

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 5+ cards, 9 – 17, stronger hand must double first
2 level; (5) 6+ cards, (11) 12 -17, stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises = WK
Over 1 level overcall: CUE = 10+ with FIT 3+ or any FG; Jump CUE = 12+ with FIT 4+
Over 2 level overcalls: CUE asking for shape
INT OVERCALL
In 2 nd (15) 16 - 18 > system on
In 4 th (10) 11 - 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-p-1NT-2X
1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid
VS. NT
1NT (STR) - Double = ♣/♦; 2♣ = ♥+♠; 2♦ = ♥/♠; 2♥ = ♥+MINOR; 2♠ = ♠+MINOR; 2NT = ♣+♦
1NT (WK) – Double = opening strenght
Re-open same
VS. PREEMPTS
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 = ♣+♦
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, FIR
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♥/♠; 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 1 high honour and 9, or short suit (2-3 cards) vs. NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+) A pair - K impair	AK (+), AK10 (+), AKJ (+)	
King	KQx (+), AK sec	KQJ (+), KQ109 (+), AKJ10	
Queen	QJx (+)	QJ10/9(+), AQJx (+), KQx (+)	
Jack	J10x (+), HJ10x (+)	J10/8 (+), HJ10 (+), J10x	
10	109x (+), H109 (+), 109x	H109 (+), 10x	
9	9x	1098/7(+), 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxS	HxS, xSx, HxxS, xxxS	
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		
Trump echo (if necessary), S/P in known length suit			
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 DBLS/RDLS			
3 card support double /redouble until 2 level repeat suits			
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 = 0-3spades			
1♣/♦ -1♠ - double = 4+ hearts			
Lightner, Negative to 4♠, Responsive			

W B F CONVENTION CARD
CATEGORY: GREEN
Joao Paes de Carvalho Almudena Martorell
ALL EVNTS
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 (14) 15-17
2NT Idem (19) 20-22
2♣ - KOKISH
2♦/♥/♠ WK (5) 6 cards (5) 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)
Inverted minors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♠ - 2♣* = clubs, natural 5+ cards suit or any balanced.GF
1♥/♠ - 2X-2Y-2NT *=FG
Check-back 1X-1M-1NT-2♣*
Check-back 1X-1M-2NT-3♣*
Check-back 1X-1M-2NT-3♠*
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Inverted Drury (3 rd and 4 th)
Michael's cue-bid, Leaping Michael's
Lebensohl
Puppet Stayman over 2NT
Smolen
NOTES
We open all 12HCP
11HCP we open with good shape
With 5+-5+ we open higher range suit
Aggressive overcall when opponents find fit at 2/3 level
PSYCHICS: Very rare

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	Men Invertidos (1 ♣- 2 ♦ = 7-9 PH) new suit jumps = WK, 6+ cards;	Check-back; 3 rd suit forcing	1 ♣/♦-Pass/Double/S-3 ♣/♦ = 5+cards, 9-11 (when jump)
1 ♥/♠		5	4 ♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM+ 3 ^{sup} 1M - 2 ♣ - natural or any balanced GF	Splinter	1 ♥/♠-Pass/Double/S-3 ♥/♠ = 4+cards, 3-6 (when jump)
1NT		Balanced	3 ♣-4 ♠	(14) 15-17 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 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 ♣	*			KOKISH	2 ♦ = 0-7, any shape; rest NAT 5+cards, 8+	2 ♣-2 ♦-2NT... system on	
2 ♦/♥/♠		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 rd , Sound in 4 th
2NT		Balanced		(19) 20-22 5M332, 5m422, 6m322	3 ♣ = Puppet; 3 ♦/♥ = TRF (accept=fit); 3 ♠ = 5 ♠+4 ♥ 4 ♣/♦/ = slam try; 4NT = INV	Accept TRS 3 ♦/♥ confirm fit, 3NT = no fit; Smolen	
3 ♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (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	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3	
						PODI	