

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b>
1-level: 7-17 5+ suit
2-level: sound 10-17, 5+ suit
Responses: transfer advances
over 1M: 3M-1=mixed raise, 3M=pre (0-6)
<b>1NT OVERCALL</b>
2nd seat: 16-18
4th seat: 12-15
Responses:
after 1m opening: system on
after 1M opening: 2♣=d or s/o, 2M-1=stayman
<b>JUMP OVERCALLS</b>
natural preemptive
2NT=55 lowest unbid suits
2♦(after Polish 1♣)=majors
<b>DIRECT &amp; JUMP CUE BIDS</b>
over 1m (nat): 2m=majors
over 1♣(2): 2♦=majors
over 1M: Michaels
<b>VS. NT</b>
vs. strong 1NT: x=5m+4M
2♣=majors
2♦=6M
2M=5M+4m
vs. weak 1NT (≤ 13): x=15+
<b>VS. PREEMPTS</b>
takeout double
leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs. strong 1♣: 1NT=4M-5m, other as after 1NT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
xx=10+ without fit (except 1♦-x =♥)
transfers:
1♣-(x): 1♦/♥= 4-5 ♥/♠, 1♠=NT or ♣, 2X=transfers
1♥-(x): 1NT=♣, 2♣=♦,2♦=good raise
1♠-(x): 1NT=♣, 2♣=♦,2♦=♥,2♥=good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th best	2nd/4th best	
Notrump	2nd/4th best	3rd	
Subsequent			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK, KQx	KQx, AKJ10	
Queen	QJx	QJx, KQ109	
Jack	J10x, KJ10x	Jx, J10x	
10	10x, H109x	10x, 109x, HJ10x	
9	109x	9x, H109x	
Hi-X	xXx, xXxX, HXx	xXx, xXxx, HXx	
Lo-X	xX	xX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	S/P
2 Suit	count	S/P	count
3			
1	attitude	S/P	S/P
2 NT	count	count	count
3			
Signals:			
high-low=odd/disc			
low-high=even/enc			
DOUBLES			
TAKEOUT DOUBLES			
standard			
(1♣)-x-(pass)-1♦=0-6			
MISCELLANEOUS DOUBLES/REDOUBLES			
1♣-(1♦/♥)-x=4+♥/♠			
1♦-(1♥)-x=4+♠			

<b>WBF CONVENTION CARD</b>
<b>CATEGORY:</b> Red
<b>NCBO:</b> Poland
<b>EVENT:</b> Herning 2025
<b>PLAYERS:</b> Piotr Bizoń – Marek Blat
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> Polish Club
1♣=balanced (or unbalanced with 5 clubs) 11-14, 5+clubs 15+, 18+ any
1♦=5+diamonds unbal or 4441 or 4d-5c 11-22
1M=5+M 10-17
1NT=14-16, 5M332 or 6m322 possible
2♣=6+clubs 10-14
2♦/♥/♠=weak two
2NT=20-21 balanced
3NT=7+ solid major
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Openings:
3NT opening=7+ solid major
Responses:
1♣-1♦=any 0-6 or 7-12 unbalanced w/o 4-card major or 16+ bal
1d-2♥=55 majors
Competitive:
frequent transfers after overcalls
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT)-x-(xx)-pass=forcing
<b>IMPORTANT NOTES</b>
3rd hand openings may be light
We are not very strict about our hcp ranges
Frequent transfers in competition
<b>PSYCHICS:</b> can occur occasionally (splinters, cuebids, game tries)

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & HAND BIDDING	PASSED
1♣		0	4♠	a) 11-14 balanced or 5clubs or (441)4 b) 5+♣ 15+ c) 18+ any	1♦=0-7 any or 8-12 minors or 16+ bal, 2m=nat gf, 2♥=bal 12-16, 2♠=6m inv, 3♣=55 minors GF	after 1♦: 1M=3+M, 1NT=17-19	PH: 2♦=55 majors, 2M=55 M+m, 2NT=55 minors	
1♦		4	4♠	11-22 5+♦ unbalanced or 4441 or 11-14 4d-5c	2♦=inverted, 2♥=5+♠-4+♥ 5-9, 2♠=6+♣ INV, 3♣=mixed raise, 3♦=pre		PH: 2M=55 M+♣	
1♥		5	4♦	11-17 5+♥	2♣=GF relay, 2♦=3+hearts inv or light GF, 2♠=11-13 minors, 2NT=4+hearts GF, 3m=inv, 3♥=mixed raise	after 2♣: 2♦=min, 2♥=4♠, 2♠=4+♦, 2NT=one-suiter, 3♣ and higher=4+♣	PH: 2♣=Drury	
1♠		5	4♥	11-17 5+♠	2♣=GF relay, 2♦=5+hearts 10+, 2♥=3+spades inv or light GF, 2NT=4+spades GF, 3m=INV, 3♥=6+hearts 7-9, 3♠=mixed raise	after 2♣: 2♦=min, 2♥=4♥, 2♠=4+♦, 2NT=one-suiter, 3♣ and higher=4+♣	PH: 2♣=Drury	
1NT				14-16 balanced (5M possible)	2♣=modified stayman, 2♦=5+♥, 2♥=5+♠, 2♠=inv bal or 6♣, 2NT=6♦ or weak 55 minors, 3♣=asking for 5M, 3♦=55 minors GF, 3M=(31)(54)	after 2♣: 2♦=no major, 2♥=4-5h, 2♠=4-5s		
2♣		6		10-14 6+♣	2♦=relay, 2M=constructive, 2NT=puppet, 3♣=INV, 3♦/3♥=transfers	after 2♦: 2♥=4M, 2♠=extras w/o 4M, 2NT=max bal, 3♣=min w/o 4M		
2♦		5		0-10 5+♦	2M=constructive NF, 2NT=relay, 3♣=stayman, 3♦=to play	after 2NT: 3♣=good suit, 3♦=bad, 3M=sing max	4th seat: 10-13	
2♥		5		0-10 5+♥	2NT=relay, 3m=nat GF	after 2NT: 3♣=5-card suit, higher: bad/bad,bad/good,good/bad,good/good	4th seat: 10-13	
2♠		5		0-10 5+♠	2NT=relay, 3♣=6♥ inv+, 3♦=nat GF, 3♥=nat GF	after 2NT: 3♣=5-card suit, higher: bad/bad,bad/good,good/bad,good/good	4th seat: 10-13	
2NT				20-21 balanced	3♣=puppet Stayman, 3♦/3♥=transfers, 3♠=minors	after 3♣: 3♦=at least one 4-card M, 3♥=no major, 3♠/3NT=5♠/♥		
3X		6		pre (0-9)	3♦=ask, 3M=nat GF, 4♣=mini RKC in X (4♦ if X=♣)			
3NT	x			AKQxxxx in M	4♣=bid 4M-1, 4♦=light slam INV		3rd and 4th seat: to play	
4m		6		pre				
4M		6		pre				
HIGH LEVEL BIDDING					ADDITIONAL NOTES			
RKC 1430 Exclusion Blackwood Splinters Cue-bids Lightner double								