

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 5 ⁺ cards, 7 – 16, stronger hand must double first
2 level; (5) 6 ⁺ cards, (11) 12 -16, 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 ⁺ with FIT 3 ⁺ or any FG;
Over 2 level overcall: CUE asking for shape
1NT 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) -2Y (suit of TRF) X, Y are Michael's
1M-3M= STOP ASK, 1m-3m= Natural PRE
VS. NT
1NT (WK) - double T/O, 2♣= M+M; 2♦= M; 2♥=♥+m; 2♠=♠+m
2NT = ♣+♦
1NT (STR) – double = m 6 ⁺ ; 2♣= M+M; 2♦= M 6 ⁺ ;
2♥=♥+m; 2♠=♠+m
VS. PREEMTS
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 = 3-6HCP, 6 ⁺
Re-double is for penalty, after that our double is for penalty
Truscott over 1♥/♠; Reversed Truscott over 1♣/♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd - 5th	Same	
NT	2nd - 4th	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 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⁽⁺⁾, 109x, 10x	
9	9x	1098/7⁽⁺⁾, 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xSxx	
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		
3			
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 DOUBLES/RDLS			
3 card support double /redouble until 2 level repeat suit			
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 = 0-3 spades			
1♣/♦ -1♠ - double = 4 ⁺ hearts			
Lightner, Negative to 4♠, Responsive when opponents fit			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SPAIN
Nuria ROMAGUERA CUEVAS - ESP 2812497
Maria Angeles MURUAGA LOPEZ - ESP 2811510
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 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 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♣* = 2 ⁺ clubs, natural 5 ⁺ cards suit or any balanced
1♥/♠ - 2X-2Y-2NT *=FG
Check-back 1X-1M-1NT-2♣*- ROUDI
Check-back 1X-1M-2NT-3♣*
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♣ – Pas – 2♦*
NOTES
We open all 12HCP
11HCP we open with good shape
With 5 ⁺ -5 ⁺ we open higher range suit
We never open 1♣/♦ with 5 cards mayor suit
2♣ opening forced to play game or to double.
We do not open 2♣ with many winners' tricks and few HCP
Big two-suiter 5-5 ⁺ and 9-10HCP we pass first and if possible
overcall with Michael's
Aggressive overcall when opponents find fit at 2/3 level
PSYCHICS: NO

