

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1 level; 5+ cards, 9 – 17, stronger hand must double first
2 level; (5) 6+ cards, (11) 12 -17, stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises = WK
Over 1 level overcall: CUE = 10+ with FIT 3+ or any FG; Jump CUE =12+ with FIT 4+
Over 2 level overcalls: CUE asking for shape
<b>INT OVERCALL</b>
In 2 <sup>nd</sup> (15) 16 - 18 > system on
In 4 <sup>th</sup> (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
<b>JUMP OVERCALLS</b>
PRE, new suit =F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5+/5+, 6-10
Reopen: Sound jump 6/7 cards 10-13(14)
<b>DIRECT &amp; JUMP CUE BIDS</b>
Michael's direct over ♣/♦/♥/♠ 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
<b>VS. NT</b>
1NT (STR) - Double = ♣/♦; 2♣=♥+♠; 2♦ = ♥/♠; 2♥ = ♥+MINOR; 2♠ = ♠+MINOR; 2NT = ♣+♦
1NT (WK) – Double = opening strenght
Re-open same
<b>VS. PREEMPTS</b>
Double = T/O or any strong 17+ hand; Lebensohl over 2♦/♥/♠ WK
2NT – balanced (15) 16-18> system on
3NT = to play (when jump with long minor); Leaping Michael's
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦
2♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After T/O double our voices at 1 level are unchanged, FIR
At 2 level are weak (6-9) 6+ cards; at 2 level with jump = 3-6, 6+
Re-double is for penalty, after that our double is for penalty
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> - 5 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> - 4 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>	
Subsequent	Low with interest	Same	
K is the strongest lead and asks for unblock or count vs. NT			
A and Q ask for encourage vs. NT			
10 promises 1 high honour and 9, or short suit (2-3 cards) vs. NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+)	AK (+), AK10 (+), AKJ (+)	
King	KQx (+), AK sec	KQJ (+), KQ109 (+), AKJ10	
Queen	QJx (+)	QJ109(+), AQJx (+), KQx (+)	
Jack	J10x (+), HJ10x (+)	J109/8 (+), HJ10 (+), J10x	
10	109x (+), H109 (+), 109x	H109 (+), 10x	
9	9x	109/8/7(+), 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xxxS	
<b>SIGNALS IN ORDER OF PRIORITY – UDCA</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	CT High=ODD	No any or CT	CT High=ODD
Suit 2	ATT Low=ENC		ATT Low=ENC
3	S/P when shortness		
1	ATT Low=ENC	No any or CT	ATT Low=ENC
NT 2	CT High=ODD		
Trump echo (if necessary), S/P in known length suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b>			
T/O Double: 12+ standard shape (8+ re-open) or 17+ any shape (15+ 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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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+, 12-16			
1♣ - 1♦ - double = 4♥+4♠ or 5♥+4♠ <11HCP			
1♣/♦ -1♥ - double = 0-3spades			
1♣/♦ -1♠ - double = 4+ hearts			
Lightner, Negative to 4♠, Responsive			

W B F CONVENTION CARD
CATEGORY: <b>GREEN</b>
<b>Arturo Wasik-Almudena Martorell-Ulises Thatch</b>
ALL EVENTS
<b>SYSTEM SUMMARY</b>
1♣/♦ - 3+ card, 1♠ with 3/3, 1♦ with 4/4 (11) <b>12-22</b>
1♥/♠ - 5+ card (11) <b>12-22</b>
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) <b>15-17</b>
2NT Idem (19) <b>20-22</b>
2♣ - KOKISH
2♦/♥/♠ WK (5) 6 cards (5) <b>6-10</b>
Classic PRE at 3 and 4 level; 1 <sup>st</sup> /2 <sup>nd</sup> position
PRE may be very weak in 3 <sup>rd</sup> but sound in 4 <sup>th</sup> 10-13(14)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥/♠ - 2NT* = Game try with fit 3+
1♥/♠ - 2♣* = clubs, natural 5+ cards suit or any balanced
1♥/♠ - 2X-2Y-2NT *=FG
Check-back 1X-1M-1NT-2♣*
Check-back 1X-1M-2NT-3♣*
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Inverted Drury (3 <sup>rd</sup> and 4 <sup>th</sup> )
Michael's cue-bid, Leaping Michael
Lebensohl
Puppet Stayman over 2NT
Smolen
<b>NOTES</b>
We open all 12HCP
11HCP we open with good shape
With 5+-5+ we open higher range suit
Big two-suiter 5-5+ and 9-10HCP we pass first and if possible overcall with Michael's
Aggressive overcall when opponents find fit at 2/3 level
<b>PSYCHICS:</b> Very rare

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;	1 ♣ - (Double) - 2NT = weak raise 1 ♣ - (Double/S) - 3 ♣ = game try Check-back; 3 <sup>rd</sup> suit forcing	1 ♣/♦ - Pass/Double/S- 3 ♣/♦ = 5 <sup>+</sup> cards, 9-11 (when jump)
1 ♥/♠		5	4 ♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM 3 <sup>+sup</sup> ; 1M - 2 ♣ - natural or any balanced	Splinter 1 ♥ - p - 2NT - p - 3 ♣ = weak or Singleton. 1 ♥ - p - 2NT - p - 3 ♠ = Singleton. 1 ♥ - p - 2NT - p - 3 ♥ = Strong. 1 ♥ - p - 2NT - p - 4 ♣/♦ = 5/5 Strong	1 ♥/♠ - Pass/Double/S- 3 ♥/♠ = 4 <sup>+</sup> cards, 3-6 (when jump)
1NT		Balanced	3 ♣-4 ♠	(14) 15-17 5M332, 5m422, 6m322	2 ♣ = STAY, may be weak; 2 ♦/♥/♠/3 ♣ = TRF; 3 ♦ = 5 <sup>+</sup> /5 ♥+♠ game try; 3 ♥/♠ = 5 /4 <sup>+</sup> ♣+♦ shortness 4 ♣ = 5 <sup>+</sup> /5 ♥+♠; 4 ♦/♥ = TRF	Smolen (big and small) After major transfer new suit is natural, GF strong. After minor transfer new suit is short, GF	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 ♣	*			KOKISH. Strong in ♥/♠ if balanced 23+ or any FG	2 ♦ = 0-7, any shape; rest NAT 5 <sup>+</sup> cards, 8 <sup>+</sup> 2NT = Natural 8+PH balance	2 ♣ - p - 2 ♦ - p - 2NT = 23-24PH balance 2 ♣ - p - 2 ♦ - p - 2 ♥ = nat. or 25+ PH balance	
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 ♣ = Puppet; 3 ♦/♥ = TRF (accept=fit); 3 ♠ = to 3NT ; 3ST = 5 ♠+4 ♥ limit ; 4 ♣ = 5 <sup>+</sup> /5 ♥+♠; 4 ♦/♥ = TRF 6+ cards; 4NT = INV	Accept TRS 3 ♦/♥ confirm fit, 3NT = no fit	
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		<b>HIGH LEVEL BIDDING</b>	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3	
						PODI; ROPI	