DEFENSIVE AND COMPETITIVE BIDI	DING
OVERCALLS	
1 level; 5 <sup>+</sup> cards, 7 – 16, stronger hand must double firs	t
2 level; (5) 6 <sup>+</sup> cards, (11) 12 -16, stronger hand must doub	
Responses; new suit = NF (except $2/2$ , $3/2$ ), standard r	anges of NT
Splinters, Jump raises = WK	
Over 1 level overcall: $CUE = 10^+$ with FIT $3^+$ or any F Jump $CUE = 12^+$ with FIT $4^+$	G;
Over 2 level overcalls: CUE asking for shape	
1NT OVERCALL	
In $2^{nd}$ (15) 16 - 18 > system on	
In $4^{\text{th}}(11)$ 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 <sup>+</sup> /5 <sup>+</sup> , 6-10	,
Reopen: Sound jump 6/7 cards 10-13(14)	
DIRECT & JUMP CUE BIDS	
Michael's direct over $4/4/4$ $5^+/5^+$ , $6-10(11)$ or $17^+$	
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	
1NT (STR or WK) - double = $\mathbf{V} + \mathbf{A}$ ; suit = natural; 2N	T = ♣+♦
2NT - double = $\mathbf{V} + \mathbf{A}$ ; suit = natural; 3NT = $\mathbf{A} + \mathbf{A}$	
Re-open same	
VS. PREEMPTS	
Double = $T/O$ or any strong 17 <sup>+</sup> hand; Lebensohl over	2♦/♥/♠ WK
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 = $\forall + \diamond$ ; suit = natural; $1NT = \diamond + \diamond$	
2* (STR) - double = $\mathbf{V} + \mathbf{A}$ ; suit = natural; 2NT = $\mathbf{A} + \mathbf{A}$	
2 (STR) - double = $\mathbf{V} + \mathbf{A}$ ; suit = natural; 2NT = $\mathbf{A} + \mathbf{A}$	
OVER OPPONENTS' TAKEOUT DOUBLE	
After T/O double our voices at 1 level are unchanged,	F1R
At 2 level are weak (6-9) 6 <sup>+</sup> cards; at 2 level with jump	$0 = 3-6, 6^+$
Re-double is for penalty, after that our double is for pe	nalty
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦	

LEADS AND SIGNALS								
OPENIN	G LEA	DS STYLE						
Lead		Lead	ad		ner's Suit			
Suit $3^{rd} - 5^{th}$			Same					
NT $2^{nd} - 4^{th}$		$2^{nd}$ - $4^{th}$		Same				
Subsequen	nt	Low with inte	erest	Same				
K is the st	K is the strongest lead and asks for unblock or count vs. NT							
	A and Q ask for encourage vs. NT							
<b>10</b> promises 1 high honour and 9, or short suit (2-3 cards) vs. NT								
LEADS								
Lead		Vs. Suit		Vs. NT				
Ace		AKx <sup>(+)</sup>		$\mathbf{A}\mathbf{K}^{(+)}, \mathbf{A}\mathbf{K}10^{(+)}, \mathbf{A}\mathbf{K}\mathbf{J}^{(+)}$				
King		<b>K</b> Qx <sup>(+)</sup> , A <b>K</b>	sec	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AK				
Queen		QJx <sup>(+)</sup>			+) AQJx <sup>(+)</sup> , KQx <sup>(+)</sup>			
Jack		<b>J</b> 10x <sup>(+)</sup> , H <b>J</b> 10	Ox <sup>(+)</sup>	<b>J</b> 109/8 <sup>(</sup>	<sup>+)</sup> , H <b>J</b> 10 <sup>(+)</sup> , <b>J</b> 10x			
10		109x <sup>(+)</sup> , H10	9 <sup>(+)</sup> , <b>10</b> 9x		<sup>-)</sup> , <b>10</b> 9x, <b>10</b> x			
9		9x		$1098/7^{(+)}, 9x$				
Hi-X		Sx, Hx, HxSx			, Hxx <mark>S</mark> x, xxx <mark>S</mark> x			
Lo-X		Hx <mark>S</mark> , xx <mark>S</mark> , Hx	xx <mark>8</mark> , xxxx <mark>8</mark>	Hx <mark>S</mark> , x	Sx, HxxS, xxxS			
SIGNALS	5 IN OI	RDER OF PR						
	Partner	's Lead	Declarer's Lead		Discarding			
1 CT High =EVEN		No any or CT		CT High =EVEN				
Suit 2 ATT High=ENC				ATT High=ENC				
3	3 S/P when shortness							
1	ATT Hi	gh=ENC	No any or CT	ATT High =ENC				
NT 2	CT High	=EVEN						
3								
S/P in trur	nps (if 1	necessary), S/H	o in known leng	th suit				
DOUBLES								
T/O Double: $12^+$ standard shape (8 <sup>+</sup> re-open) or $17^+$ any shape (15 <sup>+</sup> 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 card support double /redouble until 2 level repeat suits								
2 • (Multi) - double = $T/O$ over •; pass and then double = $T/O$ over •								
2 ♦ (Multi) - suit = natural 5 <sup>+</sup> , 12-16								
1. $-1 \blacklozenge - \text{double} = 4 \blacktriangledown +4 \blacklozenge \text{ or } 5 \blacktriangledown +4 \blacklozenge <11 \text{HCP}$								
		le = 0-3spades						
1♣/♦ -1♠	- doub	$le = 4^+$ hearts						
Lightner, Negative to 4. Responsive when opponents fit								

	W B F CONVENTION C	ARD
CATEGORY: COUNTRY: EVENT: PLAYERS:	SPAIN WOMEN Raquel BIRITOS Pilar ROCABERT	
<b>S</b> '	YSTEM SUMM	ARV
	d, 1 +  with  3/3, 1 +  with  4/4	(11) 12-22
<b>1</b> ♥/▲ - 5+cai	:d	(11) 12-22
<b>INT</b> - Balanced	, 5M332, 5m422, 6m322 OK	(14) <b>15-17</b>
2NT	Idem	(19) 20-22
2♣ - FG based o	on many HCP	
2♦/♥/♠ WK (5	) 6 cards	(5) 6-10
	and 4 level; 1 <sup>st</sup> /2 <sup>nd</sup> position	(0) 0 10
	weak in 3 <sup>rd</sup> but sound in 4	<sup>th</sup> 10-13 <sub>(14)</sub>
	THAT MAY REQUIRE	DEFENSE
	Game try with fit 3 <sup>+</sup>	
	ubs, natural 5 <sup>+</sup> cards suit or	any balanced
1♥/♠ - 2X-2Y-2 Check-back 1X-		
Check-back 1X-		
		A/K outside)
	7/8) AKQ in one minor (no d, Leaping Michael	A/K Outside)
Lebensohl	u, Leaping michael	
Leoenson		
NOTES		
We open all 12H	СР	
11HCP we open	with good shape	
	oen higher range suit	
We never open 1	*/ with 5 card mayor suit	t
	ed to play game or to double	e. We do not open 2*
	ers tricks and few HCP	
	5 <sup>+</sup> and 9-10HCP we pass fi	rst and if possible
overcall with Mi		
Aggressive over	call when opponents find fit	t at 2/3 level

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 <sup>+</sup> ; new suit jumps = WK, 6 <sup>+</sup> cards;	Check-back; 3 <sup>rd</sup> suit forcing	$1 / -Paso/Double/S - 3 / = 5^+ cards, 9 - 11 (when jump)$	
1♥/♠		5	4♠	(11) 12-22	$1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM 3^{+supp};$ 1M - 2* - natural or any balanced	Splinter	$1 \checkmark / \clubsuit$ -Paso/Double/S-3 $\checkmark / \bigstar = 4^+$ cards, 3-6 (when jump)	
1NT		Balanced	3♣-4♠	(14) 15-17 5M332, 5m422, 6m322	2* = STAY, may be weak; $2 \checkmark / \checkmark / \land / 3 \And = TRF$ ; $3 \diamond = 5^+ / 5 \lor + \diamond$ game try; $3 \lor / \diamond = 5 / 4^+ \And + \diamond$ shortness $4 \And = 5^+ / 5 \lor + \diamond; 4 \diamond / \lor = TRF$	Smolen	Responders double are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system off. Lebensohl	
2*	*			Any FG, if balanced 23 <sup>+</sup>	$2 \blacklozenge = 0-7$ , any shape; rest NAT 5 <sup>+</sup> cards, 8 <sup>+</sup>	2♣-2♦-2NT system on		
2♦/♥/♠		(5) 6		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
2NT		Balanced		(19) 20-22 5M332, 5m422, 6m322	$3 = STAY; 3 \neq = TRF; 3 = = + \Rightarrow$ $4 \neq \neq = TRF; 4/5NT = INV$	Accept TRS $3 \neq / \forall$ confirm fit, 3NT = no fit; Smolen		
3♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit is natural 5 <sup>+</sup> and FG		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
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		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
4NT	*			6 <sup>+</sup> /5 <sup>+</sup> ♣+♦				
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		