

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS		
1 level; 5+ cards, 6– 15, stronger hand must double first		
2 level; (5) 5+cards, 8-15 stronger hand must double first		
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT		
Jump raises = WK		
Over 1 level overcall: CUE = 10+ with FIT 3+ or any shape		
Jump CUE =12+ with FIT 4+		
Over 2 level overcalls: CUE show strong support a/o NT game interest		
1NT OVERCALL		
In 2 nd (15) 16 - 18 > system on		
In 4 th (11) 10 - 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 – generally preemptive		
new suit =NF, 2NT= INV		
1/2X- 3NT= to play (based on any minor and stoppers outside)		
1x – 2NT = 2 lowest suits 5+/4+, 6-10		
Reopen: Sound jump 6/7 cards 10-13(14)		
DIRECT & JUMP CUE BIDS Michaels + Leaping Michaels		
Michael's direct over ♠/♥/♦/♣ 5+/4+, 4-10(11) or 17+		
1X-p-1NT-2X takeout		
VS. NT CAPP MODIFIED in direct seat only:		

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 (+) asks for attitude	AK (+), AK10 (+), AKJ (+)	
King	KQx (+), AK Asks for count	KQJ (+), KQ109 (+), AKJ10	
Queen	QJx (+)	QJ10/9(+) 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, xxxxS	HxS, xSx, HxxS, xSxx	
SIGNALS IN ORDER OF PRIORITY			
Suit or NT	Partner's Lead	Declarer's Lead	Discarding
1	Attitude H/L	CT or none	Laventhal
Suit 2	ATT		

W B F CONVENTION CARD		
CATEGORY: GREEN ALL	NCBO: SPAIN	
EVENTS		
PLAYERS: PILAR VILLAR MARTA NOGUEIRA		
SYSTEM SUMMARY		
2/1 Forcing Game with Bergen Raises (11) 12-22		
1♦-1♥ 5+ card (11) 12-22		
1NT - Balanced, , 5m422, 6m322 OK (14) 15-17		
2NT -possible 5c M (19) 20-21		
2♦ multi = 2S/2H weak. Minor strong22-23 nt		
2/♥/♠ weak- M+minor.		
Classic PRE at 3 and 4 level; 1 st /2 nd position		
PRE may be very weak in 3 rd		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2D multi		
BERGEN raises 1M-p-3D=10-11 hcp w/4 cards; 1M-p-3C=6-9 hcp w/4 cards		
1M-p-2♦/♦ = GF 1M-p-2NT=GF Jacoby 4cards+opening 1M-p-3M=Preempt w/4 cards 1M-p-4M= Preempt w/5 cards		
Inverted minors (INV+) Game force		

1NT (STR) - Double = minor....2♣ majors; 2♦ = 1 major ; 2♥=Hearts + minor. 2 Spades= Spades + minor

1NT (WK) – Double = opening strength
Re-open same

VS. PREEMPTS – Leaping Michaels

Double = T/O or any strong 17+ hand; Lebensohl over weak 2

2NT – balanced (15) 16-18> system on

3NT = to play (when jump with long minor); Leaping Michael's

OVER OPPONENTS' TAKEOUT DOUBLE

After T/O Negative free bid NF

Re-double is for penalty, suggest no fit; after that our double is for penalty

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

Negative X to 3♣

Responsive X to 3♣

Maximal X to 3♣

ROUDI. 1m-1M-1nt- 2T*

Check-back 1X-1M-2NT-3♣*

3NT Gambling (7/8) AKQ in one minor (no A/K outside) Drury (3rd seat

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°

PSYCHICS: Very rare

OPENING	TICKIF ARTIFICIAL	MIN.NO.OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3	3♠	(11) 12-22	1m - 3m = PRE; 1m - 2m = FG 5; new suit jumps = WK, 6+ cards;	1♣ - (Double) - 2NT = weak raise 1♣ - (Double/S) - 3♣ = game try Check-back; 3rd suit forcing 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♥/♦		5	3♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 8-9 3 Card support; 1M - 1NT=5+hcp Forcing 1 rd; 1M-1NT; 2x -2M: 5-7 pts 2 cards min. Rev. Bergen Raises 3♣/3♦4cards & 10-11 or 6-9 pts 1M – 2NT FG 4 cards + opening count 1M-3 other M= ambiguous splinter FG	1□/□ -Pass/Double/S- 3□/□ = 4+cards, 3-6 (when jump)	
1NT		Balanced	3	(14) 15-17 Balanced; no 5-card M	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 overall 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 3rd, Sound in 4th
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 (1st/2nd)	New suit is natural 5+ and FG		May be very weak in 3rd, Sound in 4th
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 3rd, Sound in 4th
4NT	*			6+/5+ □+□		HIGH LEVEL BIDDING	
5□/□		(8) 9		PRE		RKCB 30 40+Q, Specific King Ask, Splinter	

						Josephine, Super Josephine (Gran slam try 5NT), exclusion blackwood (0-12-3)
						DOPI; ROPI