


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
INT OVERCALL
In 2 nd (15) 16 - 18 > system on
In 4 th (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			
	Lead	In Partner's Suit	
Suit	3 rd - 5 th	Same	
NT	2 nd - 4 th	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, 5M332, 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	