DEFENSIVE AND COMPETITIVE BIDDING		LEAD	DS AND SIGN	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE	E			
At 1 level: 8-17 (after Partner's pass could be very light)		Ι	Lead	In Partner's Suit	CATEGORY: Green	
2♣ is usually Drury	Suit	2/4		same	NCBO: POLAND	
At 2 level: solid (after Partner's pass could be light)	NT	2/4		3/5	PLAYERS: Krzysztof BURAS – Kamil NOWAK	
R / O jumps are CONST	Subseq			same	EVENT ALL	
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)			LEADS		SYSTEM SUMMARY	
15-18 (System on after 1m, after 1M all bids are TRF)	Lead		s. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
(2♦ after 1♥and 2♠ after 1♠ is STAY)	Ace	AK^+		same	1♣ = 2 ⁺ , 5-card major, 1NT = 14-16/15-17, 2♣ = FG	
R / O 1NT: 15-18 (next we bid like after direct overcall)	King	AK, KQ ⁺		Power K		
	Queen	QJ^+		same or KD or		
	Jack	HJ10 ⁺ , J10 ⁺		J10 ⁺		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H10x, I	H109 ⁺	same or HJ10+		
1-suit: all jumps are weak, next 2NT is INV + (R)	9	H9x, 109x ⁺		Same		
	Hi-X	xXx, HXx		Same		
	Lo-X	HxxX ⁺ , xX		Same	1NT: 14(13)-16/15(14)-17 last hand only and third red	
Reopen: CONST		SIGNALS IN	ORDER OF	PRIORITY	2 OVER 1 Response usually FG	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣(if not 4 ⁺): 2♣ is NAT, 2♦ = 5 ⁺ ♣ - 5 ⁺ ♥, 2NT = 5 ⁺ ♥ - 5 ⁺ ♦		/ DISC	COUNT	S / P	$2 \bullet = 6(5) \text{M}, 4-10$	
1 \bullet (if not Precision style): 2 \bullet = 5 ⁺ \bullet - 5 ⁺ \heartsuit , 2NT = 5 ⁺ \bullet - 5 ⁺ \bullet	Suit 2 C		S / P	COUNT	$2M = 5^{+}M + 5(4)^{+}m, 4-10$	
$1M - 2M$ is Michaels, $2NT = 5^+ \bigstar - 5^+ \bigstar$	3 S					
Jump CUE is ask for stopper with any full suit		ame	SMITH PET	TERS S / P		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Sa	ame	COUNT	COUNT		
vs. STR: $X = 5^+m-4M$, $2 = both M$, $2 = one M$, $2M = 5^+M-4^+m$	3 Sa		S / P			
vs. WEAK: $X = 13^+$, $2 = both M$,	Signals (incl	uding Trumps):	LAVINTHAI			
$2 \blacklozenge =$ one M good hand, $2M=5^+M$ WK		LOV	V = EVEN = I	ENC		
vs. R /O: as against weak (X is 10 ⁺)		SMI	TH-LOW = B	ENC		
	_		DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	yle; Respons	es; Reopening)]	
Take Out, Leaping Michaels, LEB 2NT respons	Could be lig	ht with good sha	pe standard is	511+] [
CUE ask for stopper		re NAT with one				
	1♣ - X – P	AS - ?: 1♦ = 0-6	any shape			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					SPECIAL FORCING PASS SEQUENCES	
vs. 1♠(STR): X=♥+♦/♠+♣, 1♦=M/m, 1NT=♠+♦/♥+♣	_	,		ETITIVE DBLS/RDLS		
		e Out, Penalty O				
rest NAT (could be very weak)	For 1 trick o	n 6 level in com	petitive biddir	ng		
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
TRF starting from 1NT (after 1♣ - X - ? starting from 1♦)					┨ ┣─────	
	┨┠────				PSYCHICS: rare	

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D THR	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1*		2	4♥	11-13/17-19 BAL, 10-21 5+♣	1♦=0-6 / 7-11 UNBAL no 4M/ 16 ⁺ no 4M and 5m, 1M= 4 ⁺ M 7 ⁺ , 1NT=7-11	1♣-1♦-? 1M=could be 3, 1NT=17(18)-19	
				11-14/18-19 BAL on 4th	2m=FG NAT, 2♥=BAL FG no 4M, 3m=INV 6 ⁺ m, 3M= 7+M good suit		
1♦		4	4♥	10-21, 4♦441 / 5+♦	2♣=FG 4+♣, 2♦=4+♦ 10+, 2♥=5+♠-4+♥ 7-10, 2♠=6+♣, 2NT=INV	1♦-1M-2NT=FG, 1♦-1♥-2♠=5 ⁺ ♦ 4♣ FG / 6♦ 3♥ INV	
					3♣=WK ♦ raise or STR any SPL, 3M=weak SPL		
1♥		5 4♦ 10-21 5+♥		10-21 5⁺♥	1NT=NF, 2♣=2+GF, 2▲=4♥+ 6-9 any short/9-11bal, 2NT=3♥ INV/4♥MR(bal)	1♥-1♠/NT-2X=TRF	2 ♣ =Drury
					3♣/♦=6 ⁺ INV,3♠=any SPL9-11, 3NT=SPL♠, 4m=SPL 4♠=NAT, 5♣/♦=NAT	1♥=1NT-PASS=could be weak hand 5♥-4♣	
1 🛦		5	4♥	10-21 5⁺♠	1NT=F1, 2♣=2+GF 2NT=4♣+6-9 any short/9-11bal		
					3♣/♦/♥=6 ⁺ INV, 3NT= any SPL 9-11, 4♣/♦/♥=SPL 5♣/♦=NAT	1♠=1NT-PASS=could be weak hand 5♠-4♣	2 ♣ =Drury
1NT		2		14(13)-16/15-17 could be 54, 6	2♣=STAY (could be weak), 2♦/♥=TRF, 2♣=♣/INV(bal). 2NT=♦/(♣+♦weak),	1NT-2 ♣ -2 ♦/♥/≜ -3 ♣ =(R)	
					3♣=short 5 ⁺ ♦-4M, 3♦=short 5 ⁺ ♣-4M, 3M=short 5 ⁺ -4 ⁺ minors,		
					4♣=5-5M game or DRKCB 4♦/♥=TRF 4♠=4-4m INV, 4NT=INV		
2*	V	0		any FG or 22-23 BAL	2♦=0-2 Controls (A=2, K=1)	2 ◆ -2 ◆ -3M=4 ⁺ M-5 ⁺ ◆	
2♦	V	0	2♠	4-10 6(5) ⁺ M	2M=P/C, $2NT=(R)$ INV ⁺	2♦-2NT-? 3♣=weak, 3♦=good with ♥, 3♥=good with ♠	
2♥		5	No	4-10 5+ ♥ -5(4)+m	2♠=NF, 2NT=(R) INV ⁺ , 3♠=P/C, 3♦=INV to 4♥	2♥-2NT-? 3m=weak, 3♥/♠ good with ♣/♦	
2♠		5	No	4-10 5+ ▲ -5(4)+m	2NT=(R) INV ⁺ , 3♣=P/C, 3♦=♥ INV+	2♠-2NT-? 3m=weak, 3♥/♠ good with ♣/♠	
2NT		2	4♥	20-21 BAL could be 5M 6m	3♣=half puppet STAY, 3♦/♥=TRF, 3♣=TRF to 3NT to play/both m, 3NT=♣(F),	2NT-3♣-3♥ = 4-5♥, 2NT-3♣-3NT=5♠	
					4♣=♦, 4♦=M(weak or bid again), 4♥=TRF, 4♠=mild raise to 4NT/try 7,	2NT-3♦/♥-3♥/♠=no support or min with 3	
					4NT=Sound raise, 5♣=m (weak), 5NT stronger than 4N – bid slam unless terrible		
3*				PREE			
3♦				PREE			
3♥		6	No	PREE			
3♠		6	No	PREE			
3NT	V	7	No	Gambling (1st, 2nd w/o outside stopper)			
4*			No	PREE			
4 ♦				PREE			<u> </u>
4♥				PREE			
4				PREE			
4NT				Ask about specific aces	5♣=no ace		
5*				PREE		HIGH LEVEL BIDDING	
5♦			No	PREE		4NT=RKCB 102, 2 with Q (+ Kings)	
5♥				Bid 6 with A or K of ♥		Exclusion 102	
5♠				Bid 6 with A or K of ♠		5NT=Josephine, could be RKCB if no place	
5NT				minors			