ _x	
Jack	J10 _x ⁽⁺⁾ , HJ10 _x ⁽⁺⁾	J109/8 ⁽⁺⁾ , HJ10 ⁽⁺⁾ , J10 _x	
10	109 _x ⁽⁺⁾ , H109 ⁽⁺⁾ , 109 _x	H109 ⁽⁺⁾ , 109 _x , 10 _x	
9	9 _x	1098/7 ⁽⁺⁾ , 9 _x	
Hi-X	S _x , H _x , H _x S _x , x _x S _x	S _x , H _x , H _{xx} S _x , x _{xxx} S _x	
Lo-X	H _x S, x _x S, H _{xxx} S, x _{xxx} S	H _x S, x _S , H _{xx} S, x _{xxx} S	
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		
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 DOUBLES/RDLS			
3 card support double /redouble until 2 level repeat suit			
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 = 0-3 spades			
1♣/♦ – (1♠) – double = 4 ⁺ hearts			
Double – Lightner; Negative to 4♠; Responsive when opponents fit			

W B F CONVENTION CARD
CATEGORY: GREEN
Player: Nuria ROMAGUERA CUEVAS - ESP 2812497
Player: Rosa SANZ PÉREZ - ESP 2812164
Player: Andrzej Knap - ESP 2811911
SPAIN
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 15-17
2NT Idem 20-22
2♣ – FG based on many HCP
2♦/♥/♠ WK – 6 cards 6-10
Classic PRE at 3 and 4 level; 1 st /2 nd position
PRE 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 ⁺
1♥/♠ – 2♣* = 2 ⁺ clubs, 10 ⁺ HCP; F1R
1♥/♠ – 2X; 2Y – 2NT* = FG
1X – 1M; 1NT – 2♣* = Check-back
1X – 1M; 2NT – 3♣* = Check-back
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Michael’s cue-bid, Leaping Michael
Lebensohl
Third suit forcing 1♣ – Pass – 1♥/♠ – Pass; 2♣ – Pass – 2♦*
NOTES
We open all 12 ⁺ HCP
11 ^{HCP} we open at 1 st level with good shape
With 5 ⁺ -5 ⁺ we open higher range suit
2♣ opening forced to play game or to double
We do not open 2♣ with many winner’s tricks and few HCP
Big two-suiter 5-5 ⁺ and 9-10 ^{HCP} we pass-first and if possible
overcall with Michael’s
Aggressive overcall when opponents find fit at 2/3 level
PSYCHICS: NO

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣/♦		3	4 ♠	(11) 12-22 ^{HCP}	1m – 2m = 6-10 ^{HCP} ; 1m – 3m = INV, 5 ⁺ ; new suit jump shift = 12 ^{+HCP} , 6 ⁺ cards;	Check-back; 3 rd suit forcing	1 ♣/♦ – Paso/Double/S-3 ♣/♦ = 5 ⁺ cards, 9-11 (when jump)
1 ♥/♠		5	4 ♠	(11) 12-22 ^{HCP}	1M – 2M = 6-10 ^{HCP} ; 1M – 3M = WK; 1M – 2NT = LIM 3 ⁺ 1 ♥/♠ – 2 ♣ – natural or any balanced	Splinter	1 ♥/♠ – Paso/Double/S-3 ♥/♠ = 4 ⁺ cards, 3-6 (when jump)
1NT		Balanced	3 ♣-4 ♠	15-17 ^{HCP} 5M332, 5m422, 6m322	2 ♣ = STAY, may be weak; 2 ♦/♥/♠/3 ♣ = TRF; 3 ♦ = 5 ⁺ /5 ⁺ ♥+♠ game try; 3 ♥/♠ = 5 ⁺ /4 ⁺ ♣+♦ shortness 4 ♣ = 5 ⁺ /5 ⁺ ♥+♠; 4 ♦/♥ = TRF	Smolen	Responders double is 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 to Game if balanced 23 ⁺ HCP	2 ♦ = 0-7, any shape; rest NAT 5 ⁺ cards, 8 ⁺	2 ♣ – 2 ♦; 2NT ... system on	
2 ♦/♥/♠		6		PRE – 6 -10 ^{HCP} (1 st /2 nd)	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 rd , Sound in 4 th
2NT		Balanced		20-22 ^{HCP} 5M332, 5m422, 6m322	3 ♣ = STAY; 3 ♦/♥ = TRF; 3 ♠ = ♣+♦ 4 ♣/♦/♥/♠ = TRF	Accept TRS 3 ♦/♥ confirm fit, 3NT = no fit; Smolen	
3 ♣/♦/♥/♠		(6) 7		PRE – 6 -10 ^{HCP} (1 st /2 nd)	New suit is natural 5 ⁺ and FG		May be very weak in 3 rd , Sound in 4 th
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 rd , Sound in 4 th
4NT	*			6 ⁺ /5 ⁺ ♣+♦			
5 ♣/♦		(8) 9		PRE			
						HIGH LEVEL BIDDING	
						4NT – RKCB 03/14+Q, 5NT – Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine 5NT (Grand slam try 5NT) 0-1-2-3	
						PODI	