

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>	
1 level= 8+ Hcp, 5+ cards	
2 Level= 11+ Hcp, (5) 6+ cards	
<b>Responses:</b> Cue= 11+	
New suit= Nat, No forcing	
<b>Reopening:</b> 8+ Hcp., 5+ cards (Could be 4 cards at 1 level)	
 <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-17 Hcp.	
<b>Responses:</b> Nat.; Cue= Stayman; 2x= Nat. No F.; 3x= Nat. F.;	
4 <sup>th</sup> live: 2suiser, other suits 5+4+, weak (8-11)	
<b>Reopening:</b> 11-13 (14 <sup>th</sup> ) Hcp.	
<b>Responses:</b> Sys on over (1m)    All suits TRF over (1M)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak (6-10), 2 level= 6 cards; 3 level= 7 cards	
 <b>Unusual NT:</b> 2suiser w 2 lower suits	
<b>Reopen:</b> 12-15, 6 cards	
 <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
<b>DIRECT:</b> Michaels cuebids (2 suiter), Constructive 11+ Hcp	
(1 $\heartsuit$ ) 2 $\heartsuit$ = $\spadesuit$ + m    (1 $\spadesuit$ ) 2 $\spadesuit$ = $\heartsuit$ + m	
<b>JUMPS CUE-BIDS:</b> Ask for stopper	
 <b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
<b>Vs Strong NT:</b> X= 1 minor    2 $\clubsuit$ = Landy (Ms)    2 $\spadesuit$ = Multi	
2 $\heartsuit$ = $\heartsuit$ + minor    2 $\spadesuit$ = $\spadesuit$ + minor    2NT: Both minors	
<b>Reopening:</b> SAME	
 <b>Vs weak NT:</b> X= 13+ HCP, Others= SAME	
<b>Reopening:</b> SAME	
 <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
T/O Double	
Cue= 2 Suiter [(3 $\clubsuit$ / $\heartsuit$ ) 4 $\clubsuit$ / $\heartsuit$ = Ms]    (3 $\heartsuit$ ) 4 $\heartsuit$ = $\spadesuit$ +m    (3 $\spadesuit$ ) 4 $\spadesuit$ =ms]	
Vs 2 weak: Leaping Michaels (4 $\clubsuit$ / $\heartsuit$ = $\clubsuit$ / $\heartsuit$ +OM)   Cue: Both minors	
 <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1<math>\clubsuit</math> or 2<math>\clubsuit</math></b>	
Vs 1 $\clubsuit$ : X= $\heartsuit$ + $\spadesuit$ ; 1x= Natural; 1NT= $\clubsuit$ + $\heartsuit$	
VS 2 $\clubsuit$ : X= $\clubsuit$ ; 2x= Natural; 2NT= $\clubsuit$ + $\heartsuit$	
 <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
XX= 10+ Hcp    1/1= Sys on    2/1= 6-9 Hcp, NF    Jumps= Weak	
After XX; Pass forcing at 1 or 2 levels	
Truscott 2NT over 1M    Truscott 2NT inverted (weak) over 1m	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	<b>Lead</b>	<b>In Partner's Suit</b>
<b>Suit</b>	5, 3, 1	5, 3, 1
<b>NT</b>	4, [2 (or 1) from bad suits]	5, 3, 1
<b>Subseq</b>	Att	Att
<b>Other:</b> K vs NT ask unblock (A, Q, or J) or count		
LEADS		
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>
<b>Ace</b>	AK+	AKx+; Ax
<b>King</b>	KQ+, AK	AKJ+; KQJ+; KQ10+
<b>Queen</b>	QJ+ Qx	QJ10/9; Qx; KQxx+
<b>Jack</b>	J10+; Jx	J10+, Jx
<b>10</b>	109+; 10x; H109(+)	HJ10+; H109+, 10x
<b>9</b>	9x, KJ9(+)	109+; 9x, [98+]
<b>Hi-X</b>	1, 3	2 (1), 4
<b>Lo-X</b>	5, 3, 1	4, (2,1)
SIGNALS IN ORDER OF PRIORITY		
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>
<b>1</b>	L= Enc	L= Even
<b>Suit 2</b>	L= Even	S/P
<b>3</b>	S/P	
<b>1</b>	L= Enc	L= Even
<b>NT 2</b>	L= Even	S/P
<b>3</b>	S/P	
Signals (including Trumps):		
No Smith signal		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Usually 12+ Hcp. [Could be 10+ HCP if good distribution] or 18+ any distr.		
<b>Responses:</b> Nat., Suit w 0-7(8) Hcp; Jumps w 8-11 Hcp.		
Cue= 12+ (could be 9+ if both majors)		
<b>Reopening:</b> 8+ Hcp if good distribution; or 14+ any distrbution		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
SUPP DOUBLE and REDOUBLE		
MAX OVERCALL DOUBLE		
Many NEG Doubles		

W B F CONVENTION CARD	
<b>CATEGORY:</b> Green	
<b>NCBO:</b> SPAIN	
<b>PLAYERS:</b> F. PIEDRA – M. MEDIERO	
<b>PLAYERS:</b> L. LANTARON – M. MEDIERO	
<b>EVENT:</b> European Transnational Championship	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Major, 2/1	
Better minor, 3+	
Strong 1NT= 15-17 Hcp. (Usually no 5M, but 6m or 54 possible)	
2 $\spadesuit$ / $\heartsuit$ / $\clubsuit$ = Natural, weak, 6-10 Hcp.	
2 $\clubsuit$ = Art. F.; 23+ if Bal. (Kokish relay)	
3NT= Gambling, solid minor w no side stoppers	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
TRF responses over 1 $\clubsuit$	
Weak Jump Shift responses	
3NT= Gambling, solid minor w no side stoppers	
SPECIAL FORCING PASS SEQUENCES	
Standard, when our side is clearly stronger	
IMPORTANT NOTES	
PSYCHICS: Very rare (hardly ever)	

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 Hcp	Walsh    1♦=♥; 1♥=♠; 1♠=♦ or Bal or ♣	2♣/2♦= 2 way check-back after 1x1y; 1z	1♣ (1♦) X=♥    1♣ (1♦) 1♥=♠	
				3+ cards	1NT= 8-10    2♣= 6-9    3♣= 10-11	3♣= Sign off after 1x1y; 1z	1♣ (1♦) 1♠= No ♥, No ♠	
					2♥/♠= 2-6 Hcp, 6 cards	3♣= Checkack after 2NT(18-19 bal)	1♣(1♥)X=♠    1♣(1♥)1♣=No ♠	
1♦		3	5♣	(11) 12-22 Hcp	1♥/♠= Nat    1NT= 6-10    2♣= 10+ F1R	2♣/2♦= 2 way check-back after 1x1y; 1z	1♦ (1♥) X= 4+♣	
				4+ cards except 4432	2♦= 6-9    3♦= 10-11	3♣= Sign off after 1x1y; 1z	1♦ (1♥) 1♣= No 4♣	
				Could be 4♦5♣	2♥/♠= 2-6 Hcp, 6 cards	3♣= Checkack after 2NT(18-19 bal)		
1♥		5	5♦	(11) 12-22 Hcp	1NT= 6-11 F    2/1= 12+, GF	2♣/2♦= 2 way check-back after 1♥1♠; 1NT		
				5+ cards	2NT= Raise limit+, 3+♥    3♣/4♣/♦= Splinter	3♣= Sign off after 1x1y; 1z		
					2♣= 2-6 Hcp, 6 cards    3♣/♦= 6+ cards, 5-9 Hcp		2♣= Reverse Drury-Fit	
1♠		5	5♥	(11) 12-22 Hcp	1NT= 6-11 F    2/1= 12+, GF	1♣ 2x; 2NT= 15-17		
				5+ cards	2NT= Raise limit+, 3+♣	1♣ 2x; 2♣ 3♣= F. 15+ HD		
					3♣/♦= 6+ cards, 5-9 Hcp    4♣/♦/♥= Splinter		2♣= Reverse Drury-Fit	
1NT		4♥		15-17 Hcp	2♣= Stay 5 responses [2NT=Both min, 3♣=Both Max]	1NT 2♣; 2NT/3♣ 3♦/♥= TRF ♥/♣		
				Usually no 5M,	2♦/♥/♠/3♣= TRF ♥/♠/♣/♦    3♦= Nat. invitative			
				but 6m or 54 possible	3♥/♠= Sgl w (5-4)m    4♣= 5♣5♥    4♦/♥= TRF ♥/♣			
2♣	√			Art. Strong	2♦= Neg. 0-7 (8) Hcp	2♣ 2♦; 2♥= Kokish relay (♥ or BAL)		
				23+ if Bal	Others= Nat. 5+ cards, 8+Hcp.	2♣ 2♦; 2NT= 23-24 Hcp		
2♦	6 (5) (7)			6-10 Hcp (in 4 <sup>th</sup> 10-13)	New suit= F			
					2NT= Strong ask    Raise= Pre			
2♥	6 (5) (7)			6-10 Hcp (in 4 <sup>th</sup> 10-13)	New suit= F			
					2NT= Strong ask    Raise= Pre			
2♠	6 (5) (7)			6-10 Hcp (in 4 <sup>th</sup> 10-13)	New suit= F			
					2NT= Strong ask    Raise= Pre			
2NT		4♥		20-22 Hcp	3♣. Puppet STY    3♦/♥= TRF    3♠= Puppet to 3NT→	Pass= To play; or 4♣/♦= Slam Try in ♦/♣		
				Could have 5 card M	3NT= 5♣4♥    4♣= 5♣5♥    4♦/♥= TRF ♥/♣	or 4♥/♠= Sgl w 55ms		
3♣	7 (6)			1 <sup>st</sup> /2 <sup>nd</sup> Good suit	New suit= F			
3♦	7 (6)			1 <sup>st</sup> /2 <sup>nd</sup> Good suit	New suit= F			
3♥	7 (6)				New suit= F			
3♠	7 (6)				New Suit= F			
3NT				Gambing	4♣= P/C; 4♦= Ask shortness →	4♥/♠: Short; 4NT= No Short; 5m= Short om		
				Solid minor w/o stoppers	4M= To play; 4NT= Ask number cards →	5♣/♦= 7 cards; 5♥/♠= ♣/♦ w 8 cards; etc		
4♣	7+			Pre	4M= To play		<b>HIGH LEVEL BIDDING</b>	
4♦	7+			Pre	4M= To play		RKCB 14-30 (POD1) (PODE)	
4♥	7+			Pre			Exclusion BW (30-41)	
4♠	7+			Pre			First round or second round control cue-bids	
4NT							5NT BW if 4NT not available 14-30	
5♣							5ST GSF (Resp. by steps)	
5♦								