

OVERCALL WITHOUT JUMP
5-17 HCP, may be light with favourable vulnerability.
JUMP OVERCALL
Weak – usually with 6 cards
1NT OVERCALL
15/18- 2 ^a position <i>system on</i>
4 ^a position 10/14 (vuln 12-14)
CUEBID OVERCALL
Michaels over 1♥/♠ → Jump Cue asks stopper for 3Nt
At 2 level, cue over 1♣/♦, always Majors (at least 4/4)
Over weak two (<i>leaping Mich</i>)
BIDDING OVER OPPONENTS' TAKE OUT DOUBLE
Natural,
1M (Major) - "double" - Other M → fit in open M (8 + HCP)
BIDDING OVER PD'S TAKE OUT DOUBLE → Standard
DEFENCE AGAINST STRONG NT (15-17)
(Cf. with Special biddings that may require defence)
DEFENCE AGAINST WEAK NT (see Supplementary Notes)
DEFENCE AGAINST PREEMPTS → Double is "take-out"
DEFENCE AGAINST MULTICOLOUR
Over 2♦ multicolor – 2M (Maj)→ Take out double, short in bided suit (<i>take-out</i> in 4th position)
2NT→ 16-18 Bal. (<i>system on</i>).
OTHER BIDDINGS
" <i>Fit-Bid</i> " at 3 level, after pd overcall in a Major.
"Neg free-bids"
Michaels, Rubensohl y Lebensohl, Smolen, Puppet Stayman
Leaping Michaels, Roudinesco, Check- back Stayman
Supplementary Information
" <i>Lebensohl</i> " against 2 weaks openings, or similar.
" <i>Rubensohl</i> " when RHO overcall our 1NT opening bid.
In this case 2St, 3♣ y 3♦ are "transfer" bidings. (DOUBLE is NOT PENALTY) and also after 1NT Overcall
1M (Major) - " <i>double</i> " - Other M → fit in open M (8 + HCP)
LEADS AND SIGNALS

Suit → 3, 5						
Nt → 2, 4 (4th good / 2nd bad)						
SIGNALS→ UDCA (Small encourage) (UDCA count)						
OPENING LEADS STYLE						
Card	SUIT	NT				
A	AK, AKx, AKJ10	Ax, AKx, AKJx				
K	AK, KQ(+), KQJ(+)	AKJ10(+) (ask unblock.)				
Q	QJ(+), AQJ(+)	QJ(+), KQ(+)				
J	J10(+), Jx,	Same				
10	10x, HJ10(+), 109(+)	Same				
9	H109(+), 9x, 98x	H109(+), V9x, 9x, 98x				
High	High-x shows even number	2 nd best from bad suit (J9x)				
Low	Low-x shows odd number	4 th best				
LEADS ON PD'S BIDED SUIT						
Suit: 3, 5						
NT: 2, 4 (sometimes the higher one)						
SUBSEQUENT LEADS						
New suit: 3,5 or <i>Attitude</i> if seems important						
On a played suit: 3,5						
SIGNALS IN ORDER OF PRIORITY						
	Partner's Lead	Declarer's Lead		Discarding		
	Suit	Nt	Suit	Nt	Suit	Nt
1 ^a	Enc/dis	Enc/dis	count	count	Enc/dis	Enc/dis
2 ^a	count	count	pref	pref	count	count
3 ^a	S/P	S/P	S/P	S/P	S/P	S/P
Smith signal: NO						
Direct. Doubles : OK Lightner double: OK						
To encourage: small enc. (Lavinthal discards in NT)						
To give count: UDCA						
To show preference: S/P						
1403 Negative Freebids NO Drury						

CONVENTION CARD
16th World Bridge Games (Ladies Teams)
PLAYER: MIRYAM GUTIERREZ HERRERO (Spain)
PLAYER: MARIA PANADERO (Spain)
SYSTEM SUMMARY
Natural 5 Maj 2/1 1NT→ F1 1NT=15/17
GENERAL APPROACH AND STYLE
1♣/♦ = 3+ cards NO (inverted minors)
1♥/♠ = 5+ cards 11+HCP
1ST= 15/17 bal
2♣ = Strong → all strong hands, may be not game forcing
2♦/♥/♠ = 5/6 cd (5)7-11 HCP (may be less in third pos. Vuln fav)
2ST = 20/22
3♣/♦/♥/♠ = 6/7 cards preempt
3ST = "Acol" - "gambling", without side stop
4♣/♦ = preempt in ♥/♠ with Ace or King in other suit
4♥/♠ = preempt in ♥/♠
4ST = Two suiter minors (dennies opening values)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♥/♠ - 2NT= 12+HCP with 4+ cards in ♥/♠
Def against Strong NT: LIONEL
Double→ at least 44 in ♠ and another suit
2♣→ at least 44 in ♣/♥ 2♦→ at least 44 in ♦/♥
2♥/♠→ natural 2St → minors

Opening	ARTIFL.	CARDS	X NEG	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	3' / 4'
1♣		3	4♥	Natural, 3+ cards (11-21 HCP)	2♣= fit 6- 10+HCP w/o 4 Maj 2♦/♥/♠= Nat Preempt 2Nt= Nat 3♣= fit 5+ cards 10/12 HCP 3♥/♠= Preempt	NO INVERTED MINORS	
1♦		3	4♥	Natural, 3+ cards (11-21 HCP)	2♦= fit 6- 10+HCP w/o 4 Maj 3♣= Nat. Preempt 2Nt= Nat 3♦= fit 5+ cards 10/12 HCP 3♥/♠= Preempt		
1♥/1♠		5	4♦	Natural, 5+ cards (11-21 HCP)	1Nt= F1 (all positions) 2♣/♦= GF nat. , NO DRURY 2♥/♠= 8/10 HCP, fit 3 cards 2NT= Jacoby		
1NT			4♦	15/17 Bal.	2♣= Stayman 2♦/♥= Transfer 2♠→♣ 2NT→♦ 3♣/♦= invit. to 3Nt with 2 Hon. 3♥/♠= 5/4 min. singl. 4♣= Gerber 4♦= Maj(5:5) 4♥/♠= Minors(5:5) sing in M.	Smolen When RHO overcall 1NT → Neg. Doubles and Rubensohl	
2♣	yes		4♦	all strong hands, may be not game forcing	2♦ = Relay -----> 2♥, 2♠, 3♣, 3♦= Natural. 8+ HCP, at least with 5 cards with 2 honours (AKQ) in a Maj, or 6 cards in a minor.	2X is Not GF; 3X is GF.	
2♦♥/♠		5	PEN	(5)7-11 HCP	2X → Forcing → -----> 2NT → Forcing → ----->	2NT→ 3 cards fit in bided suit and Maximum hand. 3 in bided suit→ 3 cards fit and minimum hand. new suit→ 2 cards fit (better def. suit) Answerings by "steps" → (min5, min6, Max5, Max6)	
2NT			4♦	20-22 Bal.	3♣= Puppet 3♦/♥= Transfer 3♠= 5♠+4♥ 3ST= To play. 4♣/♦= Natural, slam try. 4♥/♠= Minors(5:5) sing in M.		
3♣/3♦/ 3♥/3♠		7(6)	PEN	Weak	New suit is one round forcing.		
3NT	YES		PEN	Gambling (Acol) Usually dennies side stop)	4♣= to pass or correct. 4♦= ask for singleton -----> 4♥/♠= to play.	New suit is "asking-bid" with answers by "steps": 1°=xx; 2°=Qx; 3°=xxx; 4°=Qxx.	
4♣/4♦	YES	7/8	PEN	Pre ♥/♠ with A or K side suit	"Relay"→ ask side suit with Ace or King		
4♥/4♠		7/8	PEN	pre-emptive, usually denies A or K side suit			