DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive 1-level: Sound 2-level.

Responses: New suit = NF (1-level may be 4th).

New suit JUMP = FG.

Jump RAISE = PRE.

2NT = Raise

4th Live: CUE = NAT; 1NT = Other suits (54+).

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

 $2nd POS = 15^{+}-18 HCP$.

ReOpen: 1NT = 11-14(15) HCP.

Responses: CUE = Like Stayman; Jumps = Invitative;

4th Live = Other suits (54+).

Unusual NT = Two-suiter.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: WEAK.

2-Suit: 2NT (over M) = 4+ (55+) weak or very strong. 2NT (over m) = Om+M (55+) weak or very strong.

Reopen: 6+ good suit 11-13 pts.: 2NT = Bal 18-20 HCP. DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)

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).

VS. NT (VS. Strong (15+)

2 = 4 and a major.

2 + = and a major

2♥ = both majors

DBL = One suit.

 $2 \triangleq$ Spades weaker.

Reopening: The same

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

LEB after (WK2x)-DBL-(P).

DBL = Takeout thru $4 \checkmark$; 3NT = to play.

2NT after WK2x = NAT 16-19 HCP.

VS. ARTIFICIAL STRONG OPENINGS

Aggressive

OVER OPPONENTS' TAKEOUT 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.

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	109x(+); 9x	109x(+); 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 Lead	Declarer's Lead	Discarding
	1	Hi=ENCRG	Hi/Lo=E	Hi=ENCRG
Suit	2	Hi=2 cards	(S/P)	Hi/Lo=E
	3	(S/P)		
	1	Hi=ENCRG	Hi/Lo=E	Lavinthal
NT	2		S/P	
	3			

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

LAVINTHAL vs NT, SMITH signal vs NT.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

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).

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

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.



WBF Convention Card



CATEGORY: NATURAL

NCBO: SPAIN

EVENT: E.B.L.

PLAYERS: Ana Francés - Carmen Cafranga

SYS	┌┌╻	NANA.	Λ DV
010		VIIVI	7171

GENERAL APPROACH AND STYLE

NATURAL, Five Cards Major.

1 = 2+

1 • = 4+

1NT Opening: NAT 11+-14 HCP.

2 OVER 1 Response: F2NT.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = Forcing game.

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.

SPECIAL FORCING PASS SEQUENCES

1NT - (DBL) - PAS = RDB obliged

1NT - (DBL) - RDB = 2♣ obliged

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

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

Over 1NT overcall: 2. = ART. two-suiters

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.	1 ◆ = 3+; 1NT = 6-10 HCP; 2 ♣ = F till 3 ♣;	1♣-1X-1NT = 15-17 HCP.	2NT = BAL 11-12 HCP.
				- BAL 15+-20 HCP.	3♣ = 8-10 HCP; New suit jump = strong;	1.4-1M-2.4-2. = 3th suit forcing ART.	2 . = NF.
					2NT = ♣ PRE or BAL 13-15 HCP.	4th suit forcing ART.	
1 ♦		4	4 🛦	- NAT 11-21 HCP.	1NT = 6-10 HCP; New suit jump = strong;	1 - 1X - 1NT = 15 - 18 - HCP, then $2 = relay$.	2NT = BAL 11-12 HCP.
				- BAL with 5 ♦ 15 ⁺ -19 HCP.	2NT = ♦ PRE or BAL 13-15 HCP.	1 ◆ -1 ▲ -2 ◆ -2 ♥ = 3th suit forcing, NAT tendency.	
				(May be weak in 3th)		4th suit forcing ART (in any opening).	
1 ♥/1 ♠		5	4 🛦	- NAT 11-21 HCP.	2NT = Support F1;	1M-2NT: 3♣ = inquiry; Other suit = asking in the suit.	1NT = 6-10 HCP.
				(May be 4 cards in 3th)	Jump Raise = Weak	1M-2M: 2NT F Ask; Other suit = trial-bid.	2NT = support not FG.
				(May be weak in 3th)	Splinters		Jumps = fit $(1 \checkmark -2 \land also)$.
1NT		-	2 🛦	- NAT 11 ⁺ -14 HCP	2♣ = positive relay	1NT-2M = step responses (support ans strength).	
					2 ♦ = relay to 2 ♥ maybe any suit (Weak or Inv)		
					$2 \sqrt{2} / 3 \sqrt{3} = NAT$ forcing;		
					$3 \checkmark /3 = + \bullet$ and singleton in the bid suit.		
2*	$\sqrt{}$	-	-	- Forcing game.	2 / 2NT = No Aces, Neg. o Pos.	2 - 2 - 2 BAL 25 HCP (resp. like 2NT open.).	
					Other = Aces		
2 •	$\sqrt{}$	-	-	- Strong any suit except ♥.	2♥ = NEU;	$2 \cdot -2 \cdot -2 \cdot NT = BAL 22^+ -24^- HCP$ (resp. like 2NT).	
				- BAL 22+-24 HCP.	Other = NAT positive good suit.		
				- NAT Weak 6-11 HCP.			
2♥	√	5	-	- Strong in ♥ (NF).	Natural		
		_					
2 🛦		5	-	- NAT Weak 6-11 HCP.	2NT = ask feature if not Min;	2.4-2NT: 3.4 = Min; 3NT = AKQ; Other = not minimun	New suit = NF
				(In 3th. may be weaker)	$3 \blacktriangle = PRE$; New suit = F1.	and lateral values.	
2NT		-	-	- NAT 20 ⁺ -22 ⁻ HCP.	$3 \clubsuit$ = Baron; $3 ♦ /3 ♥$ = transfer;	2NT-4♣/4♠: 4NT = not support (not slam interest).	
					3♠ = 5♠+4♥, or weak with a long minor suit; in	2NT-3 ♦/3 ♥: Inmediate bid = not support.	
					4 4/4 = NAT FG (slam try); 4NT = Cuant.		New suit = support
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).		
3NT	 √	-	-	- Gambling, little outside.	4♦ = ASK a singleton;	HIGH LEVEL BIDDING	
					4NT = ASK length.	CUE=1st + 2nd round equally, is possible to skip a CUE (ask	ting CUE format).
4X	<u></u>	6	-	- PRE.		Splinter and MiniSplinter.	
4NT	√	-	-	- Aces asking (Blackwood).		Blackwood 4 Aces; DOPI, ROPI.	
						Josephine, Lightner.	
						PASS then pull is Slam try.	
						Asking in some especial bids.	