

OVERCALL WITHOUT JUMP

5-17 HCP, may be light with favourable vulnerability.

JUMP OVERCALL

Weak – usually with 6 cards

1NT OVERCALL

15/18- 2^a position system on

4^a position 10/14 (vuln 12-14) (**system on**)

CUEBID OVERCALL

Michaels over 1♥/♦ → Jump Cue asks stopper for 3Nt

At 2 level, cue over 1♣/♦, always Majors (at least 5♥/4♦)

Over weak two -Leaping Michaels

BIDDING OVER OPPONENTS' TAKE OUT DOUBLE

Natural,

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. (**system on**).

OTHER BIDDINGS

Michaels, Lebensohl, Smolen, Puppet Stayman

Leaping Michaels, Check- back Stayman, Rubensohl,

Jacoby, Truscott, **XYZ**

BERGEN RAISES (3♣/3) after Maj. opening

bid or Maj. overcall, if opponent pass" or "double"! (4 cartas fit)

1M (Maj) - “double” - Other M → fit M (3 cards and 8-10 PHD)

(Same with our Maj. overcall)

LEADS AND SIGNALS

Suit → 3, 5

Nt → 2, 4 (**4th good / 2nd bad**)

SIGNALS→ Small encourage (**UDCA count**)

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: **Attitude** (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

European Trials for Women 2026**CONVENTION CARD**

PLAYER: LOLA MINGOT 2813611

PLAYER: MARIA PANADERO 2812051

SYSTEM SUMMARY

Natural 5 Maj 2/1 1NT→F1 (1NT=15/17)

GENERAL APPROACH AND STYLE

1♣/♦ = 3+ cards XYZ Transfer Walsh y Cachalote (after 1♣)

1♥/♦ = 5+ cards 11+HCP

1NT= 15/17 bal

2♦= Strong → all strong hands, may be not game forcing

2♦/♥/♦=6 cd (5)7-11 HCP (may be less in third pos. Vuln fav)

2NT = 20/21

3♣/♦/♥/♦= 6/7 cards preempt

3ST = “Acol” - “gambling”, without side stop

4♣/♦ = preempt in ♥/♦ with Ace or King in other suit

4♥/♦= preempt in ♥/♦

4NT = Two suiter minors (dennies opening values)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

XYZ. Transfer Walsh New minor Forcing

Def against Strong NT:

Double→ Any minor suit

2♣→ at least 5♥/4♦ 2♦→ Multilandy (6♥/♦)

2♥/♦→ 5M+4m 2nt → Minors

Opening	ARTIFL	CARDS	X NEG	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	3 ¹ / 4 ¹
1♣		3	4♥	Natural, 3+ cards (11-21 HCP) (New minor Forcing) Cachalote	2♣= fit 6- 10+HCP w/o 4 Maj 2♦/♥/♠= Nat Preempt 2Nt= Nat 3♣= Invitation 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) NO Cachalote	2♦= fit 6- 10+HCP w/o 4 Maj 2♥/♠= Nat Preempt 2Nt= Nat 3♣/3♥/♠= Nat. Preempt 3♦= Invitation	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= F1 2♣/2♦= DRURY BERGEN (3♣/3♦) 2♥/♠= 8/10 HCP, fit 3 cards 2NT= Jacoby, 11+ PHD, 3+ cards ----- 3♣= Fit 4 cards (8-9 PH) 3♦= Fit 4 cards (10-11 PH) 3♥/3♠= Preempt	DRURY (2♣/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♦	15/17 Bal.	2♣ = Stayman 2♦/♥ = Transfer 2♠→♣ 2NT→NAT. 3♣= Transfer ♦ 3♦= 5/5 minors GF 3♥/♠= 5/4 min. singl. 4♣= Maj(5:5) 4♦= Transfer ♥ 4♥= Transfer ♠	Smolen When RHO overcall 1NT → Neg. Doubles and RU-BENSOHL	
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♦♥/♠		5	PEN	(5)7-11 HCP	2X → Forcing → ----- → 2NT → Forcing → ----- →	2NT→ 3 cards fit in bided suit and Maximum hand. 3 in bided suit → 3 cards fit and minimum hand. new suit → 2 cards fit (suit with better def.) 3X= Honour in bided suit -Maximum hand	
2NT			4♦	20-22 Bal.	3♣= Puppet 3♦/♥= Transfer ----- → 3ST= 5♣+4♥ 3♣= Transfer to 3NT ----- → 4♣= Asking Aces (1430) 4♦= Maj(5:5) 4♥/♠= 5/5 min. Singl (NO Slam) ----- →	3♥/♠= shows fit. 3Nt dennis fit in ♥/♠. 4♣= Slam try in ♦. 4♦= Slam try in ♣. 4ST= Slam try in minors (5/5+)	
3♣/3♦/3♥/3♠		7(6)	PEN	Weak	New suit is one round forcing.		
3NT	YES		PEN	Gambling (Acol) Usually dennis side stop)	4♣= to pass or correct. 4♥/♠= to play.	.	
4♣/4♦	YES	7/8	PEN	Pre ♥/♦ with A or K side suit	"Relay" → ask side suit with Ace or King		
4♥/4♠		7/8	PEN	Preempt			

4NT→ 5Nt= 2 Aces + "useful void"

EXCLUSION Blackwood – answering by steps

4NT→ 6♣ = 1 Ace + "useful void"

When opps overcall 4NT – Pass = Even number

SLAM APPROACH

RKCB – 1430 → 5♥= 2 without trump Queen 5♣= 2 with Queen

5NT (after 4Nt) → Kings → STEPS

DEFENCE AGAINST STRONG CLUB (No Vulnerable)
Double → Any good suit (denies 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.