

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1/1= 8+ Hcp. (Could be 4 if very good suit)
2/1= 11+ Hcp.
Responses: Cue= 11+ Hcp, usually with support
New suit 1/1= Nat, forcing New suit 2/1 or 2/2= 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
4th Live: 2-suiter others suits (could be 5-4)
Reopening: Over 1m= 11-13(14) Hcp Over 1M= 11-15 Hcp.
Sys on over 1m
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (6-10 Hcp), 2 level= 6 cards; 3 level= 7 cards
Reopening Jumps: 12-16 Hcp, 6+ cards
Unusual 2NT: 2suiter, with 2 lower suits
Reopening 2NT: Bal. 18-19 Hcp Over 1m: Sys on; over 1M: TRF
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue-bids no precisos, Constructive (11+ Hcp.)
(1♥/♠) 3♥/♠= Ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong NT: X= 1 minor 2♣= Landy (Ms 5+4+) 2♦= Multi
2♥= 5+♥ + 4+minor 2♠= 5+♠ + 4+minor 2NT: Both minors 55
Reopening: SAME
Vs weak NT: X= 13+ HCP, then NEG Doubles Others= SAME
Reopening: SAME
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O Double
Cue= 2 Suiter
Vs 2 Weak: Leaping Michaels 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 over 1M [2NT Fit limit] Truscott inverted 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: Vs NT: K ask unblock (A, Q, or J) or count			
Vs NT: Q can be KQ+ not strong to ask for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+; Ax(+)	AKx+; Ax	
King	KQ+, AK	AKJ+; KQJ+; KQ10+	
Queen	QJ+; Qx	QJ10/9; Qx; KQxx+	
Jack	J10+; Jx	J10+, Jx	
10	109; KJ10(+)	HJ10+; 109+; 10x	
9	9x, KJ9(x); K109(+); Q109	H109+; J10+; Jx	
Hi-X	1, 3: Xx, xxX(x)	2 (1), 4	
Lo-X	5, 3, 1: xxxX, xxX(x), Xx	4, 2, 1	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L= Enc	L= Even	L= Enc
Suit 2	L= Even	S/P	S/P
3	S/P		
1	L= Enc	L= Even	L= Enc
NT 2	L= Even	S/P	S/P
3	S/P		
Signals (including Trumps):			
No Smith signal			
In Trumps could be S/P			
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: Marina MEDIERO - Luis LANTARÓN
EVENT: World Games Mixed Teams Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, 11-22 Hcp.
1♣= 2+ Bal. 12-18 Hcp., or 4+ Nat. 1♦= 4+ Unbalanced
Dynamic 1NT= 19-22 Hcp. Unbalanced (Romex style)
2♦= 19-22 Bal. or 6+♦ GF
2♥/♠= Natural, weak, 6-10 Hcp.
2♣= Art. F.; If Bal. 23-24 Hcp.---> (Kokish relay)
2NT= Bal. 25+ Hcp. GF.
3NT= Gambling, solid minor w no side stoppers
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Special openings:
1NT= 19-22 Hcp. Unbalanced (Romex style)
2♦= 19-22 Bal. or 6+♦, GF
3NT= Gambling, solid minor w no side stoppers
TRF responses over 1♣
WJS responses
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♣		2	4♠	Bal, 12-18 Hcp	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = 4+♦ or Bal	1♣ 1♦; 1♥ = Bal 12-14, 2/3♥	1♣ (1♦) X = 4+♥
				Nat. 4+, 11-22 Hcp	2♣: Inverted minor raise	1♣ 1♦; 1NT = Bal 15-16, 2/3♥, can have 4♠	1♣ (1♦) 1♥ = 4+♠
					2♦ = 6+♥, weak or strong 2♥ = 6+♠, weak or strong	1♣ 1♥; 1♠ = Bal 12-14, 2/3♠	1♣ (1♥) X = 4+♠
					2♠ = 5+♦ + 5+♣, weak or strong 3x = Pre	1♣ 1♥; 1NT = Bal 15-16, 2/3♠	1♣ (1♥) 1♠ = T/O, No 4♠
1♦		4	5♣	11-22 Hcp	1♥/♠ = 4+, 6+ H. F1R 1NT = 6-10 H. No F.	1♦ 1♥/♠; 1NT = 4+♣	1♦ (1♥) X = 4+♠
				4+ cards	2♣ = Nat. GF 3♣ = Nat. Limit	1♦ 1♥/♠; 2♣ = 6+♦, no 3/4♥	1♦ (1♥) 1♠ = T/O, No 4♠
				Unbalanced	2M = WJS (2-6 H., 6 cards)	1♦ 1♥/♠; 2♦ = 5+♦, with 3/4♥	
						After 1♦ 1♥, 1♠ then art. 2♣(Inv) and 2♦ (GF)	
1♥		5	5♦	11-22 Hcp	1NT = 6-11 F1R 2/1 = GF. (2♣ could be 2+)	1♥ 1NT; 2♣ = 3+ cards (could be 2 if 4522)	
				5+ cards	2NT = Limit+ with support (Jacoby)	1♥ 2m; 2NT = 15+ Hcp.	
					3x = Nat. 5-9 Hcp.		2♣ = Drury-Fit
1♠		5	5♥	11-22 Hcp	1NT = 6-11 F1R 2/1 = GF. (2♣ could be 2+)	1♠ 2x; 2NT = 15+ Hcp.	
				5+ cards	2NT = Limit+ with support (Jacoby)		
					3x = Nat. 5-9 Hcp.		2♣ = Drury-Fit
1NT	√		4♠	(18) 19-22 Hcp	2♣ = 0-5 Hcp, (could be 6 without A or K)	1NT 2♣; 2♦ = STY	
				Unbalanced, but not minor 2-suiter	2♦ = 6-12 H, GF, No 5M 2♥/♠ = 6-12 H. GF, 5+ cards 2NT = 13+ Hcp 3♥/♠ = Sgl w 5♦-5♣ 3NT = Any solid		
2♣	√	0		23-24 Bal.	2♦ = Neg. 0-7 (Could be stronger if Bal.)	Kokish rele: 2♣ 2♦; 2NT: Bal. 23-24 No 5 card	
				Or Any Strong	2♥/♠ = Nat. 5+, 8+H. 3♣/♦ = Nat. 5+, 8+H.	2♣ 2♦; 2♥ 2♠; 2NT: 23-24 w any 5 card suit	
2♦	√	2		19-22 Bal	2♥ = Range ask 2♠ = Puppet to 2NT 2NT = Puppet 3♣	2♦ 2♥; 2♠ = 21-22 H. ; 2NT = 19-20 H.	
				Or 6+♦, GF	3♣/♦ = 6+♥/♠, 8+ H. 3♥/♠ = Sgl w (54)ms	2♦ 2♥/♠; 3x = Nat, GF w ♦	
2♥		(5) 6 (7)		6-10 Hcp (in 4 th 10-13)	New suit = F		
						2NT = Strong ask Raise = Pre	
2♠		(5) 6 (7)		6-10 Hcp (in 4 th 10-13)	New suit = F		
						2NT = Strong ask Raise = Pre	
2NT			4♠	25+ Hcp	3♣ = Puppet STY 3♦/♥ = TRF 3♠ = Puppet to 3NT →	Pass = To play; or 4♣/♦ = Slam try in ♦/♣	
				G.F.	3NT = 5♠+4♥ 4♣ = 5♠+5♥ 4♦/♥ = TRF ♥/♠	Or 4♥/♠ = Sgl w 55ms	
3♣		(6) 7		PRE, 1 st / 2 nd Good suit	New suit = F.		
3♦		(6) 7		PRE, 1 st / 2 nd Good suit	New suit = F.		
3♥		(6) 7		Favorable could be weak			
3♠		(6) 7		Favorable could be weak			
3NT				Gambling	4♣ = P/C; 4♦ = Ask shortness →	4♥/♠: Short; 4NT = No Short; 5m = Short om	
				Solid minor w/o stoppers	4M = To play; 4NT = Ask number cards →	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 (PODI) (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	
5♣/5♦		7				5NT GSF (Resp. by steps)	