


| DEFENSIVE AND COMPETITIVE BIDDING   | LEADS AND SIGNALS  |   |  | WB FC CONVENTION CARD   |
|---|--|---|--|---|
| <b>OVERCALLS</b>  | <b>OPENING LEADS STYLE</b>   |   |  | CATEGORY:<br>COUNTRY: <b>SPAIN</b><br>EVENT:<br>PLAYERS: Wrzysztof Marek Wilda<br><b>Marcela Mugerza Balesta</b><br>   |
| 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>  | 2 <sup>th</sup> / 4 <sup>th</sup>                   | Same   |   |
| Responses; newsuit = NF (except 2/2, 3/2), standard ranges of NT                                  | <b>NT</b>  | 2 <sup>th</sup> / 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><br><b>A</b> and <b>Q</b> ask for encourage vs. <b>NT</b><br><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>SYSTEM 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><br><b>1 ♥ / ♠ - 5<sup>+</sup> card</b> (11) <b>12-22</b><br><b>1NT - Balanced, 5M332, 5m422, 6m322 OK</b> (14) <b>15-17</b><br><b>2NT</b> Idem (19) <b>20-22</b><br><b>2 ♣ - FG based on many HCP</b><br><b>2 ♦ / ♥ / ♠ WK (5) 6 cards</b> (5) <b>6-10</b><br><b>3NT Gambling</b><br><b>4 / ♥ / ♠ Barrage</b> |
| 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>, AKsec</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>1098/7<sup>(+)</sup>, 9x</b>                                |   |
| 1/2X-3NT= to play (based on any minor and stoppers outside)                                       | Hi-X   | <b>HXx, HxxXx+, xXx+</b>                            | Same   |   |
| 1x-2NT= 2 lowest suits 5 <sup>+</sup> /5 <sup>+</sup> , 6-10                                      | Lo-X   | <b>xX, HxxX</b>                                     | Same   |   |
| 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  | LOW=EVEN  | LOW=EVEN   | <b>1 ♥ / ♠ - 2NT* = Gametry with fit 3<sup>+</sup></b>  |
| 1X-p-1NT-2X   | Suit 2   | LOW=EVEN  | S/P (standard)   | <b>1 ♥ / ♠ - 2 ♣* = clubs, natural 5<sup>+</sup> card suit or any balanced</b>  |
| 1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid   | 3  | S/P (standard)                                      |  | <b>1 ♥ / ♠ - 2X-2Y-2NT* = FG</b>  |
| 1m-3m = Natural PRE; 1M-3M = STOP ASK   | 1  | LOW=ENC   | LOW=EVEN   | <b>Roudi 1X-1M-INT-2 ♣*</b>   |
| <b>VS. NT</b>   | NT 2   | LOW=EVEN  | S/P (standard)   | <b>Check-back 1X-1M-2NT-3 ♣*</b>  |
| 1NT (STR or WK) - double = ♥ + ♠; suit = natural; 2NT = ♣ + ♦                                     | 3  | S/P (standard)                                      |  | <b>3NT Gambling (7/8) AKQ in one minor (no A/K outside)</b>   |
| 2NT - double = ♥ + ♠; suit = natural; 3NT = ♣ + ♦   | Signals (including Trumps): S/P  |   |  | <b>Michael's cue-bid, Leaping Michael</b>   |
| Re-open same  | Smith's Echo: LOW=ENC  |   |  | <b>Lebensohl</b>  |
|   | <b>DOUBLES</b>   |   |  | <b>Inverted Drury (3<sup>rd</sup>)</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)   |   |  | <b>We open all 12 HCP</b>   |
| 2NT - balanced (15) 16-18 > system on   | Responses; jumps are positive 4 <sup>+</sup> cards, cue-bid = 10 <sup>+</sup> , standard ranges NT   |   |  | <b>11 HCP we open with good shape</b>   |
| 3NT = to play (when jump with long minor); Leaping Michael's                                      | T/O Double over PRE at any level   |   |  | <b>With 5<sup>+</sup>-5<sup>+</sup> we open higherrangesuit</b>   |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>   | T/O Double when opponents support each other directly at any level   |   |  | <b>We never open 1 ♣ / ♦ with 5 card mayor suit</b>   |
| 1 ♣ (STR) - double = ♥ + ♠; suit = natural; 1NT = ♣ + ♦   | <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>   |   |  | <b>2 ♣ opening forced to play game or to double. We do not open 2 ♣</b>   |
| 2 ♣ (STR) - double = ♥ + ♠; suit = natural; 2NT = ♣ + ♦   | 3 card support double / redouble until 2 level repeat suits  |   |  | <b>with many winner tricks and few HCP</b>  |
| 2 ♦ (STR) - double = ♥ + ♠; suit = natural; 2NT = ♣ + ♦   | 2 ♦ (Multi) - double = T/O over ♠; pass... and then double = T/O over ♥  |   |  | <b>Big two-suiter 5-5<sup>+</sup> and 9-10 HCP we pass first and if possible</b>  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>   | 2 ♦ (Multi) - suit = natural 5 <sup>+</sup> , 12-16  |   |  | <b>overall with Michael's</b>   |
| After T/O double our voices at 1 level are unchanged, FIR   | 1 ♣ - 1 ♦ - double = 4 ♥ + 4 ♠ or 5 ♥ + 4 ♠ < 11 HCP   |   |  | <b>Aggressive overcall when opponents find fit at 2/3 level</b>   |
| 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   |   |  |   |

| 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;<br>3 <sup>rd</sup> suitforcing<br>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♣-naturalorany balanced   |  | 1♥/♠-Paso/Double/S-3♥/♠=4 <sup>+</sup> cards, 3-6 (when jump)  |
| 1NT      |                    | Balanced          | 3♣-4♠         | (14)15-17<br>5M332,5m422,6m322                | 2♣=STAY,maybeweak; 2♦/♥/♠/3♣=TRF;<br>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 whenany overcall at 2 level. When opponentsdouble is artificial our system on, whendoubleisforpenaltysystemoff.Lebensohl |
| 2♣       | *                  |                   |               | AnyFG,ifbalanced23 <sup>+</sup>               | 2♦=0-7,anyshape;restNAT5 <sup>+</sup> cards,8 <sup>+</sup>  | 2♣-2♦-2NT...system on                                  |  |
| 2♦/♥/♠   |                    | (5)6              |               | PRE(5)6-10(1 <sup>st</sup> /2 <sup>nd</sup> ) | Newsuit=1RF;2NT=INVwithfit  |  | Maybeveryweakin3 <sup>rd</sup> ,Sound in 4 <sup>th</sup>   |
| 2NT      |                    | Balanced          |               | (19)20-22<br>5M332,5m422,6m322                | 3♣=STAY;3♦/♥=TRF;3♠=♣+♦<br>4♣/♦/♥/♠=TRF;4/5NT=INV   | AcceptTRS3♦/♥conf<br>irm fit,<br>3NT=no fit; Smolen    |  |
| 3♣/♦/♥/♠ |                    | (6)7              |               | PRE(5)6-10(1 <sup>st</sup> /2 <sup>nd</sup> ) | Newsuitisnatural5 <sup>+</sup> andFG  |  |  |
| 3NT      | *                  |                   |               | GamblingAKQxxxin♣/♦<br>noA/K outside          | 4/5/6♣=P/C;4M=toplay;4♦=asksforsingleton 4NT = asks for extra length  |  |  |
| 4♣/♦/♥/♠ |                    | (7)8              |               | PRE   | After4m:4MnaturalNF;After4MnewsuitCTRL  |  | Maybeveryweakin3 <sup>rd</sup> ,Sound in 4 <sup>th</sup>   |
| 4NT      | *                  |                   |               | 6 <sup>+</sup> /5 <sup>+</sup> ♣+♦            |   |  |  |
| 5♣/♦     |                    | (8)9              |               | PRE   |   | <b>HIGHLEVELBIDDING</b>                                |  |
|          |                    |                   |               |   |   | RKCB03/14+Q,Hoyt0-1-2-3,Splinter                       |  |
|          |                    |                   |               |   |   | Josephine,SuperJosephine(Granslamtry5NT)0-1-2-3        |  |
|          |                    |                   |               |   |   | PODI   |  |