

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
-	Buenas intervenciones a nivel de 2
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
-	Directo 15-18 H
-	Reapertura 10-12 H
JUMP OVERCALLS (Style; Responses; Unusual NT)	
-	Débil
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Directo: Michaels	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Directo: 2♣ = mayores, 2♦ = ♥, 2♥ = ♠, 2♠ = ♣, 2ST = menores,	
3♣ = ♦, X es M+m (vs fuerte) o mejor que su ST (vs débil)	
Reapertura: X es M+m (vs fuerte) o mejor que su ST (vs débil),	
2♣ = mayores, 2♦/♥/ ♠ = Natural, 2ST = menores, 3♣ = Natural	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5	
Subseq	Actitud (pequeña = interés)		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), pide interés	AK(xx), pide interés	
King	AK(x) o KQ(x), pide cuenta	Pide cuenta o desbloqueo	
Queen	QJ(x)	KQ(x), QJ(x)	
Jack	J10(x)	J10(x), KJ10(x), AJ10(x)	
10	109(x) o H109(x)	109(x) o H109(x)	
9	3/5	2/4	
Hi-X	3/5	2/4	
Lo-X	3/5	2/4	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Actitud (peq = Int)	Cuenta (A-B = Par)	Actitud (peq = Int)
Suit 2	Cuenta (A-B = Par)	Lavinthal	Cuenta (A-B = Par)
3	Lavinthal		Lavinthal
1	Actitud (peq = Int)	Cuenta (A-B = Par)	Lavinthal
NT 2	Cuenta (A-B = Par)	Lavinthal	Cuenta (A-B = Par)
3	Lavinthal		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
CATEGORY:	Strong Club
PLAYERS:	G. Goded – Sabaté
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
-	Trébol fuerte
-	NT: 14-16H vulnerable, 11-13H no vulnerable
-	Mayor Quinto
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
-	2♣ (11-15, palo 6º)
-	2♦ (7-10, débil a un mayor)
-	2♥ (11-15, corta a ♦)
-	2♠ (7-10 H, ♠ y un menor)
-	2ST (7-10 H , menores)
-	4♣/♦ (Namyats)
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	Raro

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	X	0	4 ♥	16+, cualquier distribución	1 ♦ = Negativa, 1 ♥ = 9H+, pic o equilibrada 12-14, 1 ♠ = 9H+, corazón, 1ST=9H+, trébol, 2 ♣ = equilibrada 9-11H, 2 ♦ = Natural FM		
1 ♦		2	4 ♥	11 - 15	2 ♣, 2 ♦ = Natural FM		
1 ♥		5	4 ♦	11 - 15	1NT = cualq. FM, 2 ♣ = ♦ débil o apoyo 10-12, 2 ♦ = invitativa a ♦, ♣, ST o apoyo 8-10, 2 ♥ = apoyo débil		
1 ♠		5	4 ♥	11- 15	1NT = cualq. FM, 2 ♣ = relé, 2 ♦ = ♥ débil o apoyo 10-12, 2 ♥ = invitativa a ♥, ♦, ♣, ST o apoyo 8-10, 2 ♠ = apoyo débil		
INT			4 ♥	11 -13 nv, 14-16 vul	2 ♣ = Stayman, 2 ♦ = cualq. FM, 2 ♥/♠ = natural, 2ST = obliga a 3 ♣		
2 ♣		6	4 ♥	11 - 15	2 ♦ = ♥, 2 ♥ = ♠, 2 ♠ = Pregunta fuerza, 2ST = Relé fuerte		
2 ♦	X	0	4 ♦	Débil a un mayor	2 ♥/♠ = p/c, 2ST = Relé inv+, 4 ♣ = subasta palo en transfer, 4 ♦ = subasta palo		
2 ♥	X	3		11 - 15, corta a ♦	2ST = Relé fuerte, 3 ♦ = Invitativa a ambos mayores, 4 ♦ = subasta tu mejor mayor		
2 ♠	X	5		7–10, ♠ y un menor	2ST = Relé fuerte, 3 ♣ = p/c, 3 ♦ = Invitativa a ♠		
2NT	X			7-10, menores	3 ♥ = Relé fuerte, pide corta.		
3 ♣		7		Barrage			
3 ♦		7		Barrage			
3 ♥		7		Barrage			
3 ♠		7		Barrage			
3NT	X			Palo 8 menor			
4 ♣	X	0		Namyats			
4 ♦	X	0		Namyats			
4 ♥							
4 ♠							
4NT							
5 ♣						HIGH LEVEL BIDDING	
5 ♦							