

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Style = NAT

1♣ --> 2♣:= both majors (55xx or 45xx) 2nd and 4th position

1♣ --> 2♦:= both majors (55xx or 45xx) 2nd and 4th position

1♦ --> 2♦:= both majors (55xx or 45xx) 2nd and 4th position

1M --> 2NT = both minors 5+5+

1M--> Cue-bid = Other major & a minor

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

DIRECT = 16-18 HCP (Not transfer, Cue-bid ask majors)

Reopening: =11-14 HCP (Not transfer, Cue-bid ask majors)

4th Live: other suits

JUMP OVERCALLS (Style; Responses; Unusual NT)

One suit: weak

DIRECT and JUMP CUE-BIDS (Style; Responses;

1♣ --> 2♣:= both majors (55xx or 45xx) 2nd and 4th position.

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1M--> Cue-bid = Other major & a minor,

VS. NT (Direct or Reopening)

DBL = 1 suit,

2♣ = ♣+♥

2♦ = ♦+♥

2♥ = ♥+♠

2♠ = ♠+ minor

2NT = both minors

VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)

TO DBL

Lebenshol

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ (F till 2NT)

1/1 = F1 Normally 5°

2/1 = NF 5+ (good suit)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3th/5th	3th/5th
NT	2th/4th	3th/5th
Subseq	Attitude (2th/4th)	

Other: Rusinow (Spanish adaptation).

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+(even)	AK+(even)
King	AK+(odd); KQ	AK+(odd); KQ
Quenn	KQx(+); QJ	KQx(+); QJ
Jack	QJx(+); J10	QJx(+); J10
10	J10x(+); 109	J10x(+); 109
9	109(+); 9x	109(+); 9x
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+; (HxS)

SIGNALS IN ORDER OF PRIORITY

	Partner's	Declarer's	Discarding
Suit	1 Attitude	Hi/Lo=E	Hi: ENC
	Hi=2 cards		
NT	3 (S/P)		
	1 Attitude	Hi/Lo=E	Hi: ENC
	2		
	3		

Signals (including Trumps): Trumps: Hi/Lo = Ruff interest (suit preference).

DOUBLES

General TO DBL

NOT support DBL & RDBL

(1M) – DBL – (2SUPP) – DBL: mm

(1m) – DBL – (2SUPP) – DBL: MM

NEG DBL THRU 4♠

Lightner



WBF
 Convention Card



CATEGORY: **NATURAL**

PLAYERS: **ALMIRALL-FRANCES/TORRES**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL, Five Cards Major.

1♣ = 2+

1♦ = 4+ (5 Cards Tendency)

1NT Opening: NAT 15-17 HCP.

2 OVER 1 Response: F2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = Any FG.

2♦ = Weak in ♥ or strong any except ♥.

2♥ = Strong ♥

2♠ = Weak ♠ (5+).

Gambling 3NT. Normally no Ace, King or void outside.

Competitive:

TO Double

SPECIAL FORCING PASS SEQUENCES

At level 2 after RDBL

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

In 3th: Opening may be weak (8+ HCP).

PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♠	- NAT 11-22 HCP. - BAL 12-14 or 18-19 HP	2♣ = Forcing 11+ 2♦/2♥/2♠ = 16+ 3♣ = 7-10 with ♣,	Roudi 4 bids. 1♣-M-2NT-3♣ = ask majors 1♣-M-2M-2NT = general trial-bid	2NT = BAL 11-12 HCP. 2♣ = NF.
1♦		5(4)	4♠	NAT 11-22 HCP.	2♥/2♠ = 16+, others = NAT		
1♥/1♠		5	4♠	NAT 11-21 HCP. (May be 4° good in 3th) (May be weak in 3th)	2NT = Jacoby Support (maybe limit raise) Jump Raise = Weak Splinters	1M-2NT: 3X = Singleton, 4X = Good suit. 1M-2M: 2NT F Ask; Other suit = trial-bid.	2NT = support limit raise ..
1NT		-	3♠	NAT 15-17 HCP	STAY; TRF; QUANT 3♣/3♦ = Nat- Strong 3♥/3♠ = Singleton & both minors. 4♣ = To play 4♥. 4♦ = To play 4♠.	Lebenshol	
2♣	✓	-	4♠	FG any	2♦ = Neg	2♣-2♦-2NT = BAL 22-23 HCP (resp. like 2NT open)..	
2♦	✓	-	-	- WK ♥ - STR ♠/♣/♦ (not FG) - BAL 22-23	2NT = ask (Normaly Strong) 2♥ = P/C 2♠/3♣/3♦ = Positive. F1	Over 2NT: 3♣ = WK ♥ 8-10 or STR ♣, 3♦/3♠: = STR ♦/♠, 3♥ = WK ♥ 5-7 HCP & 3NT = BAL 22-23 HCP	
2♥	✓	5	4♠	STR NF			
2♠				WK 6-10 (In 3th. may be weaker)	2NT = ask feature Other Suit = Nat F1	Over 2T: 3X = values & max. 3♠ = min. 4X = good suit & singleton X..	
2NT		-	-	NAT 20-21 HCP.	3♣ = 3 bids stayman. 3♦/3♥ = Transfer. 3♠ = 5♠/4♥ 4♣/4♦ = NAT Slam try.	Over transfer, immediate bid = not support	
3X		6	-	PRE, loose.	New Suit = NAT forcing (may be psychics).		
3NT	✓	-	-	Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.	HIGH LEVEL BIDDING -CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). -Splinter and MiniSplinter. -Blackwood 5 Aces; DOPI, ROPI. -Josephine, Lightner. -PASS then pull is Slam try.	
4X		6	PRE.				
4NT	✓	-	-	PRE mm			