


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WB FC ONVENTION CARD
OVERCALLS	OPENING LEADS STYLE			CATEGORY: COUNTRY: SPAIN EVENT: PLAYERS: Wrzysztof Marek Wilda Marcela Mugerza Balesta 
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	Suit	4th	Same	
Responses; newsuit = NF (except 2/2, 3/2), standard ranges of NT	NT	4th	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+	K is the strongest lead and asks for unblock or count vs. NT A and Q ask for encourage vs. NT 10 promises 1 high honour and 9, or short suit (2-3 cards) vs. NT			
Over 2 level overcalls: CUE asking for shape				
INT OVERCALL	LEADS			SYSTEMS SUMMARY
In 2 nd (15) 16-18 > system on	Lead	Vs. Suit	Vs. NT	1 ♣ / ♦ - 3⁺ card, 1 ♠ with 3/3, 1 ♠ with 4/4 (11) 12-22 1 ♥ / ♠ - 5⁺ card (11) 12-22 1NT -Balanced, 5M332, 5m422, 6m322OK (14) 15-17 2NT Idem (19) 20-22 2 ♣ -FG based on many HCP 2 ♦ / ♥ / ♠ WK (5) 6 cards (5) 6-10 Classic PRE at 3 and 4 level; 1 st /2 nd position PRE may be very weak in 3 rd but sound in 4 th 10-13 (14)
In 4 th (11) 12-14 > system on	Ace	AKx⁽⁺⁾	AK⁽⁺⁾, AK10⁽⁺⁾, AKJ⁽⁺⁾	
1X-pass-pass-2NT=18-20 > system on	King	KQx⁽⁺⁾, AK^{sec}	KQJ⁽⁺⁾, KQ109⁽⁺⁾, AKJ10	
1X-pass-pass-Double... and after 1NT=15-17	Queen	QJx⁽⁺⁾	QJ10/9(+), AQJx⁽⁺⁾, KQx⁽⁺⁾	
1X-pass-pass-Double... and after jump to 2/3NT=21-22	Jack	J10x⁽⁺⁾, HJ10x⁽⁺⁾	J109/8⁽⁺⁾, HJ10⁽⁺⁾, J10x	
JUMP OVERCALLS	10	109x⁽⁺⁾, H109⁽⁺⁾, 109x	H109⁽⁺⁾, 109x, 10x	
PRE, newsuit = F1, 2NT = INV+	9	9x	1098/7⁽⁺⁾, 9x	
1/2X-3NT= to play (based on any minor and stoppers outside)	Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
1x-2NT= 2 lowest suits 5 ⁺ /5 ⁺ , 6-10	Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xxxS	
Reopen: Sound jump 6/7 cards 10-13 (14)	SIGNALS IN ORDER OF PRIORITY			
DIRECT & JUMP CUE BIDS		Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michael's direct over ♣/♦/♥/♠ 5 ⁺ /5 ⁺ , 6-10 (11) or 17 ⁺	1	CT _{High} =ODD	No any or CT	CT _{High} =ODD
1X-p-1NT-2X	Suit 2	ATT _{High} =DISC		ATT _{High} =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 _{High} =DISC	No any or CT	ATT _{High} =DISC
VS. NT	NT 2	CT _{High} =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	DOUBLES			
VS. PREEMPTS	TAKEOUT DOUBLES			NOTES
Double = T/O or any strong 17 ⁺ hand; Lebensohl over 2 ♦ / ♥ / ♠ WK	T/O Double: 12 ⁺ standard shape (8 ⁺ re-open) or 17 ⁺ any shape (15 ⁺ re-open)			We open all 12 HCP
2NT-balanced (15) 16-18 > system on	Responses; jumps are positive 4 ⁺ cards, cue-bid = 10 ⁺ , 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 ⁺ -5 ⁺ we open higherrangesuit
VS. ARTIFICIAL STRONG OPENINGS	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 = ♣+♦	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			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 ⁺ and 9-10 HCP we pass first and if possible
OVER OPPONENTS' TAKEOUT DOUBLE	2 ♦ (Multi) - suit = natural 5 ⁺ , 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 ⁺ cards; at 2 level with jump = 3-6, 6 ⁺	1 ♣ / ♦ - 1 ♥ - double = 0-3 spades			
Re-double is for penalty, after that our double is for penalty	1 ♣ / ♦ - 1 ♠ - double = 4 ⁺ 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 ⁺ ; newsuitjumps=WK,6 ⁺ cards;	Check-back; 3 rd suit forcing Splinter	1♣/♦-Paso/Double/S-3♣/♦=5 ⁺ cards, 9-11 (when jump)
1♥/♠		5	4♠	(11)12-22	1M-3M=WK; 1M-2M=6-10; 1M-2NT=LIM 3 ⁺ supp; 1M-2♣-natural or any balanced		1♥/♠-Paso/Double/S-3♥/♠=4 ⁺ cards, 3-6 (when jump)
1NT		Balanced	3♣-4♠	(14)15-17 5M332,5m422,6m322	2♣=STAY, maybe weak; 2♦/♥/♠/3♣=TRF; 3♦=5 ⁺ /5♥+♠ gametry; 3♥/♠=5/4 ⁺ ♣+♦ shortness 4♣=5 ⁺ /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 ⁺	2♦=0-7, any shape; rest NAT 5 ⁺ cards, 8 ⁺	2♣-2♦-2NT... system on	
2♦/♥/♠		(5)6		PRE _{(5)6-10(1st/2nd)}	Newsuit=1RF; 2NT=INV with fit		Maybe very weak in 3 rd , Sound in 4 th
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 _{(5)6-10(1st/2nd)}	Newsuit is natural 5 ⁺ 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 rd , Sound in 4 th
4NT	*			6 ⁺ /5 ⁺ ♣+♦			
5♣/♦		(8)9		PRE		HIGH LEVEL BIDDING	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Granslamtry 5NT) 0-1-2-3	
						PODI	