

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level; after that cue = Fit, Invitational or more
Jump raise=Pre; new suit: 1-level=F1R, 2-level=No F; Jump=F
Sound 2-level. After that cue= looking for second suit or NT; new suit=F1R, raise is invitational
Reopening: 2 level = sound +10HCP
4 th live: cue bid=Nat.; 1NT= other two suits; Dbl=T/O
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Pos= 15-18 HCP
Responses: we don't hear the opening: system on. 2♣ = stayman
4th Pos= 11-14 HCP. No stopper guarantee after 1♣
Responses: stayman and transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Classic: 2-level=6-10HCP, new suit forcing; 2NT asking
In 4 seat jump at 2 level = Strong, more than opening values(13-15)
1M-2NT= minors ; 1m-2NT= ♥+ o.m. (5-5+)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue= Micaels, except 1♣-2♣=natural
1M-3M= stopper asking
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs. strong NT (+14): Dbl= m + M. Other= same vs weak NT
Vs. weak NT: D=Strong; 2♣=M; 2NT=m ; 2♦=6♣or♥ ; 2♥/♠= M+m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
After 2WK:2NT= 16-18, 4m = 5+m-5+OM, CUEBID= ask stopper
Lebenshol after (2WK)-DBL-(P);
Take out dbl through 4♠ inclusive
Over 2♦ weak: 3♦=Mayors
4♥-4NT=minors ; 4♠-4NT=any two suits
VS. ARTIFICIAL STRONG OPENINGS
1♣(strong)-Dbl = Clubs ; 1NT= weak 6+ clubs ; 2♣= any two suit
2♣ (FG)-Dbl = clubs ; 2♦(FG)-Dbl=diamonds
OVER OPPONENTS' TAKEOUT DOUBLE
New suit= F1R at 1 level and no forcing at 2 level
Over M: Jump supp. is weak: Over minor is positive, more than a simple raise. 2NT is Truscott over M and pre over m

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5 th	3rd/5 th	
NT	2nd/4 th	3rd/5 th	
Subseq	ATTITUD or 3rd/5 th	3rd/5 th	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK, AKxx	Ask for attitude	
King	Kx, KQx (+)	Ask for Unblock or count	
Queen	QJx(+), Qx	QJ9x(+) may be KQx	
Jack	Jx, KJ10(+), J10x(+)	Jx, J10(+)	
10	10x, Q109x(+), 109x(+)	AK109x+, KJ10x+, 109x+	
9	9x	Q109x, A109x, K109x	
Hi-x	2 / 4 / 6 cards	5 cards ; may be (Hxx)	
Lo-x	1 / 3 / 5 cards	4/6 ; may be (xxx)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's	Discarding
Suit	1 ATT:High=encorg	High = Even	High=even
	2 CT: High = Even		
	3 S/P dummy short		
NT	1 ATT:High=encorg	High = Even	High=even
	2 CT High = Even		
	3 S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
General style= standard shape or 18+HCP any shape			
Standard responses after T/O dbl. reopen may be light			
Cue bid = forcing until a suit is bid twice.			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Against 2♦ Multi-: Dbl= T/O over ♠. 2♠/♥ = nat. 2nt= 16-18			
Ligtner dbl. ; 3 card support dbl and rdbl or STRG BAL			
T/O at 3 level after 1NT opening			
4 th seat Dbl of third suit = 4 th suit + tolerance			
1m-1♥-Dbl = denies 4♠ ; 1m-1♠-Dbl = suggests 4+♥			

Convention Card	
♠ ♥ R.M. ♦ ♣	
Category:	Natural - Green
NCBO:	SPAIN
EVENT:	All
PLAYERS:	Carrasco Hervás, Gabriel
	Basabe Armijo, Enrique
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural 5+ ♠/♥ ; 3 ♦/♣	
Limit jump raises in minors, weak in Majors	
1NT no forcing	
1NT opening= 15-17 ; 5M OK	
With 5 card Major and 6 card minor we open 1M	
Balanced minimum opening = 12HCP	
2 over 1 Responses: 10 HCP up RDBL: 10 HCP+	
Preempts: Classic	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ = strong any suit (if bal= 24+), or 6♦ cards weak	
2♦ = Multi	
2♥/♠ opening = 5 M cards + minor (7-10 HPC)	
3 NT = solid minor	
Negative dbl. to 4♠ inclusive	
Lebenshol after 1NT-2x and after weak 2-Dbl	
Micael cue bid	
SPECIAL FORCING PASS SEQUENCES	
Standard, no special agreements	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Splinters , 3 th and 4 th suit forcing , Leaping Micaels	
Truscott, Walsh (FG), Micaels	
Roudi and Check Back, also after overcall if possible	
PSYCHICS:	
rarely	

OPENING	TICK IF ART	MIN No. Of C.	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	11 to 20 HCP Natural	Respond 1♠/♥ may have longer♦, if weak hand Single raise weaker than 3 level	1♣ -p -1♦ -p -1NT= may be with 4 cards in any Major or both 1♣ -p-1♥/♠ -p-1NT we play Roudi	
1♦		3	4♠	11 to 20 HCP Natural	Same		
1♥		5	4♠	11 to 20 HCP	Jump raise =pre; 2NT= Invitative 1NT = Natural 3NT = splinter ♠ 3♠ = any weak splinter; 4♣ / 4♦ = Splinter strong	1♥- p-2nt-p -3x= singleton, slam try 1♥- p-2nt-p -3nt =asking for singleton	
1♠		5	4♥	11 to 20 HCP	see 1♥. 3NT= any weak splinter	Same as over 1♥. 1♠-2♥-3NT= weak splinter	
1 NT				15-17; 5 card M OK	Transfer, Stayman (promise 4 card M) 2♠= transfer ♣ or 8-9HCP balanced 3M= singleton or void in M and asks for minors 4♣= 5+♠-5+♥; 4♦= Texas for ♥; 4♥= Texas for ♠	Smolen	
2♣	X	0		Strong or weak with ♦ If balanced = 24+	Stayman and transfer.Same as over 2NT opening		
2♦	X	0		Weak ♥ or ♠ Strong ♣ or ♦ If balaced = 22-23	2nt=asking After 3♠/♦= weak with other color. 3♥/♠ good weak with the other major		
2♥	X	5		7-10 HCP ; ♥ + minor	3♥= Barrage; 3♠=Pass or correct; 3♦= invitative in ♥; 2♠ = Not forcing ; 2NT = Forcing Game		
2♠	X	5		7-10 HCP ; ♠ + minor	3♠= Barrage; 3♣=Pass or correct; 3♦= invitative in ♠; 3♥ = Not forcing ; 2NT = Forcing Game		
2NT				20-21 ; 5 card M OK	Stayman and Transfers Desarrollo Andres	2NT-p-3♦(tfr)-3♥=fit. 3nt=no fit	
3bids		6		All 3x = PRE, natural	new suit=F1R 4 Major = Nat.		Anything ok in 3 rd . Sound in 4 th
3NT	X			Solid minor, little outside.	4♦= ask for singleton: 4NT= ask for lenth		
4♣	X	7		solid 7/8 card ♥ suit	one step = Forcing relay -> asking for lateral H		
4♦	X	7		solid 7/8 card ♠ suit	see 4♣		
4♥		7		7 card ♥ suit	Weaker than 4♣	HIGH LEVEL BIDDING	
4♠		7		7 card ♠ suit	Weaker than 4♦	Blackwood 5 key cards = 30-41	
4NT	X			5+♦ and 5+♣ Weak		Splinters and autosplinters	
						5NT: Josephine when jumping .6♣=0;6♦=1; etc..	
						Bid first and second controls equally	
						PODI	

