

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS		
1 level; 5+cards, 7 – 16, with stronger hand must double first		
2 level; (5) 6+cards, (11) 12 -16, with stronger hand must double first		
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT		
Splinters, Jump raises = WEAK		
Over a 1 level overcall: CUEBID = 10+ with FIT of 3+ or any GF; Jump CUEBID =12+ with FIT 4+		
Over 2 level overcalls: CUEBID = asking for shape		
1NT OVERCALL		
In 2nd (15) 16 - 18 > system on		
In 4th (11) 12 - 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)-2Y(suit of TRF) X, Y are Michael's		
1m-3m= Natural PRE		
1M-3M= STOP ASK		
VS. NT		
1NT (STR or WK) - double = ♥+♠; suit = natural; 2NT = ♣+♦		
2NT - double = ♥+♠; suit = natural; 3NT = ♣+♦		
Re-open same		
VS. PREEMTS		
Double = T/O or any strong 17+ hand		
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 bids at 1 level are unchanged F1,		
At 2 level bids are weak (6-9) 6+ cards; at 2 level with jump = 3-6, 6+		
Re-double is for penalty, after that any double is for penalty		
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	3rd - 5th	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 vs. NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx⁽⁺⁾	AKx⁽⁺⁾, AK10x⁽⁺⁾, AKJx⁽⁺⁾	
King	KQx⁽⁺⁾, AK sec	KQJ⁽⁺⁾, KQ109⁽⁺⁾, AKJ10	
Queen	QJx⁽⁺⁾	QJ10/9⁽⁺⁾ AQJx⁽⁺⁾, KQx⁽⁺⁾	
Jack	J10x⁽⁺⁾, HJ10x⁽⁺⁾	J109/8⁽⁺⁾, HJ10⁽⁺⁾, J10x	
10	H109⁽⁺⁾, 10x	H109⁽⁺⁾, 10x	
9	9x	109/8/7 x⁽⁺⁾, 109x	
Hi-X	Sx, HxSx, xxSx	Sx, Hx, xSx, HxxSx	
Lo-X	Hx, HxS, xxS, HxxxS	HxxS, xxxS, HxS,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT High=ENC	No any or CT	ATT High=ENC
Suit 2	CT Low =ODD		CT Low =ODD
3	S/P		
1	ATT High=ENC	No any or CT	ATT High=ENC
NT 2	CT Low =ODD		CT Low =ODD
3			
S/P in trumps (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 cards support double or redouble up to 2 level repeat suit			
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 when opponents fit			

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO: SPAIN		
PLAYERS: Gabriel Carrasco Hervás 2811795		
PLAYERS: Andrzej Knap 2811911		
ALL EVENTS		
		
SYSTEM SUMMARY		
1♣/♦ - 3+ card , 1♣ with 3/3, 1♦ with 4/4		(11) 12-22
1♥/♠ - 5+ card		(11) 12-22
1NT - Balanced, 5M322, 5m422, 6m322 OK		(14) 15-17
2NT	Idem	(19) 20-22
2♣ - FG based on many HCP		
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)		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♥/♠ - 2NT* = Game try with fit 3+		
1♥/♠ - 2♣* = natural 4+cards suit or any balanced		
1♥/♠ - 2X-2Y-2NT *=FG		
Check-back 1X-1M-1NT-2♣*		
Check-back 1X-1M-2NT-3♣*		
3NT Gambling (7/8) AKQ in one minor (no A/K outside)		
Michael's cue-bid, Leaping Michael		
NOTES		
We open all 12HCP hands		
11HCP hands we open with good shape		
With 5+/5+ we open higher range suit		
We never open 1♣/♦ with 5 card mayor suit		
2♣ opening forced to play game or to double. We do not open 2♣ with many winning tricks and few HCP		
Big two-suiter 5+/5+ and 9-10HCP we pass first and if possible overcall with Michael's		
3 rd position opening 1♥/♠ may be light, but not less than 7/8HCP		
Reversed Drury after 3 rd 1♥/♠ opening and no overcall		
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	1m-3m= INV 1m-2m=6-10, 5 ⁺ ; new suit jumps = 12 ⁺ , 6 ⁺ cards; 1/2/3NT = 6-10/11-12/13-15;	Check-back STY; 3 rd suit forcing	1♣/♦-Paso/Double/S-3♣/♦ = 5 ⁺ cards, 9-11(when jump)
1♥/♠		5	4♠	(11) 12-22	1M - 3M = WK; 1M - 2NT = LIM 3 ⁺ ; 1♥/♠-3X= 6/7 cards, 9-11; 1M - 2♣ - natural or any balanced	Splinter, Mini splinter	1♥/♠-Paso/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 doubles are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system off.
2♣	*			Any GF, if balanced 23 ⁺	2♦= 0-7, any shape; rest NAT, 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♣ = STAY; 3♦/♥ = TRF; 3♠ = ♣+♦ 4♣/♦/♥/♠ = TRF; 4/5NT = 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 GF		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 singl. 4NT = asks for extra length		
4♣/♦/♥/♠		(7) 8		PRE	After 4m: 4M natural NF; After 4M new suit CTRL		
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	