

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
<b>4<sup>th</sup> live:</b> 2suiter, other suits 5+4+, weak( 8-11)
<b>Reopening:</b> 11-13 (14) 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> 2suiter 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 suiters), Constructive 11+ Hcp
<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♣= Landy (Ms)    2♦= Multi
2♥= ♥ + minor    2♠= ♠ + 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
Vs 2 weak= Leaping Michaels    Cue= Both minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: X= ♥ + ♠; 1x= Natural; 1NT= ♣ + ♦
VS 2♣: X= ♣; 2x= Natural; 2NT= ♣ + ♦
<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 over 1M    Truscott inverted over 1m

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<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			
<b>LEADS</b>			
<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+; 109+; 10x	
<b>9</b>	9x, HH9(+)	H109+; J10+; Jx	
<b>Hi-X</b>	1, 3	2 (1), 4	
<b>Lo-X</b>	5, 3, 1	4, (2,1)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	L= Enc	L= Even	L= Enc
<b>Suit 2</b>	L= Even	S/P	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		
<b>Signals (including Trumps):</b>			
No Smith signal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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 distribution			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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> M. MEDIERO
<b>PLAYERS:</b> L. LANTARÓN
<b>EVENT:</b> European Mixed Teams Championship
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Major    2/1 GF    ST Forcing
Better minor, 3+
Strong 1NT= 15-17 Hcp. (Usually no 5M, but 6m or 54 possible)
2♦/♥/♠= Natural, weak, 6-10 Hcp.
2♣= Art. F.; 23+ if Bal. (Kokish relay)
3NT= Gambling, solid minor w no side stoppers
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TRF responses over 1♣
WJS responses
3NT= Gambling, solid minor w no side stoppers
<b>SPECIAL FORCING PASS SEQUENCES</b>
Standard, when our side is clearly stronger
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> 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♥=♠: 2-6 Hcp, 6 cards    2♠= 5+5 ms 10+ H.	3♣= CheckBack 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♣= CheckBack after 2NT(18-19 bal)	
1♥		5	5♦	(11) 12-22 Hcp	1NT= 6-11 F1R    2/1= 12+, FM	2♣/2♦= 2 way check-back after 1♥1♠; 1NT	
				5+ cards	2NT= Limit raise or +, 3+♥    3♠/4♣/♦= Splinter	3♣= Sign off after 1x1y; 1z	
					2♠= 2-6 Hcp, 6 cards    3♣/♦= 6+ cards, 5-9 Hcp		2♣= Drury-Fit
1♠		5	5♥	(11) 12-22 Hcp	1NT= 6-11 F1R    2/1= 12+, FM	1♠ 2x; 2NT= 15-17	
				5+ cards	2NT= Limit Raise or +, 3+♠	1♠ 2x; 2♠ 3♠= F. 15+ HD	
					3♣/♦= 6+ cards, 5-9 Hcp    4♣/♦/♥= Splinter		2♣= 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	
				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				Gambling	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	
5♣						5ST GSF (Resp. by steps)	
5♦							