DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
level; $5^+$ cards, $7 - 16^{\text{HCP}}$ , stronger hand must double first	
2 level; (5) $6^+$ cards, (11) 12 - 16 <sup>HCP</sup> , stronger hand must double first	
Responses; new suit = NF (except $2/2$ , $3/2$ ), standard ranges of N	Т
Splinters, Jump raises in mayors = WK	
Over 1 level overcall: $CUE = 10^+$ with FIT $3^+$ or any FG;	
Over 2 level overcall: CUE asking for shape	
1NT OVERCALL	
$n 2^{nd} (15) 16 - 18 > system on$	
$n 4^{\text{th}_{(11)}} 12 - 14 > \text{system on}$	
X - (pass) - pass - (2NT) = 18-20 > system on	
$X - (pass) - pass - (Double) \dots$ and after $1NT = 15-17$	
X - (pass) - pass - (Double) and after jump to 2/3NT = 21-22	2
JUMP OVERCALLS	-
PRE, new suit =F1, $2NT$ = $INV^+$	
/2X - (3NT) = to play (based on any minor and stoppers outside	<u></u>
$X - (2NT) = 2$ lowest suits $5^{+}/5^{+}$ , 6-10	<i>)</i>
Reopen: Sound jump $6/7$ cards $10-13^{(14)}$	
DIRECT & JUMP CUE BIDS	
Michael's direct over $(4/2)^{4}$ $(4/2)^$	
X - (pass) - 1NT - (2X) = Michael's	
$NT - (pass) - 2X^{(TRF)} - (2Y) = suit of TRF; Michael's$	
M - (3M) = STOP ASK, 1m - (3m) = Natural PRE	
VS. NT (WK or STR)	
$NT - (double) = \mathbf{V} + \mathbf{A}; 2\mathbf{A} \diamond \mathbf{V} \mathbf{A} = suit 6^+; 2NT = \mathbf{A} + \mathbf{A}$	
VS. PREEMTS	
Double = T/O or any strong $17^+$ hand; Lebensohl over $2 \neq / \neq / \Rightarrow$ W	VK
PNT = balanced (15) 16-18 > system on	
BNT = to play when jump, with long minor	
Leaping Michael's over 2♥/♠ WK	
VS. ARTIFICIAL STRONG OPENINGS	
$ (STR) - (double) = \forall + \land; suit = natural; 1NT = \land + \diamond $	
$2 = (\text{STR}) - (\text{double}) = \forall + \diamond; \text{ suit} = \text{natural}; 2\text{NT} = \diamond + \diamond$	
$2 \diamond (STR) - (double) = \forall + \diamond; suit = natural; 2NT = \diamond + \diamond$	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
After T/O double our voices at 1 level are unchanged, F1R	
At 2 level are weak 6-9; $6^+$ cards; at 2 level with jump = $3-6^{HCP}$ , 6	5+
Redouble is for penalty, after our double was for penalty	
Γruscott over 1♥/♠; Reversed Truscott over 1♣/♦	

		S AND S		LS
	OPE	NING LEADS	STYLE	
	Lead		In Par	tner's Suit
Suit	<b>3</b> <sup>rd</sup> - <b>5</b> <sup>th</sup> <b>2</b> <sup>nd</sup> - <b>4</b> <sup>th</sup>		Same	
NT				
Subsequent	Low with i		Same	
A and Q ask	ngest lead and as for encourage vs	5. <b>NT</b>		
10 promises	one high honour		suit (2-3 c	cards) vs. NT
Land	Va Suit	LEADS	Va N	г
Lead Ace	Vs. Suit AKx <sup>(+)</sup>		Vs. N'	, AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>
King	KQx <sup>(+)</sup> , Ak	sec		<sup>+)</sup> , KQ109 <sup>(+)</sup> , AKJ10
Queen	OJx (+)		~	(+) AQJx <sup>(+)</sup> , KQx
Jack	J10x <sup>(+)</sup> , H.	10x <sup>(+)</sup>		<sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x
10		109 <sup>(+)</sup> , 109x		<sup>(+)</sup> , 109x, 10x
9	9x		1098/7	
Hi-X				
Lo-X		Hxxx <mark>S</mark> , xxxx <mark>S</mark>		x <mark>S</mark> x, Hxx <mark>S</mark> , xxxS
		IN ORDER O		RITY
	artner's Lead	Declarer's L	ead	Discarding
1 C	$\Gamma$ High = EVEN	No any or CT		CT High = EVEN
	TT High = ENC			ATT High = ENC
	${ m P}$ when shortness			
	TT High = ENC	No any or CT		ATT High = ENC
NT 2 C	T High = EVEN			
		DOUBLES		
		DOUDLES		
	ТА	KEOUT DOU	BLES	
T/O Double:	: 12 <sup>+</sup> standard sha	pe (8 <sup>+</sup> re-open)	or 17 <sup>+</sup> a	ny shape (15 <sup>+</sup> re-open)
Responses; j	umps are positive	e 4 <sup>+</sup> cards, cue-b	$id = 10^+,$	standard ranges NT
T/O Double	over PRE at any	level		
T/O Double	when opponents	support each ot	her direct	tly at any level
SPECIAL	, ARTIFICIAL	& COMPETIT	TIVE DO	UBLES/RDLS
	ort double /redout			
2 ♦ <sup>(Multi)</sup> – ((	double) = T/O ov	er 🛦; pass an	d then do	uble = T/O over 💙
$2 \bullet (Multi) - (s$	$suit) = natural 5^+,$	12-16		
	$) - \frac{1}{\text{double}} = 4 \mathbf{V} + \mathbf{V}$		<11HCP	
	) - double = 0-3 s			
	) - double = 4 <sup>+</sup> ho			
Double – Lig	ghtner; Negative	to 4 <b>▲</b> ; Respons	ive when	opponents fit

W B F CONVENTION CARD	W	B	F	CO	N	/EI	ITI	ON	CA	RD
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CATEGORY: GREEN

Player: Nuria ROMAGUERA CUEVAS - ESP 2812497

Player: Rosa SANZ PÉREZ - ESP 2812164

For ALL EVENTS

## **SPAIN**

## SYSTEM SUMMARY

1 ♣/♦	$-3^+$ card, 1* with 3/3, 1* with 4/4	(11) <b>12-22</b>
1♥/♠	– <b>5</b> <sup>+</sup> card	(11) 12-22
1NT	- Balanced, 5M332, 5m422, 6m322 OK	15-17
2NT	Idem	20-22
2 <b>♣</b> – F	G based on many HCP	
	$\bigstar$ WK – 6 cards	6-10
Classic	PRE at 3 and 4 level; 1 <sup>st</sup> /2 <sup>nd</sup> position	
PRE m	ay be very weak in 3 <sup>rd</sup> but sound in 4 <sup>th</sup> 1	0-13(14)
SF	PECIAL BIDS THAT MAY REQUIR	E DEFENSE
	$2NT^* = Game try with fit 3^+$	
1♥/♠ -	$2 = 2^{+} \text{clubs}, 10^{+ \text{ HCP}}; \text{ F1R}$	
1♥/♠ -	2X; 2Y - 2NT * = FG	
1X - 11	M; $1NT - 2 $ = Check-back	
	M; $2NT - 3 * * = Check-back$	
3NT Ga	ambling (7/8) AKQ in one minor (no A/	K outside)
Michae	l's cue-bid, Leaping Michael	
Lebens		
Third s	uit forcing 1♣ – Pass – 1♥/♠ – Pass; 2♣	- Pass $-2 + *$
	NOTES	
We ope	n all 12 <sup>+HCP</sup>	
11 <sup>HCP</sup> W	ve open at 1 <sup>st</sup> level with good shape	
	-5 <sup>+</sup> we open higher range suit	
	ning forced to play game or to double	1.0 1105
We do 1	not open 2. with many winner's tricks a	and few HCP
	p-suiter 5-5 <sup>+</sup> and 9-10 <sup>HCP</sup> we pass-first and with Michael's	nd if possible
0.0100		2/2 11
Aggres	sive overcall when opponents find fit at	2/3 level
	<b>PSYCHICS:</b> NO	

U	IF TAL	MIN. NO. OF CARDS			_			
OPENING	TICK IF ARTIFICIAI		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣/♦		3	4	(11) 12-22 <sup>HCP</sup>	$1m - 2m = 6 - 10^{HCP}; 1m - 3m = INV, 5^+;$	Check-back;	1 / -Paso/Double/S-3 / =	
					new suit jump shift = $12^{+\text{HCP}}$ , $6^+$ cards;	3 <sup>rd</sup> suit forcing	5 <sup>+</sup> cards, 9-11(when jump)	
1♥/♠		5	4 🛦	(11) 12-22 <sup>HCP</sup>	$1M - 2M = 6 - 10^{\text{HCP}}$ ; $1M - 3M = WK$ ; $1M - 2NT = LIM 3^+$ $1 \checkmark / \spadesuit - 2 \clubsuit$ - natural or any balanced	Splinter	$1 \checkmark / = Paso/Double/S-3 \checkmark / = 4^+ cards, 3-6 (when jump)$	
1NT		Balanced	3♣-4♠	15-17 <sup>HCP</sup> 5M332, 5m422, 6m322	$2 = \text{STAY}, \text{ may be weak}; 2 \neq / \neq / \Rightarrow / \Rightarrow = \text{TRF};$ $3 = 5^+/5^+ \neq + \Rightarrow \text{ game try}; 3 \neq / \Rightarrow = 5^+/4^+ \Rightarrow + \Rightarrow \text{ shortness}$ $4 \Rightarrow 5^+/5^+ \neq + \Rightarrow; 4 \neq / \Rightarrow = \text{TRF}$	Smolen	Responders double is 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*	*			Forcing to Game	$2 \bullet = 0.7$ , any shape; rest NAT 5 <sup>+</sup> cards, 8 <sup>+</sup>	2♣ - 2♦; 2NT system on		
2♦/♥/♠		6		$PRE-6 10^{HCP} \text{ (1}^{st/2^{nd})}$	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>	
2NT		Balanced		20-22 <sup>HCP</sup> 5M332, 5m422, 6m322	$3 = \text{STAY}; 3 \neq / \Psi = \text{TRF}; 3 = A + \Phi$ $4 \neq / \neq / \Psi = \text{TRF}$	Accept TRS $3 \blacklozenge / \blacklozenge$ confirm fit, $3NT = no$ fit; Smolen		
3♣/♦/♥/♠		(6) 7		$PRE-610^{HCP}(1^{st/2^{nd}})$	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		HIGH L	EVEL BIDDING	
						4NT - RKCB 03/14+Q	, 5NT – Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine 5NT (Grand slam try 5NT) 0-1-2-3		
						PODI		