

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1 level; 5 <sup>+</sup> cards, 9 – 17, stronger hand must double first
2 level; (5) 6 <sup>+</sup> 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 <sup>+</sup> with FIT 3 <sup>+</sup> or any FG; Jump CUE =12 <sup>+</sup> with FIT 4 <sup>+</sup>
Over 2 level overcalls: CUE asking for shape
<b>INT OVERCALL</b>
In 2 <sup>nd</sup> <sub>(15)</sub> 16 - 18 > system on
In 4 <sup>th</sup> <sub>(10)</sub> 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
<b>JUMP OVERCALLS</b>
PRE, new suit =F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10
Reopen: Sound jump 6/7 cards 10-13 <sub>(14)</sub>
<b>DIRECT &amp; JUMP CUE BIDS</b>
Michael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10 <sub>(11)</sub> or 17 <sup>+</sup>
1X-p-1NT-2X
1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid
<b>VS. NT</b>
1NT (STR) - Double = ♣/♦; 2♣=♥+♠; 2♦ = ♥/♠; 2♥ =♥+MINOR; 2 ♠= ♠+MINOR; 2NT = ♣+♦
1NT (WK) – Double = opening strenght
Re-open same
<b>VS. PREEMPTS</b>
Double = T/O or any strong 17 <sup>+</sup> hand; Lebensohl over 2♦/♥/♠ WK
2NT – balanced <sub>(15)</sub> 16-18> system on
3NT = to play (when jump with long minor); Leaping Michael's
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>1♣ (STR) - double = ♥+♠; 1NT = ♣+♦, multi landy</b>
<b>2♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦</b>
<b>2♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>After T/O double our voices at 1 level are unchanged, F1R</b>
At 2 level are weak (6-9) 6 <sup>+</sup> cards; at 2 level with jump = 3-6, 6 <sup>+</sup>
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 <sup>rd</sup> - 5 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> - 4 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>	
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 <sup>(+)</sup>	AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>	
King	KQx <sup>(+)</sup> , AK sec	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10	
Queen	QJx <sup>(+)</sup>	QJ10/9(+), AQJx <sup>(+)</sup> , KQx <sup>(+)</sup>	
Jack	J10x <sup>(+)</sup> , HJ10x <sup>(+)</sup>	J109/8 <sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x	
10	109x <sup>(+)</sup> , H109 <sup>(+)</sup> , 109x	H109 <sup>(+)</sup> , 10x	
9	9x	1098/7 <sup>(+)</sup> , 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xSxxx	
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	CT <sup>High</sup> =ODD	No any or CT	CT <sup>High</sup> =ODD
Suit 2	ATT <sup>Low</sup> =ENC		ATT <sup>Low</sup> =ENC
3	S/P when shortness		
1	ATT <sup>Low</sup> =ENC	No any or CT	ATT <sup>Low</sup> =ENC
NT 2	CT <sup>High</sup> =ODD		
Trump echo (if necessary), S/P in known length suit			
DOUBLES			
TAKEOUT DOUBLES			
T/O Double: 12 <sup>+</sup> standard shape (8 <sup>+</sup> re-open) or 17 <sup>+</sup> any shape (15 <sup>+</sup> re-open)			
Responses; jumps are positive 4 <sup>+</sup> cards, cue-bid = 10 <sup>+</sup> , 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 <sup>+</sup> , 12-16			
1♣ -1♦ - double = 4♥+4♠ or 5♥+4♠ <11HCP			
1♣/♦ -1♥ - double = 0-3spades			
1♣/♦ -1♠ - double = 4 <sup>+</sup> hearts			
Lightner, Negative to 4♠, Responsive			

W B F CONVENTION CARD
CATEGORY: <b>GREEN</b>
<b>Joao Paes de Carvalho</b> <b>Almudena Martorell</b>
ALL EVNTS
SYSTEM SUMMARY
<b>1♣/♦ - 3<sup>+</sup>card</b> , 1♣ with 3/3, 1♦ with 4/4 <span style="float:right">(11) <b>12-22</b></span>
<b>1♥/♠ - 5<sup>+</sup>card</b> <span style="float:right">(11) <b>12-22</b></span>
<b>1NT</b> - Balanced, 5M332, 5m422, 6m322 OK <span style="float:right">(14) <b>15-17</b></span>
<b>2NT</b> <span style="margin-left: 100px;">Idem</span> <span style="float:right">(19) <b>20-22</b></span>
<b>2♣</b> - KOKISH
<b>2♦</b> Multi <span style="float:right">(5) <b>6-10</b></span>
Classic PRE at 3 and 4 level; 1 <sup>st</sup> /2 <sup>nd</sup> position
PRE may be very weak in 3 <sup>rd</sup> but sound in 4 <sup>th</sup> 10-13 <sub>(14)</sub>
Inverted minors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>1♥/♠ - 2♣*</b> = clubs, natural 5 <sup>+</sup> cards suit or any balanced.GF
<b>1♥/♠ - 2X-2Y*=FG</b>
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 <sup>rd</sup> and 4 <sup>th</sup> )
Michael's cue-bid, Leaping Michael's
Lebensohl
Puppet Stayman over 2NT
Smolen
<b>NOTES</b>
We open all 12HCP
11HCP we open with good shape
With 5 <sup>+</sup> -5 <sup>+</sup> we open higher range suit
<b>Aggressive overcall when opponents find fit at 2/3 level</b>
<b>PSYCHICS: Very rare</b>

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	Inverted minors (1 ♣- 2 ♦ = inv PH) new suit jumps = WK, 6+ cards;	Check-back; 3 <sup>rd</sup> 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 = invt 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		Multi (weak-M or 22-23 balanced)	♥/♠ = p/c, 2ST = ask, 3 ♦ = natural		
2 ♥/♠		(4) 5+5		7-10H, ♥ and other/7-10H, ♠ and a minor	ST = Strong ask, 2 ♠ = p/c, 3 ♦ = natural 2ST = Strong ask, 3 ♣ = p/c, 3 ♠ = natural		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>
2NT		Balanced		(19) 20-21 5M332, 5m422, 6m322	3 ♣ = Puppet; 3 ♦/♥ = TRF (accept=fit); 3 ♠ = 5 ♠+4 ♥ 4 ♣/♦/ = slam try; 4NT = INV	Accept TRS 3 ♦/♥ fit, 3NT = no fit;	
3 ♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit is natural 5+ and FG		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>
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 <sup>rd</sup> , Sound in 4 <sup>th</sup>
4NT	*			6+/5+ ♣+♦			
5 ♣/♦		(8) 9		PRE		<b>HIGH LEVEL BIDDING</b>	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3	
						PODI	