DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIG	NALS		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING:	LEADS STYLE				
Michael's cue, except 1 Club – 2 club = natural. 1T/1D -2D		Lead		In Par	tner's S	
Michael's	Suit	1, 3 y 5		Natura		
1C-2C/1P/2P = Michael's cue	NT	1, 2 y 4		Natural		
Jump level 2 = débil (1 T-2D = Mayors. Level de 3 =Barrage						
Jump suit oponent = ask stop						
X + suit = 17 + X + NT = 18 +	Subseq	Small = int				
		_avinthal against	NT			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	1				
En 2, 15-17. Cue = stay. Others natural	Lead	Vs. Suit		Vs. N		
En 4, 10-14. Natural. Cue = Stayman	Ace				sk inter	
	King		mber of cards		nlock o	
	Queen	Roman	TT10	roman		
THE OVER CALL C (C) I B	Jack	Roman. + H		Idem		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Roman + H	109x	Idem		
1T-2D Michael's cue	9	Nat		Nat		
Level 2 = weak. Level 3 = barrage	Hi-X		Interest		Interest No interest	
	Lo-X	No interest	DIODIEN	No int	erest	
Reopen: natural		N ORDER OF P		1	D:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's Le	ad	Disca	
Against 1M opp opening, 2NT = minors	ev	igh = interest or en	High = even		High	
1M - 3 same $M = ask$ stop	Suit 2		low = odd		low =	
		w = no interest				
	-	lem	High = even		high :	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		Low = odd		low =	
Against strong NT: DONT in 2 ^a and 4 ^a position	3 id	em				
		uding Trumps):	l			
Against weak NTI: In 2a, X=: 13+, 2C = Mayors, 2D = 1 Mayor, 2H		Interest + even nu	ımber. İn triump	oh suit, h	igh-low	
= H + 1 menor, $2S = S + 1$ minor, $2NT = minors$. IN 4^a , $X = 10 + (monor others)$	ruii or odd n	umber of cards				
same others) VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	- 					
	-		DOUBLES			
X natural			DOUBLES			
Cue over 1 minor= Mayors., except 1C-2C = nat	TA KEOLIE	DOLIDI EG (G)	1 D	D .		
NT betwen opp= other 2 suits	TAKEOUT	DOUBLES (Sty	le; Responses;	Reopen	ing)	
Suddenly NT = any 2 suits Over 2H/S - 4 minor = that minor + other Mayor						
	Natural					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 stor 2 story	Ivaturai					
Natural OVER ORDONENTS: TAKEOUT DOUBLE	GDECIAL A	DTIFICIAL	OMETITE TO	DDI C T	DIC	
OVER OPPONENTS' TAKEOUT DOUBLE	_	ARTIFICIAL & C	OMPETITIVE	DRF2/R	:DLS	
1 level = natural, F1R; 2 level = weak; 3 level = barrage; 2NT =	X Lightner					
fit and 11+	V		J			
1NT v. depending magning gyetem on	A with 3 car	rds fit or strong l	nana			
1NT-x – depending meaning, system on						

		A DO A NID GLON	MAT C		W.D.E.GONWEN
DENIINI		EADS AND SIGN	NALS		W B F CONVEN
rEMIN nit Γ	Lead 1, 3 y 5 1, 2 y 4	5	In Partne Natural Natural	r's Suit	CATEGORY: MM NCBO: AEB PLAYERS Ana Francés
ıbseq	Small = i	ntarast			Antonio Francés
	el Lavinthal agains				11
EADS	2 Euvinina agams				SYSTEM SUI
ead ee ng ng neen ek	AR, odd n Roman Roman. + Roman + Nat Interest	H109x	roman Idem Idem Nat Interest	ck or number cards	NATURA GENERAL APPROACH AND ST Mayor 5 $1C = 2+; 1D = 4+$ $1NT = 15-17$ $2T = FG$ $2D = 21 + ; after 2NT = 23-24; 2C/2$ $3x = Barrage$
)-X	No interes		No intere	st	3x = Barrage
	S IN ORDER OF				3NT= Acool, without other honor
1 Suit 2 3 1 NT 2	Partner's Lead High = interest or even low = no interest idem idem	Declarer's Lea High = even low = odd High = even Low = odd	H lo h	biscarding ligh = interest bw = no interest igh = lavinthal bw = lavinthal	SPECIAL BIDS THAT MAY RE 3 and 4 suit F1R Blackwood = 0-3/1-4 (from 4) 1Club - 2D = 11+ with club 1D -3Club = 11+ with D Lebhensol Transfer Checkback 2 over 1 = 10+ (F until 2NT)
gh-low	ncluding Trumps): = Interest + even red number of cards		oh suit, high	-low = interest in	Michael's cue (except 1T-2T = nat. Splinter. Direct= 10-12 (incluiding Splinter opener = strong ha = 18-19 + fit + 5-4-2-2)
AKEOU	UT DOUBLES (Se	DOUBLES yle; Responses;	Reopening)	Trial bid = ask suit, 3+ SPECIAL FORCING PASS SEQU

Antonio Francés SYSTEM SUMMARY NATURAL ERAL APPROACH AND STYLE 2+; 1D = 4+= 15-17 21 +; after 2NT = 23-24; 2C/2P =weak Barrage Barrage

W B F CONVENTION CARD

CIAL BIDS THAT MAY REQUIRE DEFENSE

ael's cue (except 1T-2T = nat. 1T-2D = Mayors)

ter. Direct= 10-12 (incluiding 1spite-4 heart)

Splinter opener = strong hand. (1m - 1x - 4) opening minor

CIAL FORCING PASS SEQUENCES

If opp are defending, pas and after x, tell suit = Slam try

IMPORTANT NOTES

2NT when partners said suit = fit Sweden defense against X penalty

	F [A	Š						
OPENING	TICK IF ARTIFICIA L	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		2	4pic	11-21	Natural, except 2D = 11+ with fit. 3Club = barrage	Splinter opener		
					Splinter. 3 fit = barrage	2NT = 18-19. Check-back		
1 ♦		4	4 pic	11-21	Natural, except $3T = 11+$ with fit. $3D =$ barrage	Idem ""		
1♥		5	4 pic	11-21	Splinter, 2NT = 11+ with fit. 3 fit = barrage	After 2 NT: 3 suit = 3+ cartas; 4 suit = splinter; 3 Mayor no interest; 3NT = 15-17 reg.		
1 🛦		5	4 cor	11-21		Idem ""		
INT			2 pic	15-17	STAY (could be weak), TRF; 4T = ask ases (steps answer), 4D = Both Mayors			
2*	X	0	penalty	20+	2D negative/waiting	After 2NT, TRF, BARON. $3 S = 5 S + 4 H$ or very weak 1 minor		
2♦	X	0	penalty	20-24	2 H = negative/waiting	After 2NT, TRF and BARON. 3 S = 5 S + 4 H or very weak 1 minor		
2♥		6	penalty	Weak	2NT = interrogative. Others nat	Other suit = honor or short		
2♠		6	penalty	Weak	Idem "	Idem ""		
2NT			penalty	20-22	3C = BARON. TRF. 4 minor = Slam try , 3S = S + H or very weak 1 minor	After slam try, 4NT = negative		
3 .		7	penalty	Barrage. En 1 pos. w/o lateral honour	Natural	Natural		
3♦		7	penalty	"	Natural	Natural		
3♥		7	penalty		Natural	Natural		
3 .		7	penalty		Natural	Naural		
3NT	X	7	penalty	Acool w/o lateral honour	4T = pass or correct 4D = ask short suit 4NT = ask number of cards	Over 4D: 4NT = 7-2-2-2 H/S = short 5C = My suit + short D 5D = My suit + short C Over 4NT= steps (5C = 7 cards, 5D = 8)		
4 .		8	penalty	Barrage	Nat	Nat		
4♦		8	penalty	Barrage	Nat	Nat		
4♥		8	penalty	Natural	Nat	Nat		
4 A	V	8	penalty	Natutral Natutral	Nat	Nat		
4NT	X		penalty	Minors Bicolor	Nat	Nat	DDING	
5 ♣ 5 ♦						HIGH LEVEL BIDDING Splinter		
5♥						DOPI/ROPI		
5♠						Pass and after partners X, tell suit = slam try X lightner		