



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level; Sound 2-level.
Responses: New suit = NF (1-level may be 4th).
New suit JUMP = FG.
Jump RAISE = PRE.
2NT = Raise
4th Live: CUE = NAT; 1NT = Other suits (54+).
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS = 15 ⁺ -18 HCP.
ReOpen: 1NT = 11-14(15) HCP.
Responses: CUE = Like Stayman; Jumps = Invitative;
4th Live = Other suits (54+).
Unusual NT = Two-suiter.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WEAK.
2-Suit: 2NT (over M) = ♣+♦ (55+) weak or very strong.
2NT (over m) = Om+M (55+) weak or very strong.
Reopen: 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP.
DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)
1♣-2♣ = NAT with ♣.
1♦-2♦ or 1♣-2♦ = ♥+♠ (54+); then 2NT = ASK
1M-2M = OM+m (45+); then 2NT = ASK minor.
Jump CUE = FG (3NT interest).
VS. NT (VS. Strong (15+))
2♣ = ♣ and a major.
2♦ = ♦ and a major
2♥ = both majors
DBL = One suit.
2♠ = Spades weaker.
Reopen: the same
VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)
LEB after (WK2x)-DBL-(P).
DBL = Takeout thru 4♥; 3NT = to play.
2NT after WK2x = NAT 16-19 HCP.
VS. ARTIFICIAL STRONG OPENINGS
Aggressive
OVER OPPONENTS' TAKEOUT DOUBLE
New suit 1-level = F1 at least 4 good cards.
New suit 2-level = NF (8-11).
New suit single Jump: 2-level = PRE; 3-level = Support.
2NT = Raise; 3 Support = PRE.

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3th/5th	3th/5th		
NT	2th/4th	3th/5th		
Subseq.	Attitude (2th/4th)			
Other: Rusinow (Spanish adaptation).				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK+(even)	AK+(even)		
King	AK+(odd); KQ	AK+(odd); KQ		
Queen	KQx(+); QJ	KQx(+); QJ		
Jack	QJx(+); J10	QJx(+); J10		
10	J10x(+); 109	J10x(+); 109		
9	109x(+); 9x	109x(+); 9x		
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+		
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+; (HxS)		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Hi=ENCRG	Hi/Lo=E	Hi=ENCRG
	2	Hi=2 cards	(S/P)	Hi/Lo=E
	3	(S/P)		
NT	1	Hi=ENCRG	Hi/Lo=E	Lavinthal
	2		S/P	
	3			
Signals (including Trumps): Trumps: Hi/Lo = Ruff interest (or suit preference).				
LAVINTHAL vs NT, SMITH signal vs NT.				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Opening values; CUE-BID=F until a suit is bid twice.				
(1X) - DBL - (1Y) - DBL = Penalty.				
(1X) - DBL - (SUPP) - DBL = RESP DBL.				
Competitive DBL in support biddings ... (NOTE 5).				
SPECIAL, ARTIFICIAL AND COMPETITIVE				
NEG DBL THRU 4♠.				
NEG DBL: unlimited w/o 5-card suit.				
RESP DBL THRU 4♠.				
COMP DBL				
1NT-(Overcall)-DBL = RESP DBL.				
1♣ - (1♦) - 1M = At least 4th good.				
1X - (1Y) - 1♠ = At least 4th good.				



WBF

Convention Card



CATEGORY: **NATURAL**

NCBO: **SPAIN** EVENT: **Any E.B.L.**

PLAYERS: Carmen Cafranga -José Ignacio Torres

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL, Five Cards Major.
1♣ = 2+
1♦ = 4+ (5 cards tendency)
1NT Opening: NAT 11 ⁺ -14 HCP.
2 OVER 1 Response: F2NT.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = Forcing game.
2♦ = Weak in ♥ or strong any except ♥.
2♥ = Strong ♥
2♠ = Weak ♠ (5+).
Gambling 3NT. Normaly no Ace, King or void outside.
Responses:
2NT over minor = BAL 15-18 HCP.
2NT over major = Raise.
Competitive:
Over 1NT Doubled = ART defense (Swedish Defense)
Modified Lebensohl.
Competitive 2NT in jump = Limit raise.
Takeout double.
SPECIAL FORCING PASS SEQUENCES
1NT - (DBL) - PAS = RDB obliged
1NT - (DBL) - RDB = 2♣ obliged
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
In 3th: Opening may be weak (8+ HCP).
PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♠	- NAT 11-22 HCP. - BAL 15*-20 HCP.	1♦ = 3+; 1NT = 7*-10 HCP; 2♣ = F till 3♣; 3♣ = 8-10 HCP; New suit jump = strong; 2NT = BAL 15-18 HCP.	1♣-1X-1NT = 15-17 HCP (then 2♣ = ask) 1♣-1M-2♣-2♦ = 3th suit forcing ART. 4th suit forcing ART.	2NT = BAL 11-12 HCP. 2♣ = NF.
1♦		4	4♠	- NAT 11-21 HCP. - BAL with 5♦ 15*-19 HCP. (May be weak in 3th)	1NT = 6-10 HCP; New suit jump = strong; 2♦ = 6-9; 2NT = BAL 15-18 HCP..	1♦-1X-1NT = 15*-18 HCP (then 2♣ = ask) 1♦-1♠-2♦-2♥ = 3th suit forcing, NAT tendency. 4th suit forcing ART (in any opening).	2NT = BAL 11-12 HCP.
1♥/1♠		5	4♠	- NAT 11-21 HCP. (May be 4 cards in 3th) (May be weak in 3th)	2NT = Support F1; Jump Raise = Weak Splinters	1M-2NT: 3♣ = inquiry; Other suit = asking in the suit. 1M-2M: 2NT F Ask; Other suit = trial-bid.	1NT = 6-10 HCP. 2NT = support not FG. Jumps = fit (1♥-2♠ also).
1NT		-	2♠	- NAT 11*-14 HCP	2♣ = Ask (like stayman) 2♦ = relay to 2♥, any suit to play or to invite. 2♥/2♠/3♣/3♦ = NAT forcing; 3♥/3♠ = ♣+♦ and singleton in the bid suit.	Over 2♣, 2♦ = Min. maybe majors. 1NT-2M = step responses (support & strength).	
2♣	✓	-	-	- Forcing game.	2♦/2NT = No Aces, Neg. o Pos. Other = Aces	2♣-2♦-2NT = BAL 25... HCP (resp. like 2NT open.).	
2♦	✓	-	-	- Strong any suit except ♥. - BAL 22*-24 HCP. - NAT Weak 6-11 HCP.	2♥ = NEU 2NT = Ask. Other suit = NAT F1	2♦-2♥-2NT = BAL 22*-24 HCP (resp. like 2NT).	
2♥	✓	5	-	- Strong in ♥ (NF).	Natural		
2♠		5	-	- NAT Weak 6-11 HCP. (In 3th. may be weaker)	2NT = ask feature if not Min; 3♠ = PRE; New suit = F1.	2♠-2NT: 3♠ = Min; 3NT = AKQ; Other = not minimum and lateral values.	New suit = NF
2NT		-	-	- NAT 20*-22 HCP.	3♣ = Baron: 3♦/3♥ = transfer: 3♠ = 5♠+4♥. 4♣/4♦ = NAT FG (slam try); 4NT = Quant.	2NT-4♣/4♦: 4NT = not support (not slam interest). 2NT-3♦/3♥: Immediate bid = not support.	
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).		
3NT	✓	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.	HIGH LEVEL BIDDING	
4X		6	-	- PRE.		-CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). -Splinter and MiniSplinter. -Blackwood 5 Aces; DOPI, ROPI. -Josephine, Lightner. -PASS then pull is Slam try.	
4NT	✓	-	- Aces asking (Blackwood).				