




DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>	
Aggressive 1-level; Sound 2-level.	
<b>Responses:</b>	New suit = NF (1-level may be 4th).
	New suit JUMP = FG.
	Jump RAISE = PRE.
	2NT = Raise
<b>4th Live:</b> CUE = NAT; 1NT = Other suits (54+).	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
2nd POS = 15 <sup>+</sup> -18 HCP.	
ReOpen: 1NT = 11-14(15) HCP.	
<b>Responses:</b>	CUE = Like Stayman; Jumps = Invitative;
<b>4th Live</b> = Other suits (54+).	
Unusual NT = Two-suiter.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>1-Suit:</b> WEAK.	
<b>2-Suit:</b> 2NT (over M) = ♣+♦ (55+) weak or very strong.	
2NT (over m) = Om+M (55+) weak or very strong.	
<b>Reopen:</b> 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP.	
<b>DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)</b>	
1♠-2♣ = NAT with ♣.	
1♦-2♦ or 1♣-2♦ = ♥+♠ (54+); then 2NT = ASK (strg/long).	
1M-2M = OM+m (45+); then 2NT = ASK minor.	
Jump CUE = FG (3NT interest).	
<b>VS. NT (VS. Strong (15+))</b>	
2♠ = ♣ and a major.	
2♦ = ♦ and a major	
2♥ = both majors	
DBL = One suit.	
2♠ = Spades weaker.	
<b>Reopening:</b> The same	
<b>VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)</b>	
LEB after (WK2x)-DBL-(P).	
DBL = Takeout thru 4♥; 3NT = to play.	
2NT after WK2x = NAT 16-19 HCP.	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
Aggressive	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
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.	

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
	<b>Lead</b>	<b>In Partner's Suit</b>		
Suit	3th/5th	3th/5th		
NT	2th/4th	3th/5th		
Subseq.	Attitude (2th/4th)			
Other: Rusinow (Spanish adaptation).				
<b>LEADS</b>				
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		
Ace	AK+(even)	AK+(even)		
King	AK+(odd); KQ	AK+(odd); KQ		
Queen	KQx(+); QJ	KQx(+); QJ		
Jack	QJx(+); J10	QJx(+); J10		
10	J10x(+); 109	J10x(+); 109		
9	109x(+); 9x	109x(+); 9x		
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+		
Lo-x	xxS; HxS; HxxxS; xxxS	HxxS+; xxxS+; (HxS)		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
<b>Suit</b>	1	Hi=ENCRG	Hi/Lo=E	Hi=ENCRG
	2	Hi=2 cards	(S/P)	Hi/Lo=E
	3	(S/P)		
<b>NT</b>	1	Hi=ENCRG	Hi/Lo=E	Lavinthal
	2		S/P	
	3			
<b>Signals (including Trumps):</b> Trumps: Hi/Lo = Ruff interest (or suit preference).				
LAVINTHAL vs NT, SMITH signal vs NT.				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Opening values; CUE-BID=F until a suit is bid twice.				
(1X) - DBL - (1Y) - DBL = Penalty.				
(1X) - DBL - (SUPP) - DBL = RESP DBL.				
Competitive DBL in support biddings ... (NOTE 5).				
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				
NEG DBL THRU 4♠.				
NEG DBL: unlimited w/o 5-card suit.				
RESP DBL THRU 4♠.				
COMP DBL				
1NT-(Overcall)-DBL = RESP DBL.				
1♣ - (1♦) - 1M = At least 4th good.				
1X - (1Y) - 1♠ = At least 4th good.				





**WBFC**  
Convention Card



**CATEGORY:** **NATURAL**

**NCBO:** **SPAIN** **EVENT:** **E.B.L.**

**PLAYERS:** Ana Francés - Carmen Cafranga

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
NATURAL, Five Cards Major.	
1♣ = 2+	
1♦ = 4+	
1NT Opening: NAT 11 <sup>+</sup> -14 HCP.	
2 OVER 1 Response: F2NT.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♣ = Forcing game.	
2♦ = Weak in ♥ or strong any except ♥.	
2♥ = Strong ♥	
2♠ = Weak ♠ (5+).	
Gambling 3NT. No Ace, King or void outside.	
Responses:	
2NT over minor = BAL 15-18 HCP.	
2NT over major = Raise.	
Competitive:	
Over 1NT Doubled = ART defense (Swedish Defense)	
Modified Lebensohl.	
Competitive 2NT in jump = Limit raise.	
Takeout double.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1NT - (DBL) - PAS = RDB obliged	
1NT - (DBL) - RDB = 2♣ obliged	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
In 3th: Opening may be weak (8+ HCP).	
Over 1NT overcall: 2♣ = ART. two-suiters	
<b>PSYCHICS:</b> Rare.	

