

| DEFENSIVE AND COMPETITIVE BIDDING   |
|---|
| <b>Overcalls (style, responses, 1/2 level, reopening)</b>   |
| Natural, sound on 2–level, light on 1–level, 5(4)+cards, 8+PC, then:  |
| a) 2♣ is a cue bid with support (passed hand - opponents suit)  |
| b) New suit on a 1 level is constructive, but not forcing   |
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| <b>1NT Overcall (2<sup>nd</sup>/4<sup>th</sup> live, responses, reopening)</b>  |
| 2nd 1NT = 15-18PC (mainly system ON)  |
| 4th: 11–15PC  |
|   |
|   |
| <b>Jump overcalls (style, responses, unusual NT)</b>  |
| Direct – weak   |
| Reopen – constructive   |
| [1x] – 2NT = two lowest   |
|   |
| <b>Direct and jump cue bids (style, response, reopen)</b>   |
| [1♣/♦] – 2♦ shows 5+♥, 5+♠  |
| [1♥] – 2♥ shows 5+♠, 5+♣/♦  |
| [1♠] – 2♠ shows 5+♥, 5+♣/♦  |
|   |
| <b>Versus 1NT (strong and weak)</b>   |
| a) strong: x = 5m 4+M, or strong, BAL, 2♣ = 5(4)+M, 4+M   |
| 2♦ = 6(5)+♥/♠, 2♥/♠ = 5+♥/♠, 4+minor  |
| 2NT = minors or any strong, very constructive two-suiter  |
| Reopen – x shows m+M (4+, 4), single suited ♦ or strong   |
| b) weak: x = 13+PC, other bids are same as after 15-17PC  |
| Reopen – the same   |
| After pass – x shows m+M (4+, 4), single suited ♦, or good with ♠   |
| <b>Versus preempts (doubles, cue-bids, jumps, NT bids)</b>  |
| Strenght of jumps depends on vul, 2/3NT is nat, x is t/o below 4♠   |
| x over 4♠ or higher opening = points, rather pass than bid  |
| [2♥/♠] – 4♣/♦ - weak Leaping Michaels (passes NF)   |
| [2♥/♠] – 3♥/♠ - solid suit or strong Leaping Michaels   |
| <b>Versus artificial, strong openings – 1♣ or 2♣</b>  |
| Versus 1♣ 16+PC: x shows 4+♥, 4+♠, 1♦/1♥/♠ are natural (and then 1NT is a cue), 1NT shows minors, 2x is natural, 2NT 55MM |
| Versus 1♣ polish, 2+, or natural: 2♦ shows 5+♥, 5+♠   |
| Versus 1♦ 0+: 2♦ shows 5+♥, 5+♠   |
|   |
|   |
| <b>Over opponent’s takeout double</b>   |
| A lot of transfers after 1♣, 1♥, 1♠ and 2♦ openings   |
| Natural over other openings   |

| LEADS AND SIGNALS  |                          |                           |                 |
|--|--------------------------|---------------------------|-----------------|
| Opening leads style: 2 <sup>nd</sup> /4 <sup>th</sup>                          |                          |                           |                 |
|  | Lead                     | In Partner's Suit         |                 |
| Suit   | 2/4                      | 2/4                       |                 |
| NT   | 2/4                      | 2/4 (3/5)*                |                 |
| Subseq   | 2/4                      | 2/4                       |                 |
| Other: *in unsupported partner's suit we lead: 3/5, Xx, xxX, etc.              |                          |                           |                 |
| Versus NT contract king is a strong lead, asking either for unblock or a count |                          |                           |                 |
| LEADS  |                          |                           |                 |
| Lead   | Vs. Suit                 | Vs. NT                    |                 |
| Ace  | AK+                      | Asks for an attitude      |                 |
| King   | AK, KQ(+), K(x)          | Strong, asks for unblock  |                 |
| Queen  | QJ(+); Q(x)              | Asks for an attitude      |                 |
| Jack   | J10(+), AJ10(+), KJ10(+) | Same                      |                 |
| 10   | 10x, H10x, H109(+)       | Same                      |                 |
| 9  | H9x, 109+                | Pretty same, (maybe J98x) |                 |
| Hi-X   | HXx, HxxXx(+), xXx+      | Same                      |                 |
| Lo-X   | xX, HxxX                 | Pretty same (maybe 10xxX) |                 |
| Signals in order of priority:  |                          |                           |                 |
|  | Partner's Lead           | Declarer's Lead           | Discarding      |
| 1  | LOW = EVEN               | LOW = EVEN                | S/P (lavinthal) |
| Suit 2   | LOW = ENC                | S/P (lavinthal)           | LOW = EVEN      |
| 3  | S/P (lavinthal)          |                           |                 |
| 1  | LOW = ENC                | LOW = EVEN                | S/P (lavinthal) |
| NT 2   | LOW = EVEN               | S/P (lavinthal)           | LOW = EVEN      |
| 3  | S/P (lavinthal)          |                           |                 |
| Signals (including Trumps): S/P in trumps                                      |                          |                           |                 |
| Smith's Echo: LOW = ENC  |                          |                           |                 |
|  |                          |                           |                 |
| DOUBLES  |                          |                           |                 |
| Takeout doubles (style, responses, reopening)                                  |                          |                           |                 |
| Double = 11+PC (after Partner's pass, may be weaker with a good shape)         |                          |                           |                 |
| After weak NT opening, all our doubles show values, eg.:                       |                          |                           |                 |
| [1NT] – pass – [2♦] – x = values   |                          |                           |                 |
|  |                          |                           |                 |
| Special, artificial, and competitive doubles and redoubles                     |                          |                           |                 |
| 1♣ – [1♦] – x = 4+♥, (7)+PC      1♦ – [1♥] – x = 4+♠, (7)+PC                   |                          |                           |                 |
| 1♣ – [1♥] – x = 4+♠, (7)+PC  |                          |                           |                 |
| We play takeout, support, lightner, and card-showing doubles.                  |                          |                           |                 |
|  |                          |                           |                 |
| We do support, SOS, card-showing, and 1 <sup>st</sup> class control redoubles. |                          |                           |                 |
|  |                          |                           |                 |
| 1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♠                 |                          |                           |                 |
| xx   |                          |                           |                 |
| 2NT [pass] 3♦/♥ [x]  |                          |                           |                 |
| xx   |                          |                           |                 |

| WBF CONVENTION CARD   |
|---|
| <p><b>NCBO: Switzerland</b></p> <p><b>PLAYERS: Jacek Kalita – Michal Klukowski</b></p>        |
|   |
| SYSTEM SUMMARY  |
| General approach and style:   |
| <b>POLISH CLUB</b>  |
| <b>1♣ opening shows:</b>  |
| a) 11–14PC, BAL or nat (4414, rarely 3415/4315)   |
| b) 15+PC, 5(4)+♣ (4 only if 4414)   |
| c) 18+PC, any shape (tendency to upgrade, see below)  |
| <b>Then 1♦ shows one of those three types of hands:</b>                                       |
| a) 0–6PC, any shape   |
| b) 7–9(10)PC, one or both minors  |
| c) 16+PC, BAL, neither 5 card minor, nor 4 card major   |
| <b>1NT = in principle 15–17PC BAL, but see below</b>  |
| 2♣ = 11–14PC, 5+♠, 4(+)M, or 6+♣  |
| 2♦ = 3–10PC, 6+♥/♠  |
| 2♥/♠ = (0) 3–10PC, 5+♥/♠, 5(4)+m  |
|   |
| A lot of transfers in competiton, especially after our openings and preempts.                 |
|   |
|   |
| <b>Special bids that may require defence</b>  |
| As above  |
|   |
| <b>Special forcing pass sequences</b>   |
| When we are in a GF situation   |
| <b>1NT (weak) – x – 2m – pass is forcing</b>  |
| Over some doubles and redoubles showing strength  |
|   |
|   |
| <b>Important notes</b>  |
| We often upgrade unbalanced hands with many tricks to 1♣ opening with less HCP than required. |
| We often upgrade our 1NT opening (13HCP not uncommon)   |
| We often do not use Stayman (1NT – 3NT 44M not uncommon)                                      |
|   |
| <b>Psychics:</b> rarely, most with 1NT/2NT openings   |

| 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♦ – 1♥/♠ = NF, 3+, 11–14PC BAL, or strong<br>1♣ – 1♦ – 1NT = 18-19PC, BAL  |  |
|         |     |             |               | Rather solid style of 11-14 openings, very frequent upgrades of strong version based on number of tricks                             | 1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC, no 4cdM,<br>2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♠ = minors, inv,<br>3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = solid m  | 1♣ – 1♦ – 2NT = 21-23PC, BAL<br>1♣ – 1♥/♠ – 2♦ = GF, Relay, 18+PC, 3+♥/♠<br>1♣ – 1♦/♥/♠ – 2♣ = 5+♣, 15+PC  |  |
| 1♦      |     | 4(+)        | 4♥            | 11–17PC, 5+♦, or any 4♦441, 11–15PC, 4♦ 5♣   | 1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M,<br>2♥ = 4(5)♥, 5♠, weak, 2♠ = 6+♠, 9-11PC,<br>3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise   | Double checkback, Extra lenght transfers   |  |
| 1♥      |     | 5(+)        | 4♦            | 11–17PC, 5+♥   | 1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat,<br>2♠ = WJS, 2NT = 4+♥, mixed raise, inv, minispliner, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void,<br>3NT = ♥ support + 1♠, 4♣/♦ = ♥ support + 1♠/♦   | Double checkback, Extra lenght transfers   | Drury (2♦ shows interests)                     |
| 1♠      |     | 5(+)        | 4♥            | 11–17PC, 5+♠   | 1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv,<br>4+♠, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv,<br>3♥ = mixed raise, 3NT = support + any void,<br>4♣/♦/♥ = support + 1♠/♦/♥   | Double checkback, Extra lenght transfers   | Drury (2♦ shows interests)                     |
| 1NT     |     | 2 (1)       | 4♥            | (13) 14+–17PC, can be slightly off-shape (5M, 6m, 54, stiff H). Very frequent upgrades based on number of tricks, tactical situation | 2♣ = stayman (invitational hand with 5+♠ included),<br>2♠ = transfer to ♣, or inv BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+ 4+ ♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠                                | 1NT – 2♣ – 2♦ – 2♥ = NF, 4+♥, 4+♠, 3415, or 1444, 8–9PC<br>1NT – 2♣ – 2♦/♥ – 2♠ = inv, 5+♠<br>1NT – 2♣ – 2♦/♥/♠ – 3♣ = GF, Relay<br>1NT – 2♣ – 2♥/♠ – 3♦/♥ = ♥/♠ GF, slam try or choice (3NT)<br>We play double transfers, next bid between 2NT–3♥ is next trf | 1NT – 2♥<br>2♠ – 2NT = inv+, 4+♠               |
| 2♣      | X   | 5(+)        | 4♥            | 11–14PC, 5+♣ 4M, or 6+♣  | 2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣,<br>3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat   | 2♣ – 2NT – 3♣ – pass = preemptive, 3♦ = inv+, 5♥, 5♠,<br>3♥/♠ = GF, 5+♥/♠ 5+♦, 3NT = inv to 6NT, based on clubs  | 2NT = invitational to 3NT<br>3♣ = normal raise |
| 2♦      | X   | 0           |               | 3–10PC, 6(5)+♥/♠ on a 3rd hand might be 5+♥/♠  | 2♥/♠ = pass/correct, 2NT = Relay, inv+, 3♣ = inv to 4M, GF, 5+♠, 5+other, or choice between 3NT and 4M<br>3♦ = GF, 5+♦, 5+M, 3♥ = preemptive, both supports,<br>3♠ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly | 2♦ – 2♠ – 2NT – 3♠ = GF, nat<br>2♦ – 2♥ – 2♠ – 3♥ = inv, nat<br>2♦ – 2NT – 3♣ = any min<br>2♦ – 2NT – 3♦/♥ = max with ♥/♠  |  |
| 2♥      | X   | 5(+)        |               | (0) 3–10PC, 5+♥ and 5(4)+♣/♦ 1 <sup>st</sup> hand NV/V can be very light   | 2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, worse than through 2NT, 3♠ = GF  | 2♥ – 2NT – 3min – 3♠ = GF on ♥, 2 <sup>nd</sup> minor = GF on minor<br>2♥ – 2NT – 3min – 3♥ = NF, 2♥ – 2NT – 3min – 4min = NF  |  |
| 2♠      | X   | 5(+)        |               | (0) 3–10PC, 5+♠ and 5(4)+♣/♦ 1 <sup>st</sup> hand NV/V can be very light   | 2NT = Relay, 3♣ = pass/correct, 3♦ = ♥,<br>3♥ = inv to 4♠, worse than through 2NT  | 2♠ – 2NT – 3min – 3♥ = GF on ♠, 2 <sup>nd</sup> minor = GF on minor<br>2♠ – 2NT – 3min – 3♠ = NF, 2♠ – 2NT – 3min – 4min = NF  |  |
| 2NT     |     | 2 (1)       | 4♥            | 19+–21PC, 3 <sup>rd</sup> /4 <sup>th</sup> hand upgrades tendency  | 3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors,<br>4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests  | 2NT – 3♣ – 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥<br>2NT – 4♣/♦ – 4♦/♥ = worse than 4♥/4♠   |  |
| 3♣      |     | 6(+)        |               | PRE, wide range NV, particularly 1 <sup>st</sup> hand NV/V   | 3♦ = puppet to 3♥, 3♥/♠ = GF (F1), nat,<br>4♦ = Optional KeyCard   | 3♣ – 3♦ – 3♥ – 3♠ = NF, nat, 3NT = partner might pull,<br>4♥/♠ = choice of games between 4M and 5♠   |  |
| 3♦      |     | 6(+)        |               | As above   | 3♥/♠ = GF (F1), 4♣ = Optional KeyCard  | 3♣ – 4♦, 3♦ – 4♣, 3♥ – 4♠, 3♠ – 4♣ – answers are a little bit different, depending on a vulnerability  |  |
| 3♥      |     | 6(+)        |               | As above   | 3♠ = GF, 4♣ = Optional KeyCard   |  |  |
| 3♠      |     | 6(+)        |               | As above   | 4♣ = Optional KeyCard  |  |  |
| 3NT     | X   |             |               | 1 <sup>st</sup> /2 <sup>nd</sup> = Gambling, no side stop<br>3 <sup>rd</sup> /4 <sup>th</sup> = just to play                         | 4♦ = asks for shortness  | 3NT – 4♦ – 5♣/♦ = suit and short in the other minor  |  |
| 4♣      |     | 6(+)        |               | PRE, alike 3♠ opening  | 4♦ = Poor man blackwood (0–1–1.5–2)  |  |  |
| 4♦      |     | 6(+)        |               | As above   | 4NT = Poor man blackwood (0–1–1.5–2)   | HIGH LEVEL BIDDING   |  |
| 4♥      |     | 6(+)        |               | As above   | 4NT = Poor man blackwood (0–1–1.5–2)   | Blackwood 1–0–2+Q + specified Kings when Major suit agreed   |  |
| 4♠      |     | 6(+)        |               | As above   | 4NT = Poor man blackwood (0–1–1.5–2)   | Exclusion Blackwood (0–1–2–2+Q), Poor man blackwood (0–1–1.5–2) when below opening   |  |
| 4NT     | X   |             |               | ♣ and ♦ (usually 6–6)  | 5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦   | and after 2 or 4 level preempts, Optional KC (0–0.5–1–1.5–2) after 3 level preempts  |  |