

WBF CONVENTION CARD
NBO (Country): Poland
EVENT: Any
PLAYERS: Apolinary Kowalski – Piotr Tuszyński
SYSTEM SUMMARY
General approach and style:
POLISH CLUB
1♣ opening shows:
a) 11–14PC, BAL or nat (4414, rarely 3415/4315)
a) 15+PC, 5(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) 7–10(11)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+♣, 4M, or 6+♣
2♦ = 5–10PC, 6+♥/♠
2♥ = 5–10PC, 5+♥ and 5+other
2♠ = 5–10PC, 5+♠, 5(4)+m
A lot of transfers in competition, especially after our openings and Opponents bidding
Special bids that may require defence
As above
Special forcing pass sequences
When we are in a GF situation
Important notes
Psychics: rarely

				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+, 12–14or18-19 PC BAL, or strong 1♣ – 1♦ – 1NT = Any FG	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC, no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 5+, 4+♣ and ♦ 10-12 2♠ = transf NT inwit, 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = 13-16 bal no 4M	1♣ – 1♦ – 2NT = (22)23-24, BAL 1♣ – 1♥/♠ – 2♦ = GF, natural or 23+PC balanced 1♣ – 1♦/♥/♠ – 2♣ = 5+♣, 15+PC 1♣ – 1♥/♠ – 2♣ – 2♦ = GF, artificial	
1♦		4(+)	4♥	11–17PC, 5+♦, or any 4♦441, 11–15PC, 4♦ 5♣ 3,4 hand may be 4♦ - balanced	1NT = NF, nat, 2♣ = GF, nat, 2♦ == 5+♠, 4+♥, less than inv, 2♥,10+PC, 4+♦, no 4M, 2♠ = 5♠, 4♥, 10-11PC 3♣ = nat invit 3♦ = weak or mixed raise	Double checkback	
1♥		5(+)	4♠	11–17PC, 5+♥	1NT = NF, 2♣ = FG, semi nat, 2♦ = FG nat, 2♠ = NF, 3-8PC, 2NT = GF, 4+♥, 3♣ = at least mixed raise, 3+♥, unbalanced, 3♦ = inv, 3+♥, balanced 3♠ = minisplinter, 3NT = ♠ short, 4♣/♦ = ♣/♦ short	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11–17PC, 5+♠	1NT = NF, 2♣ = FG semi nat, 2♦ = FG, nat, 2NT = GF, 4+♠, 3♣ = inv, 3+♠, unbalanced 3♦ = inv, 3+♠, balanced, 3♥ = nat, invit 3NT = minisplinter, 4♣/♦/♥ = ♣/♦/♥ short	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14+–17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman, 2♠ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣ = shortness 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 1NT - 2♣ - 2♦,♥ - 2♠ = INVIT 5♠ 1NT – 2♣ – 2♦/2♥/♠ – 3♣ = GF, Relay 1NT – 2♣ – 2♥/♠ – 3♦/♥ = at least ♥/♠ game try	
2♣	X	5(+)	4♥	11–14PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = nat GF good suit	2♣ – 2NT – 3♣ – pass = preemptive, 3♦ = G.F. 5♥, 5♠, 3♦ = 5♥-5♠ INVIT , 3♠ = GF not good suite 3NT = inv to 6NT, based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	Multi	0		5–10PC, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ – pass/correct, 2NT – relay, 3♣ - 5+♥/♠, GF, 3♦ - ♣ or ♦, GF, 3♥ - pass/correct, 4♣ - bid a transfer to your long suit, 4♦ - show your long suit naturally, 4♥/♠ - to play	2♦ – 2♠ – 2NT – 3♠ = to play 2♦ – 2♥ – 2♠ – 3♥ = inv, nat 2♦ – 2NT – 3♣ = any min 2♦ – 2NT – 3♦/♥ = max with ♥/♠	
2♥	X	5(+)		5–10PC, 5+♥ and any 5	2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, better than through 2NT, 3♠ = GF		
2♠	X	5(+)		5–10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♠, better than through 2NT, 3♥ = nat, NF, but constructive		
2NT			4♥	(19) (20+–22PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣,4♦ = transfer ♥/♠ shows slam interests, 4♥,♠ = transfer to ♣/♦ shows slam interests,	2NT – 3♣ – 3♦ = at least one 4M, 3♥,♠ = 5♥5♠ , 3NT no M	
3♣		6(+)		PRE, wide range NV	3♦/♥/♠ = GF (F1), nat		
3♦		6(+)		PRE, wide range NV	3♥/♠ = GF (F1),		
3♥		6(+)		PRE, wide range NV	3♠ = GF,		
3♠		6(+)		PRE, wide range NV			
3NT	X			1 st /2 nd = Gambling, or 7M222 3 rd /4 th = just to play	4♦ = asks for shortness, then 4♥/♠ = either 7♥/♠222, or short wih a minor	3NT – 4♦ – 5♠/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood		
4♦		6(+)		PRE, wide range NV	4NT = Blackwood	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood (1–0–2), cue bids, splinters	
4♠		6(+)		PRE, wide range NV	4NT = Blackwood	5NT Blackwood (0,1,2), Exclusion Blackwood (012)	
4NT	X			Good hand on ♣ and ♦ (6–6)	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦	They bid after 4NT – X max 1ace, next 2,3,4	