

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Light overcalls 5(4)+ 6-16HCP, rubens trfs, mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd = 15-17 (trf to opps col - stayman, other trf)
4th = 11-14
After pass = 5+m4M
After opponents have 19+HCP 5+m4M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
After 1x open preemptive
After preemptive = 3x - strong 6 card 4m - 5+m5+M
Reopen: 6 card
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
michaels min-max, ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: x - penalty, 2♣ - Majors 54+, 2♦ - 6M, 2♥/♠ - 5M4m, 2NT - minors
Weak: x - 13+HCP, 2♣ - Majors, 2♥/♠/♦ - nat, 2NT - minors
Reopen: x - 13+HCP, 2♣ - Majors, 2♦ - better 2M, 2♥/♠ - nat, 2NT - minors
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Lambda against strong 1♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After x on 1M we play trf

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	2/4	2/4	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ or Ax+	AK+ or Ax	
King	AK+, KQ+ or Kx	same	
Queen	QJ+ or Qx	same	
Jack	J10+, AJ10+, KJ10+, Jx	same	
10	10x, H10x or H109+	same	
9	H9x or 109+	same	
Hi-X	Xx or xXx	HXx or xXx+	
Lo-X	xX or HxX or HxxxX	xX or HxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=ENC		
Suit 2	LOW=EVEN	LOW=EVEN	S/P
3	S/P	S/P	LOW=EVEN
1	LOW=ENC	LOW=EVEN	
NT 2	LOW=EVEN	S/P	S/P
3	S/P		LOW=EVEN
Signals (including Trumps): UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+HCP 43+ in majors or 4 in other major			
cuebid - gf			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1NT - x (pen) - xx = long color			
XX SOS			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> Green
<b>NCBO:</b> Poland
<b>PLAYERS:</b> Wojciech Okrzesik Kacper Kufłowski
EVENT every
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1x openings 12-21, 2♣ - ACOL, 2NT 20-21, Gazilli, Double Cheeback, Lebensohl, trfs after overcalls, 2♦ 18-19 bal
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ - ACOL
transfers after 1x openings and an overcall
2♦ - 18-19 bal
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT - x (pen) - pass = forcing to xx
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	X	1		12-14 bal/4441 (might be 5♦332) or 12-21 5+♣	1♥/♠ - 4+ ♥/♠ 4+HCP; 1NT - 6-10 nat; 2♣ - GF 4+; 2♦ - 6+M 3-7PC; 2♥ 5+♠4+♥ 4-8 hep; 2♠ - transfer to NT 10-12;; 2NT - nat 10-12; 3♣/♦ - 6+♣/♦ 9-11 inv to 3nt;	1♣ - 1♦ - 1♥/♠ = 5+♣ 4♥/♠ 1♣ - 1x - 2NT = 6+♣ 3x or 5+♣4x GF Double Checkback		
1♦		4		11-21 5+ unbal or 4♦441 (15+)	1♥/♠ 4+PC, 1NT NAT, 2♣ = GF nat/bal/♦ fit, 2♦ = 6+M 3-7PC; 2♥ = 4♥5+♠ 4-8, 2♠ = inv on 6+♣ or with ♦ fit; 3♣ = preemptive ♦ or splinter ♣/♥/♠ support; 3♦ - 4+♦ 6-9HCP	1♦ - 1M- 2NT = 6+♦ 3M or 5+♦ 4M GF 1♦ - 1M - 1NT = 6+♦ or strong hand	2♦ - weak 3+	
1♥		5		11-21, 5+	1♠ - 4+PC; 1NT - 4-6 with heart support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦ - nat GF; 2♠ - 3-7 6+♠; 2NT - inv with ♥ supp; 3♣ - mixed raise; 3♦ - minispl; 3♥ - preemptive; 3NT - ♦ spl; 3♠/4♠ - splinters	Gazilli, Double Checkback	Drury, 2♦ - inv with 4♥, color+fit	
1♠		5		11-21, 5+	1NT - 4-6 with spade support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦/♥ - nat GF; 2NT - inv with ♣ supp; 3♣ - 6+♥ inv; 3♦ - mixed raise; 3♥ - 3♠ 10-11HCP; 3♠ - preemptive; 3NT - spl ♥, 4♠/♦ - spl	Gazilli	Drury, 2♦ - trf to ♥, 2♥ inv with 4♠, color+fit	
1NT		-		15-17, possible 6m	2♣ - stayman/ 5♠ inv/ inv bal/ 6♦ short ♣ GF, 2♦/2♥ transfers; 2♠ - Transfer on clubs; 2NT - Transfer on diamonds / weak minors; 3♣ - puppet stayman; 3♦ - NAT inv; 3♥/♠ - shortness min. 54 minors; 4♠ - majors; 4♦/♥ - trf	1NT-2♣-2♦-2♥ = 4+♥4+♠ NF 1NT-2♣-2♦-2♠ = 5♠ inv		
2♣	X	0		ACOL any or 22-23 bal	2♦ - any 0-1 controls, 2♥ - 2 controls, 2♠ - nothing special 3+ controls, other - trf 3+ controls	2♣ - 2♦ - 2♥ = ♥ or 24+ bal (2♠ forced)		
2♦	X	2		18-19 bal	2♥ - ask for 4♠, 2♠ - trf to NT, 2NT - trf to 3♠, 3♠ - puppet stayman, 3♦ - 5+♠4♥, 3♥/♠ - minor(s), 3NT - 55 majors GF	2♦ - 2♥ - 2♠ = no 4♠ 2♦ - 2♥ - 2NT = 4♠ 2♦ - 3♠ - 3♥ = 3♥ no 4♠		
2♥		5		nat weak	2♠ - ask for shortness, 2NT - ask for values, 3♠ - (5)6+♠			
2♠		5		nat weak	2NT - ask for values, 3♠ - ask for shortness, 3♦ - (5)6+♥ inv+, 3♥ - ♦ F1			
2NT		-			3♠ - muppet stayman, 3♦/♥ - trf, 3♠ - long minor, 3NT - minors, 4♠ - majors GF, 4♦/♠ - trf			
3♣		6						
3♦		6						
3♥		6						
3♠		6						
3NT	X	-		good 4M opening	4♠ - show with trf, 4♦ - show nat			
4♣		7						
4♦		7						
4♥		7						
4♠		7						
4NT	X	-		Minors				
							<b>HIGH LEVEL BIDDING</b>	
							102+D RKCB, kickback	