



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 = Limit raise.
4th Live: CUE = NAT; 1NT = Other suits (54+); DBL = T/O.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = 15-18 HCP.
ReOpen: 1NT = 11-14 (11-15) HCP.
Responses: CUE = Like Stayman; Jumps = Invitative.
4th Live: 1NT = Other suits (54+).
Unusual NT = Two-suiter.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WEAK (except 2♦ over 1♠ = ♥+♠)
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 (strg/long).
1M-2M = OM+m (45+); then 2NT = Ask.
Jump CUE = Ask stop to play 3NT.
VS. NT (VS. Strong / Weak; Reopening; PH)
Versus Strong NT:
Dbl = 1 suit, 2♣ = ♣+major, 2♦ = ♦+major, 2♥ = majors, 2♠ = ♠.
Versus Weak NT:
Dbl = T/O, 2♠ = majors, 2♦/2♥ = transfer, 2♠ = ♠+minor.
Versus any NT: 2NT = minors, jumps = Natural.
Reopening: Same as direct overcall..
VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)
LEB after (WK2x)-DBL-(P).
DBL = T/O any level; 3NT = to play.
2NT after WK2x = NAT 16-18 HCP. Transfer responses.
VS. ARTIFICIAL STRONG OPENINGS
Aggressive
Vs 1♠: 1NT = ♣+♦; Jumps = PRE; 1♠ = any (gambling).
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 = PRE.
2NT = At least limit raise; 3 Support = PRE.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	4th/2nd	3rd/5th	
Subseq.	Attitude (2nd/4th)		
Other: Special Rusinow (see below).			
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	Lo=ENCRG	Hi=Odd
	2	Lo=2 cards	(S/P)
	3	(S/P)	
NT	1	Lo=ENCRG	Hi=Odd
	2	(Lo/Hi=E)	(Smith)
	3		
Signals (including Trumps): U/D. Trumps: Hi/Lo = Ruff interest (sometimes maybe 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.			
1NT - (Overcall) - DBL = Resp. DBL (Points, not penalty).			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL THRU 4♠.			
RESP DBL THRU 4♠.			
COMP DBL, also in support bidding (NOTE 5).			
1X (no 1♠) - (1Y) - DBL = Not other NAT bid & points.			
1♠ - (1Y) - DBL = 5*-11 HP Balanced or 5*-8 HP unbalanced.			
1X (no 1♠) - (DBL) - RDB = F2NT.			



WBF - EBL
 Convention Card



CATEGORY: [STRONG CLUB \(BLUE\)](#)

NCBO: SPAIN **EVENT:** [Any](#)

PLAYERS: Antonio FRANCÉS - José Ignacio TORRES

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Club, Precision style.
1♠ = Strong any shape (normally 16+ HCP...).
1♦ = Maybe 2 cards & max. 16 HCP. Resp 1NT = 7-11 HP.
1♥/1♠ = Normally five cards (rarely may be 4th). Resp 1NT = F.
1NT Opening: NAT 12-14 HCP (11+).
2 OVER 1 Response: F2NT.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♠ = 11-15 HCP and at least five good cards (precision style)
2♦ = 12-16 HCP 4-4-1-5 (-1).
2♥ Flannery = 10*-14 HCP, 5+♥/4♠.
2NT = Weak, two minors.
Gambling 3NT. No ace, king or void outside.
Responses:
1♦ over 1♠ = 0-8 HCP & any shape.
2♦ over 2♠ and 2NT over 2♦/2♥/2♠ = Relay ask.
1♠ over 1♥ = 0-4 spades and forcing.
1NT over 1♥ = Spades (at least 4 good cards) and forcing.
Competitive:
Over 1NT Doubled = ART defense (NOTE 4).
Modified Lebensohl.
Competitive 2NT in jump = Limit raise.
Generally informative DBL throughout (NOTE 5).
SPECIAL FORCING PASS SEQUENCES
1NT - (DBL) - PAS = Forces RDB (NOTE 4).
1NT - (DBL) - RDB = Forces 2♠ (NOTE 4).
Pass = F when opps. defense over game contracts (attack).
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
In 3th: Opening may be weak (8+ HCP).
Over 1NT overcall: 2♠ = ART. two-suiters (NOTE 7).
Over jumps and two-suiters overcalls (NOTE 7).
1X-1Y-2Y(support) - Immediate bid = ask strong and shape.
PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL-THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	x	0	4♠	- Strong any (16+ HCP or strong shape)	1♦ = 0-8 HCP, any shape; 1♥/1♠/1NT/2♣/2♦ = Pos. Nat. FG; 2♥/2♠ = Weak NF; 2NT = 13-16 HCP and three suits 4441; 3♣/3♦ = 9-12 HCP and three suits 4441.	Over 1♦: 1♥ = Strong Relay; others = NAT NF. Over POS: Precision style askings with some Relays. Over 2♥/2♠: 2NT = Relay ask; others = NAT. If overcalls: (NOTE 1).	
1♦	x	2	4♠	- NAT 11-16 HCP. - BAL 15+-16 HCP - ♣ (bad suit) 11-16 HCP.	1NT = 7-11 HCP; 2♦ = NAT forcing (11 HCP...); 2NT = 16-18 HCP Bal.; New suit jump = strong; 3♣ = 8-10 HCP and 5/4 in minors.	1♦-1M-1NT = 15-16 HCP, then 2♣ = Relay ask. 1♦-1♠-2♦-2♥ = 3th suit forcing, NAT tendency. 4th suit forcing ART (in any opening).	2NT = BAL 11-12 HCP.
1♥/1♠		4(5)	4♠	- NAT 10-16 HCP. (Normally 5 cards) (May be weak in 3th)	1NT = Forcing one round (NOTE 6). Over 1♥: 1NT is ♠ (5 cards) , and 1♠ is like 1NT; 2NT = Support and game forcing; Jump Raise = Limit (4 trumps).	1M-2NT: 3♣ = inquiry; Others = NAT. 1M-2M: Cheapest rebid ASK; Other suit = Trial-bid. If overcalls: (NOTE 7). 1♥-1♠ and 1♠-1NT = Forcing one round (NOTE 6).	1NT = 7-11 HCP (Not forcing). 2NT = Support not FG. Jumps = Fit (1♥-2♠ also).
1NT	-		2♠	- NAT 12-14- HCP (maybe 11++ HCP)	2♣ = Positive relay (NOTE 2); 2♦ = Forces 2♥ but with any suit (NOTE 3); 2♥/2♠/3♣/3♦ = NAT forcing; 3♥/3♠ = ♣+♦ and singleton in the bid suit.	1NT-2M = ART step responses (support and strength). If overcalls: (NOTE 4).	2♥/2♠/3♣/3♦ = NAT not forcing.
2♣	x	5	4♠	- NAT 11-15 HCP (Good suit if 5th).	2♦ = Relay ask (positive); 2♥/2♠ = NAT 7+-11 HCP not forcing; Others = NAT.	Over 2♦: 2♥/2♠ = NAT; 2NT = 1 suit and max; 3♣ = 1 suit and min; 3X = NAT max and good suits.	
2♦	x	0	-	- 12-16 HCP, three suits. - Short in ♦ (maybe 3415).	2NT = Relay ask (positive); Others = NAT.	Over 2NT,description step responses: 3415; 4315; 4414 min; 4414 max; 44H4 max; 4405 min; 4405 max.	
2♥	x	5	-	- Flannery. 5(6)♥/4♠ and 10+-14 HCP.	2♠ = To play; 2NT = Relay ask; 3♣/3♥ = F1; 3♥/3♠ = Support and Slam try.	Over 2NT, description step responses: 4513; 4531 min; 4522 min; 4522 max; 4531 max; 4612 max; 4621 max, 46xx	New suit = NF. 3♥/3♠ = Game try.
2♠		5	-	- NAT Weak 6-10 HCP. (In 3th. may be weaker)	2NT = ask feature if not Min; 3 SUPP = PRE; New suit = F1.	2M-2NT: 3M = Min; 3NT = AKQ; Other = not minimum (values).	
2NT	x	-	-	- Weak two minors.	3♣/3♦ = To play; 3♥/3♠ = Natural tendency F1; 4♣/4♦ = PRE.	HIGH LEVEL BIDDING	
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).	CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). Splinter and MiniSplinter.	
3NT	x	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.	4 Aces Blackwood. Josephine, Lightner.	
4X		6	-	- PRE.		PASS then pull is Slam try.	
4NT	x	-	-	- Aces asking (Blackwood).		Over 1♣ opening: Precision askings with some Relays.	

(NOTE 1)

1♣ OPENING WITH OPONENTS OVERCALLS

Over 1 Level Overcall:

PAS = 0-5 HCP

DBL = 6-11 HCP balanced or 6-8 unbalanced, no other bid.

1NT = Nat. 6-8 HCP with stop.

2NT = Nat. 9-11 HCP (good stop).

New-Suit = 8 HCP... and at least 5 cards (FG).

Cue-bid = 12 HCP... balanced or three suits

New-Suit Jump = 6-8 HCP... and at least 6 good cards.

Over 2 Level Overcall:

PAS = 0-5 HCP

DBL = 6-11 HCP, no other bid.

2NT = Nat. 7-8 HCP with stop.

New-Suit = Nat. 6-8 HCP and at least 6 cards, or 8+ HCP... and at least 5 cards.

Cue-bid = 12 HCP... balanced or three suits.

(NOTE 2)

1NT (12-14 BAL) - 2♣ (Relay). Responses:

2♦ = 12-13 HCP any shape. Continue: 2♥/2♠ = 4 cards NF; 2NT = Relay forcing.

2M = 13+ HCP and 4 cards in the major. Continue: 2♠ = 4 cards NF; 2NT = Relay forcing.

2NT = 14 HCP no majors. Continue: 3♣ = Minors Stayman; Other = NAT.

(NOTE 3)

1NT (12-14 BAL) - 2♦ = Forces 2♥ to play any partial contract or one suit game try.

2♥ = Forced except with MAX and 4 cards in ♥ (bid 2♠) and over 2♥:

PAS or 2♠ = To play.

2NT = Forces 3♣. Continue: PAS and 3♦ = To play; 3♥/3♠ = Game trial (NF) with ♥ or ♠ respectively (not a good

3♣/3♦ = Game trial (NF) with ♣ or ♦ suit respectively.

3♥/3♠ = Game trial (NF) with ♥ or ♠ suit respectively.

2♠/2NT = Max. with 4♥ (2♠) or 4-4 in both majors (2NT).

(NOTE 4)

1NT (12-14 balanced) - Opponents Natural Suit Overcall. Continue:

DBL = 9+ HCP BAL tendency (not for penalty).

New Suit = Natural not forcing.

New Suit Jump = NF, PRE NV ag. V, or game try.

2NT = F3NT. Continue: 3♣ forced except with good hand and interest in majors. Over 3♣, new suit is 5 cards.

CUE = Forcing game and control in the overcall suit.

1NT (12-14 balanced) - Opponents DBL Overcall. Continue (Swedish defense):

PAS = Forces RDB, to play or general SOS. To continue see below:

RDB = Forces 2♣, one suit SOS (Exceptionally may be stronger). Continue: Over 2♣: PAS or call a suit, to play.

2♣ = ♣+♦ (44+) SOS.

2♦ = ♦+♥ (44+) SOS.

2♥ = ♥+♠ (44+) accept competitive bidding.

2♠ = ♠ (5+) accept competitive bidding.

1NT (12-14 balanced) - Opponents DBL Overcall - PAS - PAS - RDB (forced). Continue:

PAS = To Play.

2♣ = ♣+major (44+) or any 4-3-3-3. Continue: If the opponents DBL, RDB is 4-3-3-3 with a major, 2♦ is 4♦-3-3-3.

2♦ = ♦+♠ (44+) SOS.

2♥ = ♥+♠ (44+) SOS.

1NT (12-14 balanced) - Artificial Suit Overcall (suit not included in the bid). Continue (depending ART bid):

DBL = BAL 9+ HCP (At least 3 cards in the ART bid suit).

New Suit = Natural not forcing.

New Suit Jump = NF, PRE NV ag. V, or game try.

2NT = 9-11 HCP shortness in the ART bid suit.

1NT (12-14 balanced) - PAS - PAS - Opponents DBL. Continue:

RDB = Short in ♠ (two cards). Continue: NAT.

1NT (12-14 balanced) - PAS - PAS - DBL, - PAS - PAS - RDB = forces 2♣, or any suit = Two suits (44+).

WBF/EBL - SUPPLEMENTARY SHEET

NCBO: SPAIN

PLAYERS: Antonio FRANCES - José Ignacio TORRES

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(NOTE 5)

DBL in competitive support sequences. Examples:

1♠-(2♥)-2♠-(3♥) DBL = Game try and BAL shape tendency.

1♠-(2♥)-2♠-(3♥) PAS-(PAS)-DBL = MAX, not a good support, BAL shape tendency and normally short in ♥.

1♠-(PAS)-2♠-(3♣) DBL = Game try and BAL shape tendency, normally short in ♣.

(1♥)-1♠-(2♥)-2♠-(Any)-DBL = Strong overcall, BAL tendency.

Generally informative DBL throughout.

(NOTE 6)

1♥-1♠ = Like 1NT forcing response. Normally without good spades suit (It's possible with support or a long a minor suit). Over 1♠:

1NT = 12-14 HCP, balanced.

Others = Natural not forcing.

1♥-1NT = Like 1♠ natural response. Forcing one round with 4 good or more spades. Over 1NT:

Natural, but 2♣ or 2♦ may be with three cards.

1♠-1NT = Forcing one round. Over 1NT:

Natural, but 2♣ or 2♦ may be with three cards.

(NOTE 7)

1♦/1♥/1♠ OPENINGS WITH OPONENTS OVERCALLS

Over 1NT overcall:

Double = Penalty (8 HCP...).

2♣ = Two suits (If opening 1♦, both majors; If opening 1 major, other major and a minor).

2♦/2♥/2♠/3x = NAT, not forcing.

2NT = Unbalanced forcing.

Over 2X jump overcall:

Double = NEG.

2NT = Forcing game. The opener normally bids 3♣.

2X = NAT, not forcing.

3X without jump = NAT, not forcing.

Over two suits overcall:

Double = NEG.

CUE = Fit and forcing game.

Cheapest CUE (when is possible to choose between two cue-bids) = The other suit and forcing game.

(NOTE 8)

OVERCALL OVER 2♦ MULTI OPPENING

- DBL = 12-15 PH balanced or any strong hand (18...). Over DBL:

- If oppener partner bid, DBL for penalti & Cue-bid, strong short in this suit.

- If oponer not bid: PASS weak o very strong, any other bid nat positive but not forcing, normal

- 2NT = Nat. 16-18 HP

Over 2NT, play transfer.

- Other = Nat..

- PASS = Is possible good hand to DBL subsequently.

OVER 2♦ MULTI, partner PASS and other opp. 2♥ or 2♠

- DBL = Short in opp. bid suit.

- 2NT = Nat. 16-18 HP

Over 2NT, play transfer.