

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural style, 1-level 5+crds, 8-17 PC, 2 level 6(5)+crds 12-17 PC
a) 2♣ is drury (also w/o support after 1♣ opening)
b) 2 of their suit is a cue bid w/o support
c) New suit w/o jump is constructive, but not forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 natural → transfers and transfers
4 <sup>th</sup> : 1NT – 11-14/16 after 1m/M → transfers and transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Direct – weak
Reopen – constructive
[1x] – 2NT = two lowest
[1x] – 3♣ = lowest and highest
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
[1♣/♦] – 2♦ shows 5+♠, 5+♥
[1♥/♠] – 2♥/♠ shows 5+♠/♥, 5+♦
Jump cuebids: ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs STRONG: x = 4M 5m; 2C = majors; 2D = one major; 2M = 5M + 4m
vs WEAK: x = T/O 13+; rest the same
Reopen: x = T/O; 2C – majors; rest natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout double below 4♠
Jumps are constructive, NT is natural
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs [1♣]: x = majors; 1NT = minors
vs [2♣]: x = ♣; 2NT = M+m; 3♣ = minors; 3♦ = Majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = 10+ PC
A lot of transfers after 1♣, 1♥, and 1♠ openings

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Same	Same	
Other: Low from non-honour doubleton, K asks for UB			
Sometimes K for a count discard, from xxx+ high			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	Same	
King	KQ(x), AKJ	Same	
Queen	QJ(x), KQ10	Same	
Jack	J10(x), AQJ, QJ9	Same	
10	109(x), AJ10, KJ10	Same	
9	9xx+, A109, K109, Q109	Same	
Hi-X	Xxx(+)	Same	
Lo-X	xX, HxX(x), HxxxX(+)	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW → ENC	LOW → EVEN	S/P
Suit 2	LOW → EVEN	LOW → ENC	
3	S/P		
1	LOW → ENC	LOW → EVEN	S/P
NT 2	LOW → EVEN	LOW → ENC	
3	S/P		
Signals (including Trumps): S/P in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O doubles = 12+ 3+other suits or 16+			
Resp = nat, limit, opps suit = inv+			
After opp [1♣] – x – [pass] – 1♦ = 0-6 PC any			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL			
Support DBL/RDBL			
Lightners, lead directions			

<b>W B F CONVENTION CARD</b>	
<b>CATEGORY:</b> RED <b>NCBO:</b> Poland <b>PLAYERS:</b> Cyprian Morawski – Jan Łuczeczko <b>EVENT</b> (ALL)	
<b>SYSTEM SUMMARY</b>	
GENERAL APPROACH AND STYLE	
Polish Club	
Three-way 1♣; Balanced 12-14; 15+ 5+♣; 18+ any	
INT = 15-17 bal (little off-shape like 5M, 6m, 5431 possible)	
2♣ = 11-14; 5+♣ and 4M or 6+♣	
2♦ = weak, 6+♥/♠	
2♥/♠ = weak, 5+/4m	
A lot of transfers in competition	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
As above	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
All GF sequences	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Rarely	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		4♥	12-14 PC bal, or 4441♦ 15+ PC, 5(4)+♣ 18+ PC, any	1♦ = 0-6 PC or 7-11 unbal no 4M or 16+ bal no 4M; 1♥/♠ = 7+ 4+♥/♠; 1NT = 7-10 bal; 2♣/♦ = 5+♣/♦ unbal GF; 2♥ = 13-15 bal; 2♠ = 11-12 bal; 2NT = inv bal; 3♣/♦ = 6+♣/♦ inv; 3♥/♠ = 13-15 44 minors, bad 2♥/♠	1♣ - 1♦ - 1♥ = NF, 3+♥, 12-14 bal or strong 1♣ - 1♦ - 1NT = 18-19 bal 1♣ - 1♦ - 2NT = 22-23 bal 1♣ - 1♥/♠ - 2♦ = GF, Relay, 3+♥/♠ 1♣ - 1♥/♠ - 2♣ - 2♦ = 10+ Relay Double checkback	1♣ - 1NT = 9-11 PC
1♦		4	4♥	12-17 PC 5+♦, or any 4♦441 12-14 PC, 4♦5♣	1NT = 7-10; 2♣ = GF, nat; 2♦ = 10+ 4+♦; 2♥ = weak 5♠ 4+♥; 2♠ = 6+♠, inv; 3♣ = weak with ♦, or any strong splinter; 3♦ = mixed raise	Double checkback	1♦ - 2♦ = 10-11 1♦ - 3♣ = 8-10 5+♠ 4+♦ 1♦ - 3♦ = pree
1♥		5	4♦	12-17 PC 5+♥	1NT = F1, 2♣ = GF, relay; 2♦ = GF 5+♦; 2♠ = mixed raise, 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♠ = mini splinter; 3NT/4♣/4♦ = splinter	Double checkback	Drury (2♦ shows interests)
1♠		5	4♥	12-17 PC 5+♠	1NT = F1, 2♣ = GF, relay; 2♦/♥ = GF 5+♦/♥; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♥ = mixed raise; 3NT = mini splinter; 4♣/4♦/4♥ = splinter		Drury (2♦ shows interests)
1NT			4♥	14+-17 PC, can be little off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5♠ included); 2♠ = range ask; 2NT = ♦ or weak with both minors; 3♣ = puppet; 3♦ = 55 minors GF; 3♥/♠ = 5431; 4♣ = 5+♥ 5+♠, game or slam in a hand; 4♦/♥ = transfer to ♥/♠	1NT - 2♣ - 2♦ - 2♥ = p/c 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5♠ 1NT - 2♣ - 2♦/♥/♠ - 3♣ = GF, relay 1NT - 2♣ - 2♥/♠ - 3♦ = ♥/♠ slam try Double transfers after 2♦/♥, example: 1NT - 2♥ - 2♠ - 2NT = GF, 4+♠	1NT - 2♥ 2♠ - 2NT = inv+, 4+♠
2♣	X	5	4♥	11-14 PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♠ = inv to 3NT, 3♦/♥/♠ = inv, nat	2♣ - 2NT - 3♣ → pass = preemptive; 3♦ = inv+, 5♥ 5♠; 3♥/♠ = GF, 5+♥/♠ 5+♦; 3NT = inv to 6NT based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X			weak, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct; 2NT = GF, relay; 3♣ = inv to 4M or inv with ♠ or choice between 3NT and 4M; 3♦ = GF, two-suiter, 3♥ = preemptive, both supports, 3♠ = nat, partner can raise, 4♣ = bid your suit via transfer (then passes are forcing), 4♦ = bid your suit directly	2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ = max with ♥/♠	
2♥		5		weak, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat; 2NT = GF, relay; 3♣ = pass/correct; 3♦ = inv to 4♥; 3♠ = nat, GF		
2♠		5		weak, 5+♠ and 5(4)+♣/♦	2NT = GF, relay; 3♣ = pass/correct; 3♦ = inv to 4♥; 3♥ = nat, inv		
2NT			4♥	19+-21 PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT - 3♣ → 3♦ = at least one 4M; 3♥ = no 4M; 3♠/NT = 5♠/♥	
3♣		6		PRE, wide range NV	3♦ = puppet to 3♥; 3♥/♠ = GF, nat; 4♦ = Optional KeyCard	3♣ - 3♦ - 3♥ → 3♠ = NF, nat; 3NT = partner might run; 4♥/♠ = choice of game between 4M/5♣	
3♦		6		PRE, wide range NV	3♥/♠ = GF, nat; 4♣ = Optional KeyCard		
3♥		6		PRE, wide range NV	3♠ = GF; 4♣ = Optional KeyCard		
3♠		6		PRE, wide range NV	4♣ = Optional KeyCard		
3NT	X			1 <sup>st</sup> /2 <sup>nd</sup> = Gambling, no side stop 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4♦ = asks for shortness	3NT - 4♦ - 5♣/♦ = suit and short in the other minor	
4♣		6		PRE, wide range NV	4♦ = Blackwood; 4NT = to play	HIGH LEVEL BIDDING	
4♦		6		PRE, wide range NV	4NT = to play; 5♣ = Blackwood	RKCB 102+Q	
4♥		6		PRE, wide range NV		Exclusion Blackwood (0-1-1+Q-2)	
4♠		6		PRE, wide range NV		PEDO (pass = even, double = odd)	
4NT	X			Asking for specific aces	5♣ = no ace; 5NT = two aces	Last train	