

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level= 8+ Hcp, 5+ cards
2 Level= 11+ Hcp, (5) 6+ cards
Responses: Cue= 11+
New suit= Nat, No forcing
Reopening: 8+ Hcp., 5+ cards (Could be 4 cards at 1 level)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 Hcp.
Responses: Nat.; Cue= Stayman; 2x= Nat. No F.; 3x= Nat. F.;
4th live: 2suiter, other suits 5+4+, weak (8-11)
Reopening: 11-13 (14 ⁺) Hcp.
Responses: Sys on over (1m) All suits TRF over (1M)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (6-10), 2 level= 6 cards; 3 level= 7 cards
Unusual NT: 2suiter w 2 lower suits
Reopen: 12-15, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT: Michaels cuebids (2 suiters), Constructive 11+ Hcp
(1♥) 2♥= ♠ + m (1♠) 2♠= ♥ + m
JUMPS CUE-BIDS: Ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong NT: X= 1 minor 2♣= Landy (Ms) 2♦= Multi
2♥= ♥ + minor 2♠= ♠ + minor 2NT: Both minors
Reopening: SAME
Vs weak NT: X= 13+ HCP, Others= SAME
Reopening: SAME
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O Double
Cue= 2 Suiter [(3♣/♦) 4♣/♦= Ms (3♥) 4♥= ♠+m (3♠) 4♠=ms]
Vs 2 weak: Leaping Michaels (4♣/♦= ♣/♦+OM) Cue: Both minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: X= ♥ + ♠; 1x= Natural; 1NT= ♣ + ♦
VS 2♣: X= ♣; 2x= Natural; 2NT= ♣ + ♦
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ Hcp 1/1= Sys on 2/1= 6-9 Hcp, NF Jumps= Weak
After XX; Pass forcing at 1 or 2 levels
Truscott 2NT over 1M Truscott 2NT inverted (weak) over 1m

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	5, 3, 1	5, 3, 1	
NT	4, [2 (or 1) from bad suits]	5, 3, 1	
Subseq	Att	Att	
Other: K vs NT ask unblock (A, Q, or J) or count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AKx+; Ax	
King	KQ+, AK	AKJ+; KQJ+; KQ10+	
Queen	QJ+ Qx	QJ10/9; Qx; KQxx+	
Jack	J10+; Jx	J10+, Jx	
10	109+; 10x; H109(+)	HJ10+; H109+, 10x	
9	9x, KJ9(+)	109+; 9x, [98+]	
Hi-X	1, 3	2 (1), 4	
Lo-X	5, 3, 1	4, (2,1)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H= Enc	H= Even	H= Enc
Suit 2	H= Even	S/P	S/P
3	S/P		
1	H= Enc	H= Even	H= Enc
NT 2	H= Even	S/P	S/P
3	S/P		
Signals (including Trumps):			
No Smith signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually 12+ Hcp. [Could be 10+ HCP if good distribution] or 18+ any distr.			
Responses: Nat., Suit w 0-7(8) Hcp; Jumps w 8-11 Hcp.			
Cue= 12+ (could be 9+ if both majors)			
Reopening: 8+ Hcp if good distribution; or 14+ any distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DOUBLE and REDOUBLE			
MAX OVERCALL DOUBLE			
Many NEG Doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: SPAIN
PLAYERS: L. LANTARON – L. MINGOT
PLAYERS: F. PIEDRA – L. MINGOT
EVENT: European Transnational Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, 2/1
Better minor, 3+
Strong 1NT= 15-17 Hcp. (Usually no 5M, but 6m or 54 possible)
2♦/♥/♠= Natural, weak, 6-10 Hcp.
2♣= Art. F.; 23+ if Bal. (Kokish relay)
3NT= Gambling, solid minor w no side stoppers
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRF responses over 1♣
Weak Jump Shift responses
3NT= Gambling, solid minor w no side stoppers
SPECIAL FORCING PASS SEQUENCES
Standard, when our side is clearly stronger
IMPORTANT NOTES
PSYCHICS: Very rare (hardly ever)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4♠
1♦		3	5♣	(11) 12-22 Hcp 4+ cards except 4432 Could be 4♦5♣	1♥/♠= Nat 1NT= 6-10 2♣= 10+ F1R 2♦= 6-9 3♦= 10-11 2♥/♠= 2-6 Hcp, 6 cards	2♣/2♦= 2 way check-back after 1x1y; 1z 3♣= Sign off after 1x1y; 1z 3♣= Checkack after 2NT(18-19 bal)	1♦ (1♥) X= 4+♠ 1♦ (1♥) 1♠= No 4♠
1♥		5	5♦	(11) 12-22 Hcp 5+ cards	1NT= 6-11 F 2/1= 12+, GF 2NT= Raise limit+, 3+♥ 3♠/4♠/♦= Splinter 2♠= 2-6 Hcp, 6 cards 3♣/♦= 6+ cards, 5-9 Hcp	2♣/2♦= 2 way check-back after 1♥1♠; 1NT 3♣= Sign off after 1x1y; 1z	2♣= Reverse Drury-Fit
1♠		5	5♥	(11) 12-22 Hcp 5+ cards	1NT= 6-11 F 2/1= 12+, GF 2NT= Raise limit+, 3+♠ 3♣/♦= 6+ cards, 5-9 Hcp 4♣/♦/♥= Splinter	1♠ 2x; 2NT= 15-17 1♠ 2x; 2♠ 3♠= F. 15+ HD	2♣= Reverse Drury-Fit
1NT			4♥	15-17 Hcp Usually no 5M, but 6m or 54 possible	2♣= Stay 5 responses [2NT=Both min, 3♣=Both Max] 2♦/♥/♠/3♣= TRF ♥/♠/♣/♦ 3♦= Nat. invitative 3♥/♠= Sgl w (5-4)m 4♣= 5♠5♥ 4♦/♥= TRF ♥/♠	1NT 2♣; 2NT/3♣ 3♦/♥= TRF ♥/♠	
2♣	√			Art. Strong 23+ if Bal	2♦= Neg. 0-7 (8) Hcp Others= Nat. 5+ cards, 8+Hcp.	2♣ 2♦; 2♥= Kokish relay (♥ or BAL) 2♣ 2♦; 2NT= 23-24 Hcp	
2♦		6 (5) (7)		6-10 Hcp (in 4 th 10-13)	New suit= F ;2NT= Strong ask Raise= Pre		
2♥		6 (5) (7)		6-10 Hcp (in 4 th 10-13)	New suit= F 2NT= Strong ask Raise= Pre		
2♠		6 (5) (7)		6-10 Hcp (in 4 th 10-13)	New suit= F 2NT= Strong ask Raise= Pre		
2NT			4♥	20-22 Hcp Could have 5 card M	3♣: Puppet STY 3♦/♥= TRF 3♠= Puppet to 3NT→ 3NT= 5♠4♥ 4♣= 5♠5♥ 4♦/♥= TRF ♥/♠	Pass= To play; or 4♣/♦= Slam Try in ♦/♣ or 4♥/♠= Sgl w 55ms	
3♣		7 (6)		1 st /2 nd Good suit	New suit= F		
3♦		7 (6)		1 st /2 nd Good suit	New suit= F		
3♥		7 (6)			New suit= F		
3♠		7 (6)			New Suit= F		
3NT				Gambling Solid minor w/o stoppers	4♣= P/C; 4♦= Ask shortness → 4M= To play; 4NT= Ask number cards →	4♥/♠: Short; 4NT= No Short; 5m= Short om 5♣/♦= 7 cards; 5♥/♠= ♣/♦ w 8 cards; etc	
4♣		7+		Pre	4M= To play	HIGH LEVEL BIDDING	
4♦		7+		Pre	4M= To play	RKCB 14-30 (POD1) (PODE)	
4♥		7+		Pre		Exclusion BW (30-41)	
4♠		7+		Pre		First round or second round control cue-bids	
4NT						5NT BW if 4NT not available 14-30	
5♣						5ST GSF (Resp. by steps)	
5♦							