

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) (no transfer)
CUEBID OVERCALL
Michaels over 1♥/♠ → Jump Cue asks stopper for 3Nt
At 2 level, cue over 1♣/♦, always Majors (at least 5♥/4♠)
Over weak two -Leaping Michaels
BIDDING OVER OPPONENTS' TAKE OUT DOUBLE
Natural,
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"
Over weak two -Leaping Michaels
DEFENCE AGAINST MULTICOLOUR
Over 2♦ multicolor – DOUBLE= Take out in Spades . Rest is natural.
2NT → 16-18 Bal. (<i>system on</i>).
OTHER BIDDINGS
Michaels, Lebensohl, Smolen, Puppet Stayman
Leaping Michaels, Check- back Stayman
Jacoby, Truscott, XYZ
Supplementary Information
"Lebensohl" against 2 weaks or similar.

LEADS AND SIGNALS						
Suit → 3, 5						
Nt → 2, 4 (4th good / 2 nd bad)						
SIGNALS → High encourage (Std 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, HJ10(+),	Same				
10	10x, , H109(+)	Same				
9	109 x, 9x, 98x	109(+), 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: Attitude 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						
Eco in triumph: if seems necessary: OK						
Direct. Doubles : OK Lightner double: OK						
To encourage: HiGH enc. (Lavinthal discards in NT)						
To give count: High/small shows even number of cards						
To show preference: S/P in Nt.						
Supplementary Information						
Usual Conventions:						
Truscott - Jacoby 2NT Smolen - Puppet Stayman						
Namyats Support doubles and redoubles						

56th European Team Championships
CONVENTION CARD
PLAYER: LOLA MINGOT (Spain/Women)
PLAYER: MARIA PANADERO (Spain/Women)
SYSTEM SUMMARY
Natural 5 Maj 2/1 1NT → F1 (1NT=15/17)
GENERAL APPROACH AND STYLE
1♣/♦ = 3+ cards XYZ
1♥/♠ = 5+ cards 11+HCP
1NT = 15/17 bal
2♣ = Strong → all strong hands, may be not game forcing
2♦/♥/♠ = 6 cd (5)7-11 HCP (may be less in third pos. Vuln fav)
2NT = 20/21
3♣/♦/♥/♠ = 6/7 cards preempt
3ST = "Acol" - "gambling", without side stop
4♣/♦ = preempt in ♥/♠ with Ace or King in other suit
4♥/♠ = preempt in ♥/♠
4NT = Two suiter minors (denies opening values)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
XYZ Check-Back Stayman Walsh Third suit Forcing
Def against Strong NT:
Double → Any minor suit
2♣ → at least 5♥/4♠ 2♦ → Multilandy (6♥/♠)
2♥/♠ → 5M+4m 2nt → Minors

Opening	ARTIFL.	CARDS	X NEG	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	3 ^r / 4 ^r
1♣		3	4♥	Natural, 3+ cards (11-21 HCP) (Third suit Forcing)	2♣ = fit 6- 10+HCP w/o 4 Maj 2♦/♥/♠ = Nat Preempt 2Nt= Nat 3♣ = Preempt 3♥/♠ = Preempt	Inverted Truscott after opponents double 1♣- X – 2NT= Fit ♣ weak 1♣- X – 3♣= Fit ♣ invit. +	
1♦		3	4♥	Natural, 3+ cards (11-21 HCP) (Third suit Forcing)	2♦ = fit 6- 10+HCP w/o 4 Maj 3♣ = Nat. Preempt 2Nt= Nat 3♦ = Preempt 3♥/♠ = Preempt	Inverted Truscott after opponents double 1♦- X – 2NT= Fit ♦ weak 1♦- X – 3♦= Fit ♦ invit. +	
1♥/1♠		5	4♦	Natural, 5+ cards (11-21 HCP)	1Nt= F1 (all positions) 2♣/2♦= DRURY 2♥/♠= 8/10 HCP, fit 3 cards 2NT= Jacoby, 11+ PHD, 3+ cartas -----> 3♣/3♦= 7 cards (2-7 PH) 3♥/3♠= Preempt	DRURY 3♣ = Minimum hand (12-13) or singleton (void) in ♣. 3x= Singleton 4x= two suiter 5+5 4♥/4♠=13-14 H without singleton 3♥/3♠=18+ H, without singleton 3NT=15-17 H, without singleton.	
1NT			4♦	15/17 Bal.	2♣ = Stayman 2♦/♥ = Transfer 2♠→♣ 2NT→NAT. 3♣ = Transfer ♦ 3♦ = 5/5 minors GF 3♥/♠ = 5/4 min. singl. 4♣ = Maj(5:5) 4♦ = Transfer ♥ 4♥ = Transfer ♠	Smolen When RHO overcall 1NT → Neg. Doubles and Lebensohl	
2♣	yes		4♦	all strong hands, may be not game forcing (KOKISH)	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. Kokish 2♣ - 2♦ 2♥→2♠ 2NT= 25/27 bal	
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) 3X= Honour in bided suit - Maximum hand	
2NT			4♦	20-22 Bal.	3♣ = Puppet 3♦/♥ = Transfer -----> 3♠ = Transfer to 3NT 3ST= 5♠+4♥ -----> 4♣ = Asking Aces 4♦ = Maj(5:5) 4♥/♠ = 5/5 min. Singl (slam)	3♥/♠ = shows fit. 3Nt dennies fit in ♥/♠. 4♠ = Slam try in ♦. 4♦ = Slam try in ♣.	
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♥/♠ = to play.		
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	Preempt			

SLAM APPROACH	
RKCB – 1430	→ 5♥= 2 without triumph Queen 5♠= 2 with Queen 4NT→ 5Nt= 2 Aces + "useful void" 4NT→ 6♣ = 1 Ace + "useful void"

5NT (after 4Nt) → Kings → STEPS
EXCLUSION Blackwood – answering by steps
When opps overcall 4NT
"PASS" → even number of Aces
"DOUBLE" → odd number of Aces

Opps double a control bid → XX= first control; Pass= 2 nd Control.
"PSYCHICS OPENINGS" – Rare, eventually in third position with favourable vulnerability.

DEFENCE AGAINST STRONG CLUB
Double → Any good suit (dennies opening values)
1♦→ Majors (4/4)+
1♥/♠→ Major + minor (Major can be 4 cards)
1ST→ Minors (4/4)+
2♣/♦/♥/♠→ Natural, “preempt” (less than “double”)
2ST→ Preempt with any good suit
3♣/♦/♥/♠→ Preempt with NO good suit

DEFENCE Against Weak NT

1.1. **Double**→ 13+ points, balanced hand;

1.2. **2♣**→ at least 4/4 in Majors (11-14 HCP);

Over 2♣, bids are:

2♦→ Choose; 2♥/♠→ Weak preference;

2Nt→Relay GF; 3X→ Invitational.

1.3. **2♦**→ Transfer to ♥; **2♥**→ Transfer to ♠;

1.4. **2♠**→ two suiter of spaced suits → 2Nt is relay: 3♣ (♣/♥); 3♦ (♦/♠).

1.5. **2Nt**→ Transfer to ♣, or ♦;

1.6. **3X**→ Two suiter of contiguous suits;

1.7. **IN REVEIL** only: 2♣ (maj.) 2Nt (min.);

Rest is natural and **double**, 13+HCP.