

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural 7-16HP at level 1 and 12-16HP if 2-level	
Only cuebid and double are forcing	
Reopenings:	
X: 8+HP, 1NT: 11-14HP	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17HCP in all positions	
Transfers and cue-bid stayman	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2NT =5/5 in minors	
3NT= solid suit and stopper	
Others: Weak	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Cue-bid over a major opening = Michaels	
Over 1 minor opening 2 ♦ overcall = Michaels	
Jump cuebid = ask for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Landy:	
X= Two suited hand with a minor and a major (5/4 or more)	
2 ♣ = Two suited hand with both majors (5/4 or more)	
2NT = Two suited hand with both minors (5/4 or more)	
Others: transfers (6 cards or more)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
2NT=balanced 15-17 with stopper	
Take-out double 12+HCP	
Cue-bid ask for stopper to play NT	
Rubensohl: 1X-(2Major)-? Transfer responses	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣	
Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
Double Jump = Splinter	
XX may hide 3 cards support	
Jumps: weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4th	Same	
NT	2/4th	Same	
Subseq			
Other: MUD with xxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKQ	AKQ(x), AKJ(x), Ax	
King	AK, KQJ(x), Kx	KQJ(x), KQ10(x), Kx	
Queen	QJ10(x), KQ, Qx	AQJ(x), QJ10(x), QJ9(x), Qx	
Jack	J109(x), QJ, Jx	KJ10(x), J109(x), J108(x), Jx	
10	10x, J10	1098, 10x	
9	9x	9x	
Hi-X	Hix	Xxxxx, xx	
Lo-X	xxx	xxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi: encouraging	Count (high: even)	Hi: encouraging
Suit 2	Hi: encouraging	Count (high: even)	Hi: encouraging
3	Hi: encouraging	Count (high: even)	Hi: encouraging
1	Hi: encouraging	Count (high: even)	Hi: encouraging
NT 2	Hi: encouraging	Count (high: even)	Hi: encouraging
3	Hi: encouraging	Count (high: even)	Hi: encouraging
Signals (including Trumps):			
Hi-low in trump suit shows willing to ruff			
Starting suit with low card shows honour			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double = at least opening values (except in reopening, 8+HCP)			
Double + suit = 17+HCP			
Double + cue-bid = 20+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redouble			
Negative double			
Lightner double			
Directional double			

WBF CONVENTION CARD	
CATEGORY: Green	
NCBO: Spain	
PLAYERS: Esther Peñalba & Guzmán Gemenó	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5-card Major, 2/1 GF	
Longer Minor - 1 ♣ if 3.3 & 1 ♦ if 4.4 or more	
Weak jump raises	
1NT response forcing	
1NT Opening: 15 – 17, may have 5 th card major	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 ♣ Opening = GF, any suit,(s) any shape	
2 ♦ Opening = Multi (see next sheet for more info)	
2 ♥ Opening = Weak 5/5 in ♥ and a minor (4-10 HCP)	
2 ♠ Opening = Weak 5/5 in ♠ and a minor (4-10 HCP)	
3NT Opening = Gambling	
Michaels: cuebids over majors openings and 2 ♦ over minors openings. 2NT overcall = two lower unbid suits	
Lebensohl after a 2-level overcall over 1NT	
Walsh club: 1 ♣-1 ♦ can hide a 4 th card major and 12+HCP	
SPECIAL FORCING PASS SEQUENCES	
If we are in GF or if we made strong XX	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-21HCP	1♦ shows 4+ cards in ♦ & deny a 4 th card major, except if 12+HCP 1♣-1Major-1NT-2♣: Roudi 1♣-1Major-2NT-3♣: Checkback Stayman Single raise stronger than double raise Weak jump shift (1♣ - 2X)	1♣-1♦-1/2NT = balanced & natural (may have 4 th card major) 1♣-1♦-1/2Major = two suited hand (weak/strong) Opener says number of cards on the major and points 1♣-2♣-3X: initiates control sequence	If there is an overcall over at 1-level: 1♣-(1♦)-X = 4♥ cards 1♣-(1♦)-1♥ = 5♥ cards 1♣/♦-(1♥)-X= 4♠ cards 1♣/♦-(1♥)-1♠ = 5♠ cards
1♦		3	4♠	11-21HCP	Same as above		
1♥		5	4♠	11-21HCP	1NT forcing	1♥-1NT-2♣ could be only 2 cards in ♣	
					2NT: Jacoby (4 th card support and 10+HCP)	Mentioning other suit is singleton in the suit. 3NT = No singletons 16+HCP Jumping to other suit is 5/5 19+HCP	
					Drury fit: Pass-1♥-2♣ shows max support in ♥		
1♠		5	4♠	11-21HCP	Same as above		
INT				15-17HCP balanced, may have 5 th card major	Stayman, Transfers, Smolen		
2♣	‡		4♠	GF, any shape	2♦ = -8HCP; Others= 5+ cards in the suit	2♣-2♦-3X (jumping) = 6+cards & start controls sequence	
2♦	‡			Multi: Weak ♥/♠ 6+ (4-10 HCP) or balanced 23-24HCP or 4441 19+HCP with a singleton minor	2♥: pass or correct 2♠: pass or invitation in ♥ 2NT: Positive, asks 3♥: Pre-emptive in both majors 4♣/♦: ask for the suit in transfer/directly	2NT shows the 23-24HCP opening. Subsequent actions like in 2NT opening. Declaring the 4 th card minor shows the 4441 19+HCP	
2♥	‡	4		Weak 5/4 or better in ♥ and a minor (4-10 HCP)	2♠/3♦: Natural NF 6+cards, 12+HCP 2NT: 12+HPC relais 3♠/4♦: Splinter with ♥ support		
2♠	‡	4		Weak 5/4 or better ♠ and a minor (4-10 HCP)	3♦/♥: Natural NF 6+cards, 12+HCP 2NT: 12+HPC relais 4♦/4♥: Splinter with ♠ support		
2NT				20-22 HCP balanced	Transfers, Stayman		
3♣		6		Pre-emptive	New suit = forcing, 12+HCP and 6+cards	3♣-3X-3/4Y = fit in X and control in Y	
					Raise = weak		
3♦		6		Pre-emptive	Same as above		
3♥		6		Pre-emptive	New suit means control in the suit, fit and slam abition		
3♠		6		Pre-emptive	Same as above		
3NT	‡	7(6)		Gambling	4/5♣ = pass or correct		
4♣		7		Pre-emptive		HIGH LEVEL BIDDING 4NT = RKCB 03/14 (quantitative if playing NT) 5NT= Asking for kings 6X= asks for third round control	
4♦		7	Pre-emptive				
4♥		7(6)	Pre-emptive	5♥ ask for solid suit for slam Other suit: ask for number control in the suit			
4♠		7(6)	Pre-emptive	Same as above			
5♣		8(7)	Pre-emptive				
5♦		8(7)	Pre-emptive				