

OVERCALL WITHOUT JUMP
5-17 HCP, may be light with favourable vulnerability.
1NT OVERCALL
15/18- 2 ^a position system on
4^a position 11/14 (vuln 13-14) System on over 1m; All suits TRF over 1M
CUEBID OVERCALL
Michaels over 1♥/♠ → Jump Cue asks stopper for 3Nt
At 2 level, 1♣ - 2♦, always Majors (at least 5♥/4♠) 1♣ - 2♠ is NATURAL
Over weak two -Leaping Michaels
BIDDING OVER PD'S TAKE OUT DOUBLE → Standard
DEFENCE AGAINST STRONG NT (15-17) (Cf. with Special biddings that may require defence)
DEFENCE AGAINST WEAK NT (see Supplementary Notes)
DEFENCE AGAINST PREEMPTS → Double is "take-out"
Over weak two -Leaping Michaels
DEFENCE AGAINST MULTICOLOUR
Over 2♦ multicolor – DOUBLE= Take out in Spades . Rest is natural.
2NT→ 16-18 Bal. (<i>system on</i>).
OTHER BIDDINGS
Michaels, Lebensohl, Smolen, Puppet Stayman
Leaping Michaels, Check- back Stayman, Rubensohl,
Jacoby, Truscott, XYZ. Transfer Walsh

LEADS AND SIGNALS						
SUIT → 3, 5 Nt 2, 4 (4th good / 2 nd bad)						
OPENING LEADS STYLE						
Card	SUIT			NT		
A	AK, AKx, AKJ10			Ax, AKx, AKJx		
K	AK, KQ(+), KQJ(+)			AKJ10(+) (ask unblock.)		
Q	QJ(+), AQJ(+)			QJ(+), KQ(+)		
J	J10(+), Jx, HJ10(+),			Same		
10	10x, , H109(+)			Same		
9	109 x, 9x, 98x ????????			109(+), V9x, 9x, 98x		
High	High-x shows even number			2 nd best from bad suit (J9x)		
Low	Low-x shows odd number			4 th best		
LEADS ON PD'S BIDED SUIT						
Suit: 3, 5						
NT: 2, 4 (sometimes the higher one)						
SUBSEQUENT LEADS						
New suit: <i>Attitude</i> (if seems important)						
On a played suit: 3, 5						
SIGNALS IN ORDER OF PRIORITY						
	Partner's Lead		Declarer's Lead		Discarding	
	Suit	Nt	Suit	Nt	Suit	Nt
1 ^a	Enc/dis	Enc/dis	count	count	Enc/dis	Enc/dis
2 ^a	count	count	pref	pref	count	count
3 ^a	S/P	S/P	S/P	S/P	S/P	S/P
Smith signal: NO						
Eco in triumph: if seems necessary: OK						
Direct. Doubles : OK Lightner double: OK						
To encourage: Small enc. (even in NT discards)						
To give count: High/small shows odd number of cards						
Support doubles and redoubles						
Transfer Walsh y CACHALOTE						
Truscott - "Jacoby 2NT" - Smolen - Puppet Stayman						
"Lebensohl" against 2 weaks or similar						
NO Negative free-bids						

<u>CONVENTION CARD 2026</u>	
PLAYER: ANA FRANCÉS 2811849	
PLAYER: MARÍA PANADERO 2812051	
SYSTEM SUMMARY	
Natural 5 Maj SAYC (1NT=15/17)	
GENERAL APPROACH AND STYLE	
1♣/♦= 3+ cards XYZ Transfer Walsh y Cachalote	
1♥/♠= 5+ cards 11+HCP	
1NT= 15/17 bal	
2♣= Strong → all strong hands, may be not game forcing	
2♦= Multicolor (weak ♥/♠)	
2♥/♠ = 5M y 5+m <10 HCP	
2NT= 20/22 BAL . 3♣/♦/♥/♠= 6/7 cards preempt	
3ST = "Acol" – "gambling" , without side stop	
4♣/4♦/ 4♥/4♠= preempt	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
XYZ. New minor Forcing ??????	
Transfer Walsh after 1♣ opening	
Def against Strong NT:	
Double→ Any minor suit	
2♣→ at least 5♥/4♠ 2♦→ Multicolor (6♥/♠)	
2♥/♠→ 5M+4m 2nt →Minors	

Opening	ARTIFL	CARDS	X NEG	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	3' / 4'
1♣		3	4♥	Natural, 3+ cards (11-21 HCP) (New minor Forcing) ???? Cachalote	1ST= 8-10 HCP 2♣= fit 6- 9 HCP w/o 4 Maj 2♦/♥/♠= Nat Preempt (2-6 HCP) 2NT= Nat 3♣= Invitation 10 -11 PH 3♦/♥/♠= Preempt Transfer Walsh	Inverted Truscott after opponents double 1♣- X – 2NT= Fit ♣ weak 1♣- X – 3♣= Fit ♣ invit.	
1♦		3	4♥	Natural, 3+ cards (11-21 HCP) (New minor Forcing) ???? Cachalote ???????	2♦= fit 6- 9 HCP w/o 4 Maj 2♥/♠= Nat Preempt (2-6 HCP) 2NT= Nat 3♠/3♥/♠= = Nat. Preempt 3♦= Invitation 10 -11 PH	Inverted Truscott after opponents double 1♦- X – 2NT= Fit ♦ weak 1♦- X – 3♦= Fit ♦ invit.	
1♥/1♠		5	4♦	Natural, 5+ cards (11-21 HCP)	1NT= 6-10 HCP (No forcing) 2♣= DRURY if passed hand 2♥/♠= 6/10 HCP, fit 3 cards 2NT= Jacoby, 11+ PHD, 3+ cards -----> 3♠/ 3♦= 6+ cartas 5-9 HCP 3♥/3♠= Preempt	DRURY (2♣) ?????? 3♣ = Minimum hand (12-13) or singleton (void) in ♣. 3x= Singleton 4x= two suiter 5+5 4♥/4♠=13-14 H without singleton 3♥/3♠=18+ H, without singleton 3NT=15-17 H, without singleton.	
1NT			4♥	(Admite palo Mayor quinto, o menor sexto). Stayman de 5 respuestas. Smolen.	2♣= Stayman 5R 2♥/♥= Transfer 2♠= Transfer 2♣ 2ST= NATURAL 3♠= Transfer ♦ 3♠= 5-6 minors 3♥= 5 minors G.F. ????????) 3♥/♠= Singleton ♥/♠ (♠= Bicolor de Mayores 4♠= Bicolor de Mayores 4♥= Transfer a ♠ 4♥= Transfer a ♠	2♥ (después de 2♣) = nega palo mayor → Smolen When RH covers call 1NT → Double se jugará en 1NT Stayman 5R Después de 2ST 3 tréboles del abridor, el respondedor subasta su palo en Transfer (3♥/3♠= 4 cartas de ♥)	
2♣	yes		4♦	all strong hands, may be not game forcing (KOKISH)	2♦ = Relay -----> 2♥, 2♣, 3♣, 3♦= Natural, 8+ HCP, at least with 5 cards with 2 honours (AKQ) in a Maj, or 6 cards in a minor.	2X is Not GF; 3X is GF. Kokish 2♣ - 2♦ 2♥→2♣ 2NT= 25/27 bal 4♣/4♦= 5♣/♦+ 5♠	
2♦		6		MULTICOLOR → Débil con 6 cartas 6/10 PH	2♥→ para pasar o corregir 2ST→ F1-----	3♠/3♦ = mínimo con ♥/♠ 3♥= Máximo c/♠ 3♠= Máximo c/♥	
2♥/2♠		5		♥/♠ + minor (weak) 6-10 HCP. Usually 5/5. (NV can be 5/4)	2NT =Asks 3♠=P/C (2♠ = Natural No Forcing)		
2NT			4♦	20-22 Bal.	3♠= Puppet 3♦/♥= Transfer -----> → 3ST= 5♠+4♥ 3♠= Transfer to 3NT -----> 4♠= Bicolor de Mayores 4♦/4♥= Transfer ♥/♠	3♥/♠= shows fit. 3Nt dennies fit in ♥/♠. 4♠= Slam try in ♦. 4♦= Slam try in ♣ . 4♥/♠ = Slam try in minors (5/5+) singleton	
3♣/3♦/ 3♥/3♠		7(6)	PEN	Weak	New suit is one round forcing.		

3NT	YES		PEN	Gambling (Acol) Usually dennies side stop)	4♣= to pass or correct. 4♦= Ask Shortness --> 4♥/♠= to play. 4NT = Asks cards number ----->	4♥/4♠= <u>short</u> 4ST = No short 5m= Short om 5♣/5♦= 7 cards 4♥/♠= 8 cards as 6♣/6♦	
4♣/4♦ 4♥/4♠	YES	7/8	PEN	<i>Preempt</i>	4M and 4ST= To play.		

HIGH LEVEL BIDDING

RKCB 14-30 (PODI) (PODE)

Exclusion BW (30-41)

First round or second round control cue-bids

5NT RKCB if 4NT is not available

5ST GSF (Resp. by steps)

SLAM APPROACH	
RKCB – 1430	→ 5♥= 2 without trump Queen 5♠= 2 with Queen
4NT→ 5Nt=	2 Aces + “useful void”
4NT→ 6♣ =	1 Ace + “useful void”
5NT (after 4Nt) →	Kings → STEPS
EXCLUSION Blackwood – 30-41	
When opps overcall 4NT – Pass = Even number	
DEFENCE AGAINST STRONG CLUB (No Vulnerable)	
Double → Any good suit (dennies opening values)	
1♦→	Majors (4/4)+
1♥/♠→	Major + minor (Major can be 4 cards)
1ST→	Minors (4/4)+
2♣/♦/♥/♠→	Natural, “preempt” (less than “double”)
2ST→	Preempt with any good suit
3♣/♦/♥/♠→	Preempt with NO good suit

DEFENCE Against Weak NT

1.1. **Double**→ 13+ points, balanced hand;

1.2. **2♣**→ at least 4/4 in Majors (11-14 HCP);

Over 2♣, bids are:

2♦→ Choose; 2♥/♠→ Weak preference;
2Nt→Relay GF; 3X→ Invitational.

1.3. **2♦**→ Transfer to ♥; 2♥→ Transfer to ♠;

1.4. **2♠**→ two suiter of spaced suits → 2Nt is relay: 3♣ (♣/♥); 3♦ (♦/♠).

1.5. **2Nt**→ Transfer to ♣, or ♦;

1.6. **3X**→ Two suiter of contiguous suits;

1.7. **IN REVEIL** only: 2♣ (maj.) 2Nt (minors);
Rest is natural and **double**, 13+HCP.