

| 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 <sup>+</sup> with FIT 3 <sup>+</sup> or any shape<br>Jump CUE =12 <sup>+</sup> with FIT 4 <sup>+</sup><br>Over 2 level overcalls: CUE show strong support a/o NT game interest |
| INT OVERCALL   |
| In 2 <sup>nd</sup> <sub>(15)</sub> 16 - 18 > system on   |
| In 4 <sup>th</sup> <sub>(11)</sub> 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 <sup>+</sup> /5 <sup>+</sup> , 6-10  |
| Reopen: Sound jump 6/7 cards 10-13 <sub>(14)</sub>   |
| DIRECT & JUMP CUE BIDS Michaels + Leaping Michaels   |
| Michael's direct over ♠♥♦♣ 5 <sup>+</sup> /4 <sup>+</sup> , 4-10 <sub>(11)</sub> or 17 <sup>+</sup>  |
| 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 <sup>rd</sup> - 5 <sup>th</sup>                | Same  |            |
| NT  | 2 <sup>nd</sup> - 4 <sup>th</sup>                | 2 <sup>nd</sup> - 4 <sup>th</sup>                             |            |
| Subsequent  | Low with interest                                | Same  |            |
| K is the strongest lead and asks for unblock or count vs. NT<br>A and Q ask for encourage vs. NT<br>10 promises 1 high honour and 9, or short suit (2-3 cards) vs. NT |  |   |            |
| LEADS   |  |   |            |
| Lead  | Vs. Suit   | Vs. NT  |            |
| Ace   | akx <sup>(+)</sup><br>asks for attitude          | AK <sup>(+)</sup> , AK10 <sup>(+)</sup> , AKJ <sup>(+)</sup>  |            |
| King  | KQx <sup>(+)</sup> , AK<br>Asks for count        | KQJ <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10             |            |
| Queen   | QJx <sup>(+)</sup>                               | QJ10/9(+), AQJx <sup>(+)</sup> , KQx <sup>(+)</sup>           |            |
| Jack  | J10x <sup>(+)</sup> , HJ10x <sup>(+)</sup>       | J109 <sub>8</sub> <sup>(+)</sup> , HJ10 <sup>(+)</sup> , J10x |            |
| 10  | 109x <sup>(+)</sup> , H109 <sup>(+)</sup> , 109x | H109 <sup>(+)</sup> , 10x                                     |            |
| 9   | 9x   | 109 <sub>8/7</sub> <sup>(+)</sup> , 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  | Lavinthal  |
| Suit 2  | ATT  |   |            |
|   |  |   |            |

| W B F CONVENTION CARD  |
|--|
| CATEGORY: <span style="color: green;">GREEN</span> ALL<br>NCBO: SPAIN  |
| EVENTS   |
| PLAYERS:<br>PILAR VILLAR<br>MARTA NOGUEIRA   |
| SYSTEM SUMMARY   |
| 2/1 Forcing Game with Bergen Raises<br><div>(11) 12-22</div>   |
| 1♠-1♥ 5 <sup>+</sup> card<br><div>(11) 12-22</div>   |
| 1NT - Balanced, , 5m422, 6m322 OK<br><div>(14) 15-17</div>   |
| 2NT -possible 5c M<br><div>(19) 20-21</div>  |
| 2♦ multi = 2S/2H weak. Minor strong22-23 nt<br>2/♥/♠ weak- M+minor.  |
| 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>  |
|  |
|  |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2D multi   |
| BERGEN raises 1M-p-3D=10-11 hcp w/4 cards;<br>1M-p-3C=6-9 hcp w/4 cards  |
| 1M-p-2♣/♦ = GF<br>1M-p-2NT=GF Jacoby 4cards+opening<br>1M-p-3M=Preempt w/4 cards<br>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<br>Re-open same   |
|  |
|  |
|  |
|  |
| VS. PREEMPTS – Leaping Michaels  |
| Double = T/O or any strong 17 <sup>+</sup> 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 <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 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 (3 <sup>rd</sup> seat |
|  |
| Lebensohl  |
| Puppet Stayman over 2NT  |
| Smolen   |
|  |
| NOTES  |
| We open all 12HCP  |
| 11HCP we open with good shape  |
| With 5 <sup>+</sup> -5 <sup>+</sup> we open higher range suit                    |
| Aggressive overcall when opponents find fit at 2/3 levelº                        |
|  |
| PSYCHICS: Very rare  |
|  |
|  |
|  |

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

| OPENING  | TICK IF<br>ARTIFICIAL | MIN.NO.OF<br>CARDS | NEG.DBL<br>THRU | DESCRIPTION  | RESPONSES   | SUBSEQUENT ACTION   | COMPETITIVE &<br>PASSED HAND<br>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<br>1♣ - (Double/S) - 3♣ = game try<br>Check-back; 3 <sup>rd</sup> suit forcing   |   |
| 1♥/♠     |                       | 5                  | 3♠              | (11) 12-22   | 1M - 3M = WK;<br>1M - 2M = 8-9 3 Card support;<br>1M - 1NT=5+hcp Forcing 1 rd;<br>1M-1NT; 2x -2M: 5-7 pts 2 cards min.<br>Rev. Bergen Raises 3♣/3♦4cards & 10-11 or 6-9 pts<br>1M – 2NT FG 4 cards + opening count<br>1M-3 other M= ambiguous splinter FG | Splinter<br>1♠ - p - 2NT - p - 3♣ = weak or Singleton.<br>1♠ - p - 2NT - p - 3x = Singleton.<br>1♠ - p - 2NT - p - 3♠ = Strong.<br>1♠ - p - 2NT - p - 4♣/♠ = 5/5 Strong | 1♠/♠ -Pass/Double/S-<br>3♠/♠ = 4+cards, 3-6<br>(when jump)  |
| 1NT      |                       | Balanced           | 3               | (14) 15-17<br>Balanced; no 5-card M                | 2♠ = STAY, may be weak; 2♠/♠/♠/3♠ = TRF;<br>3♠ = 5+/5 ♠+♠ game try; 3♠/♠ = 5 /4+ ♠+♠ shortness<br>4♠ = 5+/5 ♠+♠; 4♠/♠ = TRF   | Smolen (big and small)<br>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<br>OR 24+ balanced | 2♠ = 0-7, any shape; rest NAT 5+cards, 8+<br>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 <sup>rd</sup> , Sound in 4 <sup>th</sup>  |
| 2♠/♠     | *                     | 5+-5+              |                 | 7-10H, ♥ and other/7-10H, ♠ and a minor            | 2ST = Strong ask, 2♠ = p/c, 3♦ = natural<br>2ST= Strong ask, 3♠ =p/c, 3♦ = natural  |   |   |
| 2NT      |                       |                    |                 |  |   |   |   |
|          |                       | Balanced           |                 | (19) 20-22<br>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 <sup>st</sup> /2 <sup>nd</sup> )   | New suit is natural 5+ and FG   |   | May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>  |
| 3NT      | *                     |                    |                 | Gambling AKQxxxx in ♠/♠<br>no A/K outside          | 4/5/6♠=P/C; 4M= to play; 4♠ = asks for singleton<br>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 <sup>rd</sup> , Sound in 4 <sup>th</sup>  |
| 4NT      | *                     |                    |                 | 6+/5+ ♠+♠  |   | HIGH LEVEL BIDDING  |   |
| 5♠/♠     |                       | (8) 9              |                 | PRE  |   | RKCB 30 40+Q, Specific King Ask, Splinter   |   |

|  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|
|  |  |  |  |  |  | Josephine, Super Josephine <small>(Gran slam try 5NT)</small> , exclusion blackwood (0-12-3) |
|  |  |  |  |  |  | DOPI; ROPI   |