


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WB FC ONVENTION CARD
<b>OVERCALLS</b>	<b>OPENING LEADS STYLE</b>			CATEGORY: COUNTRY: <b>SPAIN</b> EVENT: PLAYERS: Wrzysztof Marek Wilda <b>Marcela Mugerza Balesta</b> 
1 level; 5+ cards, 7-16, stronger hand must double first		Lead	In Partner's Suit	
2 level; (5) 6+ cards, (11) 12-16, stronger hand must double first	<b>Suit</b>	-4 <sup>th</sup>	Same	
Responses; newsuit = NF (except 2/2, 3/2), standard ranges of NT	<b>NT</b>	-4 <sup>th</sup>	Same	
Splinters, Jump raises = WK	Subsequent	Low with interest	Same	
Over 1 level overcall: CUE = 10+ with FIT 3+ or any FG; Jump CUE = 12+ with FIT 4+	<b>K</b> is the strongest lead and asks for unblock or count vs. <b>NT</b> <b>A</b> and <b>Q</b> ask for encourage vs. <b>NT</b> <b>10</b> promises 1 high honour and 9, or short suit (2-3 cards) vs. <b>NT</b>			
Over 2 level overcalls: CUE asking for shape				
<b>INT OVERCALL</b>	<b>LEADS</b>			<b>SYSTEMS SUMMARY</b>
In 2 <sup>nd</sup> (15) 16-18 > system on	Lead	Vs. <b>Suit</b>	Vs. <b>NT</b>	<b>1 ♣ / ♦ - 3<sup>+</sup> card, 1 ♠ with 3/3, 1 ♠ with 4/4</b> (11) <b>12-22</b> <b>1 ♥ / ♠ - 5<sup>+</sup> card</b> (11) <b>12-22</b> <b>1NT</b> -Balanced, 5M332, 5m422, 6m322OK (14) <b>15-17</b> <b>2NT</b> Idem (19) <b>20-22</b> <b>2 ♣</b> -FG based on many HCP <b>2 ♦ / ♥ / ♠</b> WK (5) 6 cards (5) <b>6-10</b> 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> but sound in 4 <sup>th</sup> 10-13 (14)
In 4 <sup>th</sup> (11) 12-14 > system on	Ace	<b>AKx<sup>(+)</sup></b>	<b>AK<sup>(+)</sup>, AK10<sup>(+)</sup>, AKJ<sup>(+)</sup></b>	
1X-pass-pass-2NT=18-20 > system on	King	<b>KQx<sup>(+)</sup>, AK<sup>sec</sup></b>	<b>KQJ<sup>(+)</sup>, KQ109<sup>(+)</sup>, AKJ10</b>	
1X-pass-pass-Double... and after 1NT=15-17	Queen	<b>QJx<sup>(+)</sup></b>	<b>QJ10/9(+), AQJx<sup>(+)</sup>, KQx<sup>(+)</sup></b>	
1X-pass-pass-Double... and after jump to 2/3NT=21-22	Jack	<b>J10x<sup>(+)</sup>, HJ10x<sup>(+)</sup></b>	<b>J109/8<sup>(+)</sup>, HJ10<sup>(+)</sup>, J10x</b>	
<b>JUMP OVERCALLS</b>	10	<b>109x<sup>(+)</sup>, H109<sup>(+)</sup>, 109x</b>	<b>H109<sup>(+)</sup>, 109x, 10x</b>	
PRE, newsuit = F1, 2NT = INV+	9	<b>9x</b>	<b>10987<sup>(+)</sup>, 9x</b>	
1/2X-3NT= to play (based on any minor and stoppers outside)	Hi-X	<b>Sx, Hx, HxSx, xxSx</b>	<b>Sx, Hx, HxxSx, xxxSx</b>	
1x-2NT= 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10	Lo-X	<b>HxS, xxS, HxxxS, xxxxS</b>	<b>HxS, xSx, HxxS, xxxS</b>	
Reopen: Sound jump 6/7 cards 10-13 (14)	<b>SIGNALS IN ORDER OF PRIORITY</b>			
<b>DIRECT &amp; JUMP CUE BIDS</b>		Partner's Lead	Declarer's Lead	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michael's direct over ♣/♦/♥/♠ 5 <sup>+</sup> /5 <sup>+</sup> , 6-10 (11) or 17 <sup>+</sup>	1	CT <sub>High</sub> =ODD	No any or CT	CT <sub>High</sub> =ODD
1X-p-1NT-2X	Suit 2	ATT <sub>High</sub> =DISC		ATT <sub>High</sub> =DISC
1NT-p-2X (TRF to Y)-2Y is Michael's scue-bid	3	S/P when shortness		
1m-3m=Natural PRE; 1M-3M=STOP ASK	1	ATT <sub>High</sub> =DISC	No any or CT	ATT <sub>High</sub> =DISC
<b>VS. NT</b>	NT 2	CT <sub>High</sub> =ODD		
1NT (STR or WK) -double = ♥+♠; suit = natural; 2NT = ♣+♦	3			
2NT - double = ♥+♠; suit = natural; 3NT = ♣+♦	S/P in trumps (if necessary), S/P in known length suit			
Re-open same	<b>DOUBLES</b>			
<b>VS. PREEMPTS</b>	<b>TAKEOUT DOUBLES</b>			<b>NOTES</b>
Double = T/O or any strong 17 <sup>+</sup> hand; Lebensohl over 2 ♦ / ♥ / ♠ WK	T/O Double: 12 <sup>+</sup> standard shape (8 <sup>+</sup> re-open) or 17 <sup>+</sup> any shape (15 <sup>+</sup> re-open)			We open all 12 HCP
2NT-balanced (15) 16-18 > system on	Responses; jumps are positive 4 <sup>+</sup> cards, cue-bid = 10 <sup>+</sup> , standard ranges NT			11 HCP we open with good shape
3NT = to play (when jump with long minor); Leaping Michael's	T/O Double over PRE at any level			With 5 <sup>+</sup> -5 <sup>+</sup> we open higherrangesuit
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	T/O Double when opponents support each other directly at any level			We never open 1 ♣ / ♦ with 5 card mayor suit
1 ♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			2 ♣ opening forced to play game or to double. We do not open 2 ♣
2 ♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦	3 card support double / redouble until 2 level repeat suits			with many winner tricks and few HCP
2 ♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦	2 ♦ (Multi) - double = T/O over ♠; pass... and then double = T/O over ♥			Big two-suiter 5-5 <sup>+</sup> and 9-10 HCP we pass first and if possible
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	2 ♦ (Multi) - suit = natural 5 <sup>+</sup> , 12-16			overall with Michael's
After T/O double our voices at 1 level are unchanged, FIR	1 ♣ - 1 ♦ - double = 4♥+4♠ or 5♥+4♠ < 11 HCP			Aggressive overcall when opponents find fit at 2/3 level
At 2 level are weak (6-9) 6 <sup>+</sup> cards; at 2 level with jump = 3-6, 6 <sup>+</sup>	1 ♣ / ♦ - 1 ♥ - double = 0-3 spades			
Re-double is for penalty, after that our double is for penalty	1 ♣ / ♦ - 1 ♠ - double = 4 <sup>+</sup> hearts			
Truscott over 1 ♥ / ♠; Reversed Truscott over 1 ♣ / ♦	Lightner, Negative to 4 ♠, Responsive when opponents fit			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3	4♠	(11)12-22	1m-3m=INV; 1m-2m=6-10,5 <sup>+</sup> ; newsuitjumps=WK,6 <sup>+</sup> cards;	Check-back; 3 <sup>rd</sup> suit forcing Splinter	1♣/♦-Paso/Double/S-3♣/♦=5 <sup>+</sup> cards, 9-11 (when jump)
1♥/♠		5	4♠	(11)12-22	1M-3M=WK; 1M-2M=6-10; 1M-2NT=LIM 3 <sup>+</sup> supp; 1M-2♣-natural or any balanced		1♥/♠-Paso/Double/S-3♥/♠=4 <sup>+</sup> cards, 3-6 (when jump)
1NT		Balanced	3♣-4♠	(14)15-17 5M332,5m422,6m322	2♣=STAY, maybe weak; 2♦/♥/♠/3♣=TRF; 3♦=5 <sup>+</sup> /5♥+♠ gametry; 3♥/♠=5/4 <sup>+</sup> ♣+♦ shortness 4♣=5 <sup>+</sup> /5♥+♠; 4♦/♥=TRF	Smolen	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♣	*			Any FG, if balanced 23 <sup>+</sup>	2♦=0-7, any shape; rest NAT 5 <sup>+</sup> cards, 8 <sup>+</sup>	2♣-2♦-2NT... system on	
2♦/♥/♠		(5)6		PRE <sub>(5)6-10(1<sup>st</sup>/2<sup>nd</sup>)</sub>	Newsuit=1RF; 2NT=INV with fit		Maybe very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>
2NT		Balanced		(19)20-22 5M332,5m422,6m322	3♣=STAY; 3♦/♥=TRF; 3♠=♣+♦ 4♣/♦/♥/♠=TRF; 4/5NT=INV	Accept TRS 3♦/♥ confirm fit, 3NT=no fit; Smolen	
3♣/♦/♥/♠		(6)7		PRE <sub>(5)6-10(1<sup>st</sup>/2<sup>nd</sup>)</sub>	Newsuit is natural 5 <sup>+</sup> and FG		
3NT	*			Gambling AKQxxx in ♣/♦ no A/K outside	4/5/6♣=P/C; 4M=toplay; 4♦=asks for singleton 4NT = asks for extra length		
4♣/♦/♥/♠		(7)8		PRE	After 4m: 4M natural NF; After 4M newsuit CTRL		Maybe very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>
4NT	*			6 <sup>+</sup> /5 <sup>+</sup> ♣+♦			
5♣/♦		(8)9		PRE		<b>HIGH LEVEL BIDDING</b>	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Granslamtry 5NT) 0-1-2-3	
						PODI	