


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBFC Convention Card</b> 
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Aggressive 1-level; Sound 2-level		<b>Lead</b>	<b>in Partner's Suit</b>		
Responses	Suit	3th/5th	3th/5th		
New suit = NF (1-level may be 4th)	NT	2th/4th	2th/4th		<b>Country:</b> SPAIN
New suit JUMP = FG	Subseq	Count			<b>Event:</b> TEAMS
2NT = Raise	Other:				<b>Players:</b> Myriam Aguado / Irene Carmona
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY SAYC - BEST MINOR - 2/1 - NT FROCIING (MAJOR)
2nd POS = 15+18 HCP	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>
ReOpen: 1NT = 11-14(15) HCP	Ace	AK+(even)	AK+(even)		NATURAL, Five Cards Major, Best Minor
Responses	King	AK+(odd); KQ	AK+(odd); KQ		Open 1NT: 15 - 18 PH (BAL no major 5)
	Queen	KQx(+); QJ	KQx(+); QJ		Open 2NT: 20 - 22 PH (BAL maybe major 5 <sup>o</sup> )
	Jack	QJx(+); J10	QJx(+); J10		2 OVER 1 Responses: Forcing Game / 1ST Forcing only major
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	J10x(+); 109	J10x(+); 109	
1-Suit: WEAK	9	109x(+); 9x	109x(+); 9x		
2-Suit: Michael Cue Bid (5/5) - Weak or Very Strong	Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+		
	Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+; (HxS)		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Reopening: 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP	<b>SIGNALS IN ORDER OF PRIORITY</b>			2♦ = Forcing game	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	2♥/♠ = Weak (6 card suit - 6 to 10 points)
1♣ - 2♣ = NAT with ♣	Suit:1st	Hi=ENCRG	Hi/Lo=E	Hi=ENCRG	2♠ = Strong
1♦ - 2♦ or 1♠ - 2♠ = ♠+♥ (54+); then 2NT = ASK (strg/long)	2nd	Hi=2 cards	(S/P)	Hi/Lo=E	3NT = ACOL - No Ace, King or void outside
1M-2M = OM+m (45+); then 2NT = ASK minor	3rd	(S/P)			<b>RESPONSES</b>
	NT: 1st	Hi=ENCRG	Hi/Lo=E	Lavinthal	2NT over minor = BAL 15-18 HCP
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd		S/P	2NT over major = Raise
2♣ = ♣♣ and a major	3rd				<b>COMPETITIVE</b>
2♣ = ♣ and a major	Signals (including Trumps):			Over 1NT Cappeleti	
2♣ = both majors	Trumps: Hi/Lo = Ruff interest			Lebensohl	
DBL = One suit				Bergen	
2♣ = Spades weaker	<b>DOUBLES</b>			Jacoby	
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			Splinter	
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		Opening values; CUE-BID=F until a suit is bid twice.			Roudi
	(1X) - DBL - (1Y) - DBL = Penalty			Checkback	
	(1X) - DBL - (SUPP) - DBL = RESP DBL			Druri (Open in 3 and 4)	
	Competitive DBL in support biddings			<b>SPECIAL FORCING PASS SEQUENCES</b>	
VS. ARTIFICIAL STRONG OPENINGS		<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
	1♣ - (1♣) - 1M = At least 4th good				
	1X - (1Y) - 1♣ = At least 4th good			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit 1-level = F1 at least 4 good cards					
New suit 2-level = NF (8-11)					
New suit single Jump: 2-level = PRE; 3-level = Support					
2NT = Raise; 3 Support = PRE				<b>Psychics: Rare</b>	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♠ / 1 ♦		3		12 – 20 – Any Distribution	Natural	Natural, rudy, check-back	
1 ♥ / 1 ♠		5		12 – 20 – Any Distribution	1ST Forcing / 2 Over 1 / Drury / Jacoby	Natural.	
					1M-1NT: 6 a 10PH. Forcing one round. With or without support to the open.	With balance hard other suit	
					1M – 2X: 12PH Forcing Game	2NT : 18-19PH	
					1M - 2NT: Jacoby,12 (+), Support 4 cards and Balance	Level 3, one card. Level 4, suit.	
					1M - 2M : 6-10PH, support 3 cards	Trial Bid - Suit Second	
					1M - 3M: 0 a 7 PH, support 4 cards		
					1M – 3 Clubs – 6 a 9 points, support 4 cards		
					1M – 3 Diamonds - 10 a 11 points and support 4 cards		
1 ST				15 – 18 PH Balance	Stayman 4 voices, transfer to mayor and minors		
					4D major 5 – 5		
					5 – 4 – Stayman False – 2X (suit 5) / 3X (suit 4 forcing)		
					3X – Slam (minus diamond)		
2 ♠				Strong, Any Distribution	2D Negative, 2ST 10p, 3 a suit positive with good suit		
2 ♦				Forcing Game	2 H Negative		
					2NT: 7 PH(+)		
					Suit: 7PH(+) suit 5º bueno		
2 ♥ / 2 ♣		6		Weak	2ST Positive 15PH(+) Forcing. Description Open		
2 ST				20 – 22 PH Balance	Pupet stayman, transfer a mayores, 4D majors		
					3Pic : 5Pic y 4 Corazones, FG		
3 ♠ / 3 ♦		7		Barrage	Change suit forcing		
3 ♥ / 3 ♣		7		Barrage	Natural		
3 ST		ACOL		Acol	4T pass o say other suit, 5T pass o say other suit, 5D slam in Club		
4 ♠ / 4 ♦				Naymats	Other voice control		
4 ♥ / 4 ♣		7 or 8		Barrage	Natural		
<b>OTHERS</b>							
Blackwood – 30 - 41							
Splinter							