

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, 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 stopper or shape	
1NT 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 ⁺ 1♣ 2♦ = Nat	
1X-p-1NT-2X	
1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid	
1m-3m= Natural PRE;1M-3M= STOP ASK	
VS. NT	
1NT (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦	
1NT (Weak) – double = 14-16 balanced or 17+ any shape	
2NT - double = ♥+♠; suit = natural; 3NT = ♣+♦	
Re-open same	
VS. PREEMPTS	
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	
Suit	3 nd - 5 th High with xx	Same	
NT	2 nd - 4 th High with xx	Same	
Subsequent	Low with interest	Same	
K is the strongest lead and asks for unblock or count vs. NT High = EVEN			
A and Q ask for encourage vs. NT High = ENC			
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 ⁽⁺⁾	J10/9 ⁽⁺⁾ , HJ10 ⁽⁺⁾ , J10x	
10	H109 ⁽⁺⁾ , 10x	H109 ⁽⁺⁾ , 10x	
9	109x ⁽⁺⁾ , H9x	109 _{8/7} x ⁽⁺⁾ , 109x, H9x	
Hi-X	Hx, HxSx, xxSx	Hx, HSx, xSx, HxxSx	
Lo-X	xxS, HxxxS, xxxxS	xS, HxxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT High =ENC	CT High =EVEN	ATT High =ENC
Suit 2	CT High =EVEN	S/P	CT High =EVEN
3	S/P		S/P
1	ATT High =ENC	CT High =EVEN	ATT High =ENC
NT 2	CT High =EVEN	S/P	CT High =EVEN
3			S/P
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 suits			
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: Enrique Basabe 2822666 – Gabriel Carrasco 2811795	
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♣* = 2 ⁺ clubs, natural 5 ⁺ 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	
Walsh	
Aggressive overcall when opponents find fit at 2/3 level	
PSYCHICS: Very rare (1-2 a year)	

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; slam try	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 1M - 3NT = Mini splinter (10-12): 1M - 4x Splinter	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 double are for penalty when any overcall at 2 level. When opponents double our system on always.
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 singleton 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	