Overcalls (s	style, responses, 1/2 level, reopening)
	nd on 2-level, light on 1-level, 5(4)+cards, 8+PC, then:
	is a cue bid with support
b) No	ew suit on a 1 level is constructive, but not forcing
,	,
1NT Overc	all (2 nd /4 th live, responses, reopening)
2nd 1NT = 1	15-18PC (mainly system ON)
4th: 11–15I	PC
	_
Tumn over	calls (style, responses, unusual NT)
Direct – wea	
Reopen – co	
	= two lowest
[14] 2111	- 110 10 10 10 11
Direct and	jump cue bids (style, response, reopen)
	shows 5+♥, 5+♠
	hows 5+♣, 5+♣/◆
	hows 5+♥, 5+♣/◆
1140 240 5	10W3 5 1 V, 5 1 W/ V
Versus 1N7	(strong and weak)
	rong: $x = 5m + 4+M$, or strong, BAL, $2 = 5+M$, $4+M$
	$2 \leftrightarrow 6(5) + \sqrt{4}$, $2 \sqrt{4} = 5 + \sqrt{4}$, $4 + \text{minor}$
	NT = minors or any strong, very constructive two-suite
Reopen – dł	ol shows two places to play, does not promise 54 shape
b) v	veak: $x = 13+PC$, other bids are same as after 15-17PC
Reopen – th	
	x shows two places to play, other are the same
	empts (doubles, cue-bids, jumps, NT bids)
	our jumps depends from vulnerability, 2/3NT is natural,
	r higher opening = points, rather pass then bid
[2 ♥/ ♠] – 4♣	•/• - weak Leaping Michaels
[2 ♥ /♠] – 3 ९	• /♠ - solid suit or strong Leaping Michaels
	ficial, strong openings – 1♣ or 2♣
Versus 1♣ 1	6+PC: x shows 4+ \blacktriangledown , 4+ \spadesuit , 1 \spadesuit /1 \blacktriangledown / \spadesuit are natural (and
	cue), 1NT shows both minors, 2x is natural, 2NT M+M
Versus 1♣ p	oolish or 2+: 2♦ shows 5+♥, 5+♠
	nent's takeout double
Over onner	ICHT 3 TANCUUL UUUDIC
A lot of tran	sfers after 1♣, 1♥, and 1♠ openings
A lot of tran	

		LEA	DS AND SIGN	ALS			
Opening	leads st	yle: 2 nd /4 th	22011110 21011				
-1 - 8		Lead		In Part	ner's Suit		
Suit		2/4		2/4			
NT		2/4		2/4 (3/	/5)*		
Subseq		2/4		2/4	,		
	unsupp	orted partne	r's suit we lead:	3/5, Xx,	xxX, etc.		
					for unblock or a count		
LEADS							
Lead		Vs. Suit		Vs. NT	:		
Ace		AK+		Asks fo	or an attitude		
King		AK, KQ(+).			, asks for unblock		
Queen		QJ(+); Q(x)			or an attitude		
Jack			0(+), KJ10(+)		Same		
10			, H10x, H109(+)		Same		
9		H9x, 109+			same, (maybe J98x)		
Hi-X		HXx, HxxX	(x(+), xXx+	Same			
Lo-X		xX, HxxX	Pretty		same (maybe 10xxX)		
Signals ir		of priority:	1		1		
	Partner		Declarer's Lea		Discarding		
	LOW =		LOW = EVEN		S/P (standard)		
	LOW =		S/P (standard)		LOW = EVEN		
3 S/P (standard)							
	1 LOW = ENC		LOW = EVEN		S/P (standard)		
NT 2 LOW = EVEN			S/P (standard)		LOW = EVEN		
	S/P (sta						
			/P in trumps				
Smith's E	cho: LC	$\mathbf{W} = \mathbf{ENC}$					
			DOUBLES				
Takeout	doubles	(style, resp	onses, reopenin	g)			
Double =	11+PC	(after Partne	r's pass, may be	weaker	with a good shape)		
			ır doubles show				
		\bullet] – x = val					
	•						
a			4'4' . 1. 1.1.		1.1		

Special, artificial, and competitive doubles and redoubles

	1♣ –	$[1 \blacklozenge]$	-x=4+	, (7))+PC	1 ♦ –	[1♥]] – x = 4+♠	, 1	(7))+PC
--	------	---------------------	-------	-----	----	------	-------	------	-------------	-----	-----	------

 $-[1 \lor] - x = 4 + \land, (7) + PC$

We play takeout, support, lightner, and card-showing doubles.

We do SOS, card-showing, and 1st class control redoubles.

1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♠

XX

2NT [pass] 3 ♦ /♥ [x]

XX

WBF CONVENTION CARD

NCBO: Switzerland

PLAYERS: Jacek Kalita – Michał Klukowski

SYSTEM SUMMARY

General approach and style:

POLISH CLUB

1♣ opening shows:

- a) 15+PC, 5(4)+ 4 (4 only if 4414)
 - b) 18+PC, any shape

Then 1♦ shows one of those three types of hands:

- a) 0-6PC, any shape
- b) 7–9(10)PC, both minors
- c) 16+PC, BAL, neither 5 card minor, nor 4 card major

1NT = 15–17PC, BAL (little off-shape like 5M, 6m, 5431 possible)

- 2 = 11-14PC, 5+4, 4(+)M, or 6+4
- $2 \diamond = 3-10$ PC, $6+ \checkmark/ \diamond$

 $2 \vee / = 3-10 \text{PC}, 5+ \vee / , 5(4)+m$

A lot of transfers in competiton, especially after our openings and preempts

Special bids that may require defence

As above

Special forcing pass sequences

When we are in a GF situation

1NT (weak) -x - 2m - pass is forcing

Important notes

We often upgrade unbalanced hands with many tricks to 1C opening with less HCP than required.

Psychics: rarely

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.*	X	0	4♥	11–14PC BAL, or 4441 ♦, 15+PC, 5(4)+♣, 18+PC, ANY	1 ◆ = 0–6PC ANY, 7–11PC minor(s), or 16+PC, BAL	1 ♣ $-1 \blacklozenge -1 \blacktriangledown/ \spadesuit = NF, 3+, 12-14PC BAL, or strong 1 ♣ -1 \blacklozenge -1NT = 18-19PC, BAL$	
					$1 \checkmark / \spadesuit = 4 + \checkmark / \spadesuit 7 + PC$, $1NT = 7 - 10PC$ (passed hand 10-	1 - 1 - 1 = 21-23 PC, BAL	
					11PC), no 4cdM, $2 4/2 = 5+GF$, $2 = 12-16PC$ BAL,	$1 - 1 \checkmark / - 2 \checkmark = GF$, Relay, $18 + PC$, $3 + \checkmark / - 4$	
					2 = minors, inv, 3 / = 6 + / , inv,	$1 \div -1 \oint / \mathbf{V} / \mathbf{A} - 2 \div = 5 + \mathbf{A}, 15 + PC$	
					3 ♥ = 12-16PC, 4144, 3 ♠ = AKDxxxx in minor	$1 \clubsuit - 1 \checkmark / \spadesuit - 2 \clubsuit - 2 ♦ = GF$, artificial	
1 ♦		4(+)	4♥	11–17PC, $5+\blacklozenge$, or any $4 \blacklozenge 441$,	1NT = NF, nat, $2 = GF$, nat, $2 = 10+PC$, $4+ $, no $4M$,	Double checkback, Extra lenght transfers	
				11–15PC, 4♦ 5♣	$2 \lor = 4(5) \lor$, $5 \spadesuit$, weak, $2 \spadesuit = 6 + \clubsuit$, 9-11PC,		
					3♣ = weak with ♦, or any strong splinter 3 ♦ = mixed raise		
1♥		5(+)	4 🏟	11–17PC, 5+♥	1NT = F1, 2 = GF, semi nat, 2 = GF, nat,	Double checkback, Extra lenght transfers	Drury (2♦ shows interests)
					$2 \blacktriangle = \text{WJS}$, 2NT = 4+♥, mixed raise, inv, minispliner, or		
					weak GF, $3 . 4 / 4 = 6 + 4 / 4$, inv, $3 . 4 = \text{support} + \text{any void}$,		
1.		5(.)	1	11 1500 5	$3NT = \checkmark \text{ support} + 1 \spadesuit, 4 \spadesuit / \spadesuit = \checkmark \text{ support} + 1 \clubsuit / \spadesuit$	D 11 1 11 1 E 4 1 144 C	D (2) 1
1 🖍		5(+)	4♥	11–17PC, 5+♠	1NT = F1, 2 = GF, semi nat, $2 = GF$, nat, $2NT = inv$,	Double checkback, Extra lenght transfers	Drury (2♦ shows interests)
					4+4, minisplinter, or weak GF, $34/4 = 6+4/4$, inv,		
					3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥		
1NT			4♥	14+–17PC, can be a little bit	$2 \clubsuit = \text{stayman (invitational hand with 5+♠ included)},$	1NT - 2 - 2 - 2 = NF, 4 + 4, 4 + 4, 3415, or 1444, 8-9PC	1NT – 2♥
1111			4*	off-shape (5M, 6m, 54, stiff H)	2♣ = stayman (invitational hand with 5+₹ included), 2♠ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or	$1NT - 2 - 2 - 2 - NT$, $4 + \sqrt{4 + \sqrt{3 + 3}}$, 3413 , or 1444 , $6-9FC$ 1NT - 2 - 2 - 2 - 2 = inv, $5 + 6$	2 - 2NT = inv+, 4+
				on shape (5141, 6111, 54, stiff 11)	weak with both minors, $3.4/4 = \text{shortness}$, $3.4/4 = \text{shortness}$	$1NT - 2 - 2 \checkmark / \checkmark - 2 = mv, 5 + 3$ $1NT - 2 - 2 \checkmark / \checkmark / A - 3 = GF, Relay$	2 % - 21V1 - IIIV+, 4+*
					shortness, min $5+4+4+4+4+5+4=5+4=5+4=5+4=5+4=5+4=5+4=5+$	$1NT - 2 - 2 \checkmark / \checkmark / = 3 - 3 \checkmark / = 4 \text{ least } \checkmark / \text{ game try}$ $1NT - 2 - 2 \checkmark / \text{ and } - 3 \checkmark / \text{ at least } \checkmark / \text{ and game try}$	
					in a hand, $4 \phi / \Psi = \text{transfer to } \Psi / \phi$, $4 \phi = \text{to play}$	We play double transfers, next bid between 2NT-3♥ is next trf,	
					in a hand, 1777 = transfer to 774, 140 = to play	example: $1NT - 2 \checkmark - 2 \land - 2NT = GF, 4 + \checkmark$	
2*	X	5(+)	4♥	11–14PC, 5+♣ 4M, or 6+♣	$2 \blacklozenge = \text{relay}, 2 \blacktriangledown / \spadesuit = \text{NF}, \text{ nat, 2NT} = \text{puppet to } 3 \clubsuit,$	2 - 2NT - 3 - pass = preemptive, 3 = inv+, 5 , 5	2NT = invitational to 3NT
					$3 \clubsuit = \text{inv to 3NT}, 3 \spadesuit = \text{inv, nat}, 3 \checkmark / \spadesuit = \text{inv, nat}$	$3 \checkmark / \spadesuit = GF, 5 + \checkmark / \spadesuit 5 + \spadesuit, 3NT = inv to 6NT, based on clubs$	3♣ = normal raise
2♦	X	0		3–10PC, 6+♥/♠	2 V /♠ = pass/correct, 2NT = Relay, inv+, 3♣ = inv to	2 - 2 - 2NT - 3 = GF, nat	1
				on a 3rd hand might be 5+♥/♠	4M, GF, 5+4, 5+other, or choice between 3NT and 4M	2 - 2 - 2 - 3 = inv, nat	
					$3 \spadesuit = GF, 5 + \spadesuit, 5 + M, 3 \spadesuit = \text{preemptive, both supports,}$	2 + -2NT - 3 = any min	
					$3 \spadesuit$ = nat, partner can raise, $4 \clubsuit$ = bid your suit by transfer (then passes are forcing), $4 \spadesuit$ = bid your suit directly	$2 - 2NT - 3 / = \max \text{ with } / $	
2♥	X	5(+)		3–10PC, 5+♥ and 5(4)+♣/♦	then passes are forcing), $4 \checkmark = \text{bid your suit directly}$ $2 \spadesuit = \text{NF}, \text{ nat, } 2\text{NT} = \text{Relay, } 3 \clubsuit = \text{pass/correct, } 3 \spadesuit = \text{inv}$	$2 \checkmark - 2NT - 3min - 3 \spadesuit = GF \text{ on } \checkmark, 2^{nd} \text{ minor } = GF \text{ on minor}$	
∠ ▼	21	3(1)		5-101 C, 5+ ♥ and 5(4)+\$/ ♥	to $4 \checkmark$, better than through 2NT, $3 \blacktriangle = GF$	$2 \checkmark - 2NT - 3min - 3 \checkmark = NF, 2 \checkmark - 2NT - 3min - 4min = NF$	
2.	X	5(+)		3–10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, $3 \clubsuit = pass/correct$, $3 \spadesuit = inv + with \(\psi$,	$2 - 2NT - 3min - 3 = GF \text{ on } 4, 2^{nd} \text{ minor } = GF \text{ on minor}$	
24	1			3 101 C, 31 & and 3(4)1 &/	$3 \checkmark = \text{inv to } 4 \spadesuit$, better than through 2NT	2 - 2NT - 3min - 3 = NF, 2 - 2NT - 3min - 4min = NF	
2NT			4♥	19+-21PC	$3 \clubsuit = \text{puppet stayman}, 3 \spadesuit / \blacktriangledown = \text{transfers}, 3 \spadesuit = \text{minors},$	2NT - 3 - 3 = at least one 4M, 3 = no4M, 3 / NT = 5 / V	
			1	191 211 6	$4 \frac{1}{2} $	2NT - 4 . /	
3 .		6(+)		PRE, wide range NV	$3 \blacklozenge = \text{puppet to } 3 \blacktriangledown, 3 \blacktriangledown / \spadesuit = \text{GF (F1), nat,}$	3 - 3 - 3 - 3 - 3 = NF, nat, $3NT = partner might run$,	
					4♦ = Optional KeyCard	4 ♥/♠ = choice of games between 4M and 5♣	
3♦		6(+)		PRE, wide range NV	$3 \checkmark / \blacktriangle = GF (F1), 4 \clubsuit = Optional KeyCard$	3 - 4 , $3 $ $- 4 $, $3 $ $- 4 $, $3 $ $- 4 $ $- $ see below	
3♥		6(+)		PRE, wide range NV	3♠ = GF, 4♣ = Optional KeyCard	Answers are a little bit different, depending from a vulnerability	
3♠		6(+)		PRE, wide range NV	4♣ = Optional Keycard		
3NT	X			$1^{\text{st}}/2^{\text{nd}}$ = Gambling, no side stop	4♦ = asks for shortness	3NT - 4 - 5 / = suit and short in the other minor	
			1	$3^{\text{rd}}/4^{\text{th}} = \text{just to play}$			
4 .		6(+)	1	PRE, wide range NV	$4 \bullet = \text{Poor man blackwood} (0-1-1.5-2)$		
4♦		6(+)	1	PRE, wide range NV	4NT = Poor man blackwood (0-1-1.5-2)	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = Poor man blackwood (0–1–1.5–2)	Blackwood, 1–0–2+Q + specified Kings	
4 🖍		6(+)		PRE, wide range NV	4NT = = Poor man blackwood (0-1-1.5-2)	Exclusion Blackwood (0-1-2), Poor man blackwood (0-1-1.5-2	
4NT	X		1	♣ and ♦ (usually 6–6)	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦		