


| DEFENSIVE AND COMPETITIVE BIDDING |
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| 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 |
| 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 ⁺ 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 |
| INT (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦ |
| INT (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 | | | |
| | 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 ⁽⁺⁾ | J109/8 ⁽⁺⁾ , HJ10 ⁽⁺⁾ , J10x | |
| 10 | H109 ⁽⁺⁾ , 10x | H109 ⁽⁺⁾ , 10x | |
| 9 | 109x ⁽⁺⁾ , H9x | 1098/7 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, 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♣* = 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 | |