

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
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
INT OVERCALL
In 2 nd (15) 16 - 18 > system on
In 4 th (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
JUMP OVERCALLS
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)
DIRECT & JUMP CUE BIDS
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
VS. NT
1NT (STR) - Double = ♣/♦; 2♣=♥+♠; 2♦ = ♥/♠; 2♥ = ♥+MINOR; 2♠ = ♠+MINOR; 2NT = ♣+♦
1NT (WK) – Double = opening strenght
Re-open same
VS. PREEMPTS
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
VS. ARTIFICIAL STRONG OPENINGS
1♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦
2♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
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, 6+
Re-double is for penalty, after that our double is for penalty
Truscott over 1♥/♠;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd - 5 th	Same	
NT	2 nd - 4 th	2 nd - 4 th	
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			
LEADS			
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	1098/7(+), 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxS	HxS, xSx, HxxS, xSxx	
SIGNALS IN ORDER OF PRIORITY – UDCA			
	Partner's Lead	Declarer's Lead	Discarding
1	CT High =EVEN	No any or CT	CT High = EVEN
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 = EVEN		
Trump echo (if necessary), S/P in known length suit			
DOUBLES			
TAKEOUT DOUBLES			
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			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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: GREEN
Margarita Fernández-Almudena Martorell
ALL EVENTS
SYSTEM SUMMARY
1♣/♦ - 3+ card, 1♠ with 3/3, 1♦ with 4/4 (11) 12-22
1♥/♠ - 5+ card (11) 12-22
1NT - Balanced, 5M332, 5m422, 6m322 OK (14) 15-17
2NT Idem (19) 20-21
2♣ -intermediate strong M or GF
2♦ multi. Weak in M or strong in m or 22-23 H balanced
2♥/♠ WK 5-5 cards (2♥+other; 2♠+m)
Classic PRE at 3 and 4 level; 1 st /2 nd position
PRE may be very weak in 3 rd but sound in 4 th 10-13(14)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥/♠ - 2NT* = Game try with fit 3+
1♥/♠ - 2♣* = clubs, natural 5+ cards suit or any balanced
Inverted minors (INV+)
Check-back 1X-1M-1NT-2♣ (Roudinesco)
Check-back 1X-1M-2NT-3♣*
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Drury (3 rd and 4 th)
Michael's cue-bid, Leaping Michael
Lebensohl
Puppet Stayman over 2NT
Smolen
NOTES
We open all 12HCP
11HCP we open with good shape
With 5+-5+ we open higher range suit
Aggressive overcall when opponents find fit at 2/3 level ^o
PSYCHICS: 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 = PRE; 1m - 2m = INV+, 5 ⁺ ; new suit jumps = WK, 6 ⁺ cards;	1♣ - (Double) - 2NT = weak raise 1♣ - (Double/S) - 3♣ = game try Check-back; 3 rd suit forcing	
1♥/♠		5	4♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 6-10; 1M - 2NT = LIM 3 ^{+sup} ; 1M - 2♣ - natural or any balanced	Splinter 1♥ - p - 2NT - p - 3♣ = weak or Singleton. 1♥ - p - 2NT - p - 3x = Singleton. 1♥ - p - 2NT - p - 3♥ = Strong. 1♥ - p - 2NT - p - 4♣/♦ = 5/5 Strong	1♥/♠ - Pass/Double/S- 3♥/♠ = 4 ⁺ 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 ⁺ /5♥+♠ game try; 3♥/♠ = 5/4 ⁺ ♣+♦ shortness 4♣ = 5 ⁺ /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♣	*			GF or indeterminate strong in M OR 24+ balanced	2♦ = 0-7, any shape; rest NAT 5 ⁺ cards, 8 ⁺ 2NT = Natural 8+PH balance	2♣ - p - 2♦ - p - 2NT = 24+PH balance	
2♦	*	(5) 6		Multi (weak-M or strong-m or 22-23 balanced)	2♥/♠ = p/c, 2ST = ask, 3♦ = natural		May be very weak in 3 rd , Sound in 4 th
2♥/♠	*	5+-5+		7-10H, ♥ and other/7-10H, ♠ and a minor	2ST = Strong ask, 2♣ = p/c, 3♦ = natural 2ST = Strong ask, 3♣ = p/c, 3♦ = natural		
2NT		Balanced		(19) 20-22 5M332, 5m422, 6m322	3♣ = Smolen; 3♦/♥ = TRF (accept=fit); 3♠ = minors; 3ST = 5♠+4♥ limit; 4♣/4♦/♥ = TRF 6+ cards; 4NT = INV	Accept TRS 3♦/♥ confirm fit, 3NT = no fit	
3♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 st /2 nd)	New suit is natural 5 ⁺ and FG		May be very weak in 3 rd , Sound in 4 th
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 rd , Sound in 4 th
4NT	*			6 ⁺ /5 ⁺ ♣+♦		HIGH LEVEL BIDDING	
5♣/♦		(8) 9		PRE		RKCB 14/30+Q, Specific King Ask, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT), exclusion blackwood (0-1-2-3)	
						DOPI; ROPI	