

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: 2♠ = majors; Others = Nat.
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 = 5-8 HCP.			
1X (no 1♠) - (DBL) - RDB = F2NT.			

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CATEGORY: <u>STRONG CLUB (BLUE)</u>		
NCBO: <u>SPAIN</u>		EVENT: <u>Any</u>
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 three suiters tendency, short in diamonds.		
2♥ Flannery = 10-14 HCP, 5♥/4♠ (6♥/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 CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format).	
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).	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.	