

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally sound.
Response natural. Cue bid Strong.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 16-18 with stop in Suit.
4 th 16-18 with stop in Suit.
JUMP OVERCALLS (Style; Responses; Unusual NT)
GESTHEM for NT and lowest minor.
In mayor 6 card preempt.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump Over call in major is 6 card and weak.
Cue bid GESTHEM Top & Bottom 7+HCP
Jump in NT GESTHEM Two lowest unbid suits. 7+HCP
Jump in Lowest Minor GESTHEM Two unbid suits. 7+HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong NT
DBL = 5+♥. 2♣ = 5+♠ 2♦ = Minors 44 2♥ = Majors 44
2NT shows long Minor. Forces partner to bid 3C.
3♦, 3H, 3S natural single suit.
Vs Weak NT we play Natural.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL is takeout
1 st step Two Suits same Colour.
2 nd Step Two Suits Same Rank.
3 rd Step Two suits either: ♥&♣ or ♠&♦
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Vs 1♣ CRASH. -- PASS forces partner to Bid.
OVER OPPONENTS' TAKEOUT DOUBLE
System is on. Bids at the level of 1 are not forcing.
Bids at the level of 2 are 11+ HCP.
Bids at the level of 3 are blocking. Generally Weak and Long.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Rusinow	O/E & Rusinow	
NT	4 th from long suit	Top card or O/E with Honor	
Subseq	Odd/Even & Lavinthal		
Other: NT we discard the unwanted suit / except Odd card might signal interest in. suit.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	unusual	Top forcing or top sequence	
King	Shows A or doubleton.	Top forcing or top sequence	
Queen	Shows K or doubleton.	Top forcing or top sequence	
Jack	Shows Q or doubleton.	Top forcing or top sequence	
10	Shows J or doubleton.	Top forcing or top sequence	
9	Generally, Promises Honour	Interest in suit	
Hi-X	OE	OE	
Lo-X	OE	OE	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd/Even & Lavinthal	Odd/Even & Lavinthal	O/E
Suit 2	same	same	
3			
1	Odd/Even	Odd/Even	Unwanted suit or OE
NT 2			Unwanted suit or OE
3			Unwanted suit or OE
Signals (including Trumps): Count			
Straight.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
DBL over minor shows 4/3 in majors or strong hand			
DBL in fourth position with bid under 2S is Reopening.			
DBL in fourth position. At the level of 3 is penalty.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL over Preempt is Reopening			
DBL over INT shows 5+ Hearts			
RDBL over DBL shows opening hand.			

W B F CONVENTION CARD
Joyce's Strong ♣
CATEGORY: Blue
NCBO: Guatemala
PLAYERS: Andres Spinola Asturias & Sergio Spinola
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Club.
5 card major. 11-15.
Artificial ♦ 11-15. Could be void in ♦
NT 15-17 may have 5 card suit.
4♣ asks aces: 03,14, 2 Similar, 2 Different.
Jumps are usually Weak, in overcalls and uncontested.
Lebensohl vs NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Artificial 1♦ 11-15. Could be void in ♦
2♦ shows 6 card ♥ or ♠
2♥ shows 5♥ with any other 4+ suit 7-10 HCP.
2♠ shows 5♠ with any other 4+ suit 7-10 HCP.
2NT shows 5/5 in minors 7-10 HCP.
SPECIAL FORCING PASS SEQUENCES
Over Strong 1♣ PASS forces partner to bid.
IMPORTANT NOTES
PSYCHICS: Very rare.

OPEN	Art	MIN.# CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	/	0	no	16+ HCP Any Distribution.	1♥ artificial 8+HCP Artificial; 1♦ artificial 0-7 with & holds no 5 card suit. ; 1♠ is natural 5-7 pts. 1NT, 2♣, 2♦, 2♥ is 0-7 hcp and 5+ card in transfer to higher suit. DBL over overcall 8+HCP	Natural Except. Jump in any suit shows 4441	Natural.
1♦	/	0	no	11-15 may be void in ♦	At 1 level is 0-10. 1NT nor forcing. 2♣ 11+ hcp artificial asks for major. 2♦ 11+ HCP Denies interest in major. 2♥/2♠ 11+HCP 5 card suit. ; 3 level Natural. Weak & length.	Natural.	
1♥		5	no	11-15	1 level 0-10 HCP. 1NT not forcing. 2♣11+ 3 card support. 2♦ 11+HCP no 3 card support.; 3♣ artificial 11+ HCP & 4 card support. ;3♦ artificial 7-10HCP & 4 card support.	Natural.	DBL Penalty at the 3 level.
1♠		5	no	11-15	Same as above.	Natural.	
INT				Balanced 15-17 may hold 5 card suit.	Transfers to all suits. Stayman. 2NT invite to game.	Natural.	DBL over overcall Penalty Lebensohl
2♣	/	0		55 in mayors. 10-12 hcp	2♥ or 2♠ to pass. 3 level invites. 4 level to play. 4♣ ace asking.	Natural.	
2♦	/	0		6 card Preempt in ♥ or ♠	2♥ courtesy bid. 2NT only forcing. Asks Suit in Transfer. 3 level competitive, blocking. 11+HCP	Pass or correct to the other mayor.	DBL Penalty at the 3 level.
2♥		5		5 card & 4+ second suit. 8-11 hcp. Second suit may be other major.	2NT shows good hand, asks partner bid 2 nd suit. Raise is blocking. 4 level Game try.	Natural.	DBL over overcall Penalty
2♠		5		5 card & 4+ second suit. 8-11 hcp. Second suit may be other major.	2NT shows good hand, asks partner bid 2 nd suit. Raise is blocking. 4 level Game try.	Natural.	DBL over overcall Penalty
2NT	/			55 in minors. 8-11 hcp	3 level. Partner Bids best Minor. Not forcing. 4 level in minor. Invites. 5 level to play.		
3♣	/	0		Long minor AKQJxxx no outside entries. Not forcing.	3♦ for partner to correct or pass. 3NT with outside stopers	Natural	
3♦	/	0		Preempt in ♥	Bid partner suit 3 or 4 level. Other suit invitation.	Natural	
3♥	/	0		Preempt in ♠	Bid partner suit 3 or 4 level. Other suit invitation.	Natural	
3♠		5		55 in mayors 14-15 HCP	Pass or bid at game level. 4♣ asks aces.		
3NT	/			Long broken minor. 7-9 HCP Very short in majors.	4♣ courtesy bid to pass correct		
					5♣ play game in either ♣ or ♦.		
4♣/♦				Don't use.			
4♥/♠		6		Game Try	Pass or NO interest in Slam		
4NT				Don't use			
5♣		8		Game Try. Not strong		HIGH LEVEL BIDDING	
5♦		8		Game Try. Not strong		4♣ always asks Aces: 03,14, 2 Similar (Rank or Colour), 2 Different Rank Or Different Colour). DOPI & ROPI. 5♣ is K asking.	
5♥		8		Holds 10 tricks, missing AK in suit	If partner Hold AK in suit bid 6 or 7		
5♠		8		Holds 10 tricks, missing AK in suit	If partner Hold AK in suit bid 6 or 7		