

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>	
1 level= 8+ Hcp, 5+ cards	
2 Level= 11+ Hcp, (5) 6+ cards	
<b>Responses:</b> Cue= 11+	
New suit= Nat, No forcing	
<b>Reopening:</b> 8+ Hcp., 5+ cards (Could be 4 cards at 1 level)	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-17 Hcp.	
<b>Responses:</b> Nat.; Cue= Stayman	
4 <sup>th</sup> live: 2suiter, other suits 5+4+, weak( 8-11)	
<b>Reopening:</b> 11-13 (14) Hcp.	
<b>Responses:</b> Sys on over (1m)    All suits TRF over (1M)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak (6-10), 2 level= 6 cards; 3 level= 7 cards	
<b>Unusual NT:</b> 2suiter w 2 lower suits	
<b>Reopen:</b> 12-15, 6 cards	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
<b>DIRECT:</b> Michaels cuebids (2 suiters), Constructive 11+ Hcp	
<b>JUMPS CUE-BIDS:</b> Ask for stopper	
VS. NT (vs. Strong/Weak; Reopening; PH)	
<b>Vs Strong NT:</b> X= 1 minor    2♣= Landy (Ms)    2♦= Multi	
2♥= ♥ + minor    2♦= ♦ + minor    2NT: Both minors	
<b>Reopening:</b> SAME	
<b>Vs weak NT:</b> X= 13+ HCP, Others= SAME	
<b>Reopening:</b> SAME	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
T/O Double	
Cue= 2 Suiter	
Vs 2 weak= Leaping Michaels    Cue= Both minors	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦	
Vs 1♦: X= ♥ + ♦; 1x= Natural; 1NT= ♦ + ♦	
VS 2♦: X= ♦; 2x= Natural; 2NT= ♦ + ♦	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX= 10+ Hcp    1/1= Sys on    2/1= 6-9 Hcp, NF    Jumps= Weak	
After XX; Pass forcing at 1 or 2 levels	
Truscott over 1M    Truscott inverted over 1m	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
<b>Suit</b>	5, 3, 1	5, 3, 1	
<b>NT</b>	4, [2 (or 1) from bad suits]	5, 3, 1	
<b>Subseq</b>	Att	Att	
<b>Other:</b> K vs NT ask unblock (A, Q, or J) or count			
LEADS			
Lead	Vs. Suit	Vs. NT	
<b>Ace</b>	AK+	AKx+; Ax	
<b>King</b>	KQ+, AK	AKJ+; KQJ; KQ10+	
<b>Queen</b>	QJ+ Qx	QJ10/9; Qx; KQxx+	
<b>Jack</b>	J10+; Jx	J10+, Jx	
<b>10</b>	109+; 10x; H109(+)	HJ10+; 109+; 10x	
<b>9</b>	9x, HH9(+)	H109+; J10+; Jx	
<b>Hi-X</b>	1, 3	2 (1), 4	
<b>Lo-X</b>	5, 3, 1	4, (2,1)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
<b>1</b>	L= Enc	L= Even	L= Enc
<b>Suit 2</b>	L= Even	S/P	S/P
<b>3</b>	S/P		
<b>1</b>	L= Enc	L= Even	
<b>NT 2</b>	L= Even	S/P	
<b>3</b>	S/P		
Signals (including Trumps):			
No Smith signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually 12+ Hcp. [Could be 10+ HCP if good distribution] or 18+ any distr.			
<b>Responses:</b> Nat., Suit w 0-7(8) Hcp; Jumps w 8-11 Hcp.			
Cue= 12+ (could be 9+ if both majors)			
<b>Reopening:</b> 8+ Hcp if good distribution; or 14+ any distrbution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DOUBLE and REDOUBLE			
MAX OVERCALL DOUBLE			
Many NEG Doubles			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: SPAIN - SWEDEN	
PLAYERS: M. SAINZ DE VICUNA – M. MICHELSSEN	
EVENT: European Online Women Teams Championship	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Major	
Better minor, 3+	
Strong 1NT= 15-17 Hcp. (Usually no 5M, but 6m or 54 possible)	
2♦/♥/♠= Natural, weak, 6-10 Hcp.	
2♣= Art. F.; 23+ if Bal. (Kokish relay)	
3NT= Gambling, solid minor w no side stoppers	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
TRF responses over 1♣	
WJS responses	
3NT= Gambling, solid minor w no side stoppers	
SPECIAL FORCING PASS SEQUENCES	
Standard, when our side is clearly stronger	
IMPORTANT NOTES	
PSYCHICS: Very rare (hardly ever)	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION				RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION		RESPONSES				
1♣		3	4♣	(11) 12-22 Hcp	Walsh    1♦=; 1♥=; 1♣= ♦ or Bal or ♣	2♣/2♦= 2 way check-back after 1x1y; 1z	1♣ (1♦) X= ♥    1♣ (1♦) 1♥= ♣			
				3+ cards	1NT= 8-10    2♣= 6-9    3♣= 10-11	3♣= Sign off after 1x1y; 1z	1♣ (1♦) 1♣= No ♥, No ♣			
					2♥/♣= 2-6 Hcp, 6 cards	3♣= Checkack after 2NT(18-19 bal)	1♣(1♥)X= ♣    1♣(1♥)1♣=No ♣			
1♦		3	5♣	(11) 12-22 Hcp	1♥/♣= Nat    1NT= 6-10    2♣= 10+ F1R	2♣/2♦= 2 way check-back after 1x1y; 1z	1♦ (1♥) X= 4+♣			
				4+ cards except 4432	2♦= 6-9    3♦= 10-11	3♣= Sign off after 1x1y; 1z	1♦ (1♥) 1♣= No 4♣			
				Could be 4♦5♣	2♥/♣= 2-6 Hcp, 6 cards	3♣= Checkack after 2NT(18-19 bal)				
1♥		5	5♦	(11) 12-22 Hcp	1NT= 6-10 NF    2/1= 10+, F1R	2♣/2♦= 2 way check-back after 1♥1♣; 1NT				
				5+ cards	2NT= Raise limit+, 3+♥    3♣/4♣/♦= Splinter	3♣= Sign off after 1x1y; 1z				
					2♣= 2-6 Hcp, 6 cards    3♣/♦= 6+ cards, 5-9 Hcp		2♣= Drury-Fit			
1♣		5	5♥	(11) 12-22 Hcp	1NT= 6-10 NF    2/1= 10+, F1R	1♣ 2x; 2NT= 15-17				
				5+ cards	2NT= Raise limit+, 3+♣	1♣ 2x; 2♣ 3♣= F. 15+ HD				
					3♣/♦= 6+ cards, 5-9 Hcp    4♣/♦/♥= Splinter		2♣= Drury-Fit			
1NT		4♥		15-17 Hcp	2♣= Stay 5 responses [2NT=Both min, 3♣=Both Max]	1NT 2♣; 2NT/3♣ 3♦/♥= TRF ♥/♣				
				Usually no 5M,	2♦/♥/♣/3♣= TRF ♥/♣/♦    3♦= Nat. invitative					
				but 6m or 54 possible	3♥/♣= Sgl w (5-4)m    4♣= 5♣5♥    4♦/♥= TRF ♥/♣					
2♣	√			Art. Strong	2♦= Neg. 0-7 (8) Hcp	2♣ 2♦; 2♥= Kokish relay				
				23+ if Bal	Others= Nat. 5+ cards, 8+Hcp.	2♣ 2♦; 2NT= 23-24 Hcp				
2♦	6 (5) (7)			6-10 Hcp (in 4 <sup>th</sup> 10-13)	New suit= F					
					2NT= Strong ask    Raise= Pre					
2♥	6 (5) (7)			6-10 Hcp (in 4 <sup>th</sup> 10-13)	New suit= F					
					2NT= Strong ask    Raise= Pre					
2♣	6 (5) (7)			6-10 Hcp (in 4 <sup>th</sup> 10-13)	New suit= F					
					2NT= Strong ask    Raise= Pre					
2NT		4♥		20-22 Hcp	3♣: Puppet STY    3♦/♥= TRF    3♣= Puppet to 3NT ↗	Pass= To play; or 4♣/♦= Slam Try in ♦/♣				
				Could have 5 card M	3NT= 5♣4♥    4♣= 5♣5♥    4♦/♥= TRF ♥/♣	or 4♥/♣= Sgl w 55ms				
3♣	7 (6)			1 <sup>st</sup> /2 <sup>nd</sup> Good suit	New suit= F					
3♦	7 (6)			1 <sup>st</sup> /2 <sup>nd</sup> Good suit	New suit= F					
3♥	7 (6)				New suit= F					
3♣	7 (6)				New Suit= F					
3NT				Gambing	4♣= P/C; 4♦= Ask shortness ↗	4♥/♣: Short; 4NT= No Short; 5m= Short om				
				Solid minor w/o stoppers	4M= To play; 4NT= Ask number cards ↗	5♣/♦= 7 cards; 5♥/♣= ♣/♦ w 8 cards; etc				
4♣	7+			Pre	4M= To play	HIGH LEVEL BIDDING				
4♦	7+			Pre	4M= To play	RKCB 14-30 (POD1) (PODE)				
4♥	7+			Pre		Exclusion BW (30-41)				
4♣	7+			Pre		First round or second round control cue-bids				
4NT						5NT BW if 4NT not available				
5♣						5ST GSF (Resp. by steps)				

