

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1 level; 5 <sup>+</sup> cards, 7 – 16 <sup>HCP</sup> , stronger hand must double first
2 level; (5) 6 <sup>+</sup> cards, (11) 12 – 16 <sup>HCP</sup> , stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Splinters, Jump raises in majors = WK
Over 1 level overcall: CUE = 10 <sup>+</sup> with FIT 3 <sup>+</sup> or any FG;
Over 2 level overcall: CUE asking for shape
<b>1NT 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 <sup>+</sup>
1/2X – (3NT) = to play (based on any minor and stoppers outside)
1X – (2NT) = 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10
Reopen: Sound jump 6/7 cards 10-13 <sup>(14)</sup>
<b>DIRECT &amp; JUMP CUE BIDS</b>
Michael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10 <sup>(11)</sup> or 17 <sup>+</sup>
1X – (pass) – 1NT – (2X) = Michael's
1NT – (pass) – 2X <sup>(TRF)</sup> – (2Y) = suit of TRF; Michael's
1M – (3M) = STOP ASK, 1m – (3m) = Natural PRE
<b>VS. NT (WK or STR)</b>
1NT – (double) = ♥+♠; 2♣♦♥♠ = suit 6 <sup>+</sup> ; 2NT = ♣+♦
<b>VS. PREEMTS</b>
Double = T/O or any strong 17 <sup>+</sup> hand; Lebensohl over 2♦/♥/♠ WK
2NT = balanced (15) 16-18 > system on
3NT = to play when jump, with long minor
Leaping Michael's over 2♥/♠ WK
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1♣ <sup>(STR)</sup> – (double) = ♥+♠; suit = natural; 1NT = ♣+♦
2♣ <sup>(STR)</sup> – (double) = ♥+♠; suit = natural; 2NT = ♣+♦
2♦ <sup>(STR)</sup> – (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 <sup>+</sup> cards; at 2 level with jump = 3-6 <sup>HCP</sup> , 6 <sup>+</sup>
Redouble is for penalty, after our double was for penalty
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> - 5 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> - 4 <sup>th</sup>	Same	
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 one high honour and 9 or short suit (2-3 cards) vs. NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx <sup>(+)</sup>	AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>	
King	KQx <sup>(+)</sup> , AK sec	KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10	
Queen	QJx <sup>(+)</sup>	QJ109 <sup>(+)</sup> AQJx <sup>(+)</sup> , KQx	
Jack	J10x <sup>(+)</sup> , HJ10x <sup>(+)</sup>	J109 <sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x	
10	109x <sup>(+)</sup> , H109 <sup>(+)</sup> , 109x	H109 <sup>(+)</sup> , 109x, 10x	
9	9x	1098/7 <sup>(+)</sup> , 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxS	HxS, xSx, HxxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	CT High = EVEN	No any or CT	CT High = EVEN
Suit 2	ATT High = ENC		ATT High = ENC
3	S/P when shortness		
1	ATT High = ENC	No any or CT	ATT High = ENC
NT 2	CT High = EVEN		
DOUBLES			
TAKEOUT DOUBLES			
T/O Double: 12 <sup>+</sup> standard shape (8 <sup>+</sup> re-open) or 17 <sup>+</sup> any shape (15 <sup>+</sup> re-open)			
Responses; jumps are positive 4 <sup>+</sup> cards, cue-bid = 10 <sup>+</sup> , standard ranges NT			
T/O Double over PRE at any level			
T/O Double when opponents support each other directly at any level			
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/RDLS			
3 card support double/redouble until 2 level repeat suit			
2♦ <sup>(Multi)</sup> – (double) = T/O over ♠; pass... and then double = T/O over ♥			
2♦ <sup>(Multi)</sup> – (suit) = natural 5 <sup>+</sup> , 12-16			
1♣ – (1♦) – double = 4♥+4♠ or 5♥+4♠ <11HCP			
1♣/♦ – (1♥) – double = 0-3 spades			
1♣/♦ – (1♠) – double = 4 <sup>+</sup> hearts			
Double – Lightner; Negative to 4♠; Responsive when opponents fit			

W B F CONVENTION CARD
CATEGORY: GREEN
Player: Nuria ROMAGUERA CUEVAS - ESP 2812497
Player: Rosa SANZ PÉREZ - ESP 2812164
For ALL EVENTS
<b>SPAIN</b>
SYSTEM SUMMARY
1♣/♦ – 3 <sup>+</sup> card, 1♠ with 3/3, 1♦ with 4/4 (11) 12-22
1♥/♠ – 5 <sup>+</sup> card (11) 12-22
1NT – Balanced, 5M332, 5m422, 6m322 OK 15-17
2NT Idem 20-22
2♣ – FG based on many HCP
2♦/♥/♠ WK – 6 cards 6-10
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 <sup>(14)</sup>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♠ – 2NT* = Game try with fit 3 <sup>+</sup>
1♥/♠ – 2♣* = 2 <sup>+</sup> clubs, 10 <sup>+</sup> HCP; FIR
1♥/♠ – 2X; 2Y – 2NT* = FG
1X – 1M; 1NT – 2♣* = Check-back
1X – 1M; 2NT – 3♣* = Check-back
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Michael's cue-bid, Leaping Michael
Lebensohl
Third suit forcing 1♣ – Pass – 1♥/♠ – Pass; 2♣ – Pass – 2♦*
NOTES
We open all 12 <sup>+</sup> HCP
11 <sup>HCP</sup> we open at 1 <sup>st</sup> level with good shape
With 5 <sup>+</sup> -5 <sup>+</sup> we open higher range suit
2♣ opening forced to play game or to double
We do not open 2♣ with many winner's tricks and few HCP
Big two-suiter 5-5 <sup>+</sup> and 9-10 <sup>HCP</sup> we pass-first and if possible
overcall with Michael's
Aggressive overcall when opponents find fit at 2/3 level
<b>PSYCHICS: NO</b>

