

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
NAT 5(4)+ 8+HCP →(Drury)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd INT 15-18 (system ON)
4th 11-15 BAL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Leaping Michaels
Reopen: constructive
Michaels (1♣) – 2NT – 55♦+♥
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♦)-2♦ - 5+5+♥♠
(1♥)-2♥ - 5+♠ 5+min
(1♠)-2♠ - 5+♥ 5+min
(1♣)-2♣ - if 2/3+ nat, if 4+ Ms 54
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS strong: x=5m4+M, 2♣=Ms 5+4+, 2♦= one M, 2♥/♠=5+/4+m 2NT=minors
reopen: x=t/o 9+ M+m, other system on
VS weak: x=13+t/o, other like after 15-17
reopen/after pass: X=10+ t/o M+m, other like after 15-17
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Jumps are constructive, Leaping Michaels, NT=NAT, X=t/o
X for 4♠+ = points
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣16+: X=Ms 1♦/1♥/♠=nat, 1NT=minors, other nat
VS strong 2♣: X=clubs, 2♦/♥/♠=nat, 2NT=M+m, 3♣=minors, 3♦=Ms
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF on lvl 1 after 1♣/♥/♠ openings

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE 2<sup>nd</sup>/4<sup>th</sup></b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4 (3/5)*	
Subseq	2/4	2/4	
Other: *lead in unsupported P suit: 3/5, Xx, xxX ...			
Vs. NT King for unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Same	
King	AK, KQ(+) (AK+ level 5+)	Same but AKJ10, KQ109	
Queen	QJ(+); KQ109(+)	Same but KQx(+)	
Jack	J10(+), AJ10(+), KJ10(+)	Same	
10	10x, H10x, H109(+)	Same	
9	H9x, 109+	Same, J98x(+)	
Hi-X	HXx, HxxXx(+), xXx+	Same	
Lo-X	xX	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=ENC	LOW=EVEN	S/P
Suit 2	LOW=EVEN	S/P	LOW=EVEN
3	S/P		
1	LOW=ENC	LOW=EVEN	S/P
NT 2	LOW=EVEN	S/P	LOW=EVEN
3	S/P		
Signals (including Trumps): S/P in trumps			
Smith's Echo: LOW=ENC			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+HCP (after P pass, may be weaker with good shape)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣-(1♦)-X=4+♥ 7+HCP 1♦-(1♥)-X=4+♠ 7+HCP			
1♣-(1♥)-X=4+♠ 7+HCP			
SUPP DBL			
Leightner DBL			
SOS RDBL			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Poland</b>
<b>PLAYERS: Justyna Żmuda – Katarzyna Dufirat</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>POLISH CLUB</b>
<b>1♣ = 1) 11-14 BAL or nat (4414, rarely 3415/4315)</b>
<b>2) 15+ 5+♠ or 4414 3) 18+ ANY</b>
<b>then 1♦ = 1) 0-6 ANY 2) 7-11 minor(s) 3) 16+ BAL</b>
1NT = (14)15-17BAL (5M, 6m, 5431 poss)
2♣ = 11-14 5+♣ 4M or 6+♣
2♦ = 6+♥/♠ 5-10
2♥/♠ = 5-10 5+/5(4)+m
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
As above
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we bid game in attack
<b>IMPORTANT NOTES</b>
Nonvul. 3H/S preempts may be destructive, 3 <sup>rd</sup> seat always tactical
Transfers in competition
<b>PSYCHICS: rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4S	11-14 BAL or 4441♦ (4315/3415), 15+ 5+♣ or 4414, 18+ ANY	1♦=0-6 ANY, 7-11 minor(s), 16+BAL	1♣-1♦-1♥/♠=NAT 3+ NF; 1♣-1♦-1NT=18-20BAL	
					1♥/♠=4+♥/♠ 7+HCP, 1NT=7-10 no 4M, 2♣/2♦=5+GF 4M poss, 2♥=12-15 BAL without 4M, 2♠=INV 4+5+ minors, 3♣/♦=6+♣/♦ INV, 3♥=12-16 4144, 3♠=Gambling in minor	1♣-1♦-2NT=22-24BAL 1♣-1♥/♠-2♦= 18+ 3+M relay Double Checkback 1♣-1♦/♥/♠-2♣= 5+♣ 15+ (then 2♦ art. GF)	
1♦		4	4S	11-18 5+♦ or 4♦441, 11-14 4♦ 5♣	1♥/♠=nat, 1NT 6-10 no 4M, 2♣=nat GF, 2♦=10+ 3+♦ no 4M, 2♥=4(5)♥ 5♠ 5-9, 2♠=6+♣ 9-11, 3♣=4+♦ weak or strong splinter, 3♦=mixed raise	Double Checkback	
1♥		5	4S	11-18 5+♥	1NT = F1, 2♣= GF semi nat, 2♦=nat GF, 2♠=mixed raise, 2NT= INV 4+♥, mini splinter or weak GF, 3♣/♦=NAT INV, 3♠ = supp + any void, 3NT= Supp + singleton ♠, 4♣/♦= supp + singleton ♣/♦	Double Checkback	Drury
1♠		5	4H	11-18 5+♠	1NT=F1, 2♣= GF semi nat, 2♦= nat GF, 2NT= INV 4+♠, minisplinter or weak GF, 3♣/♦=nat INV, 3♥= mixed raise, 3NT=supp + any void, 4♣/♦/♥ = supp + singleton ♣/♦/♥	Double Checkback	Drury
1NT			4H	15-17BAL (possible 5M, 6m, 54, singleton)	2♣=stayman, 2♠ = trf to ♣ or bal inv, 2NT = trf to ♦ or weak with mins, 3♣/3♦=GF shortness (4M poss), 3♥/♠=GF shortness min 54♣♦, 4♣=5+5+♥♠, 4♦/♥= trf to ♥/♠	1NT-2♣-2♦-2♥=4+4+♥♠NF 1NT-2♣-2♦/♥-2♠=5♠ INV 1NT-2♣-2♦/♥/♠-3♣ = GF relay 1NT -2♣-2♥/♠-3♦/♥ = inv or slam try in ♥/♠ after first trf next bid 2NT-3♥ is next trf f.ex. 1NT-2♥-2♠-2NT=GF 4+♣	Same
2♣	X	5	4H	5+♣ 4M or 6+♣ 11-14	2♦=relay, 2♥/♠=NF, 2NT= puppet do 3♣ (pree to std ♣ raise INV+ 55Ms, GF 55M+♦, bal slam INV), 3♠=inv to 3NT, 3♦/3♥/♠ = nat inv	2♣-2♦-2M → next bid relay 2♣-2♦-2NT/3♣ → 3♦ relay	2NT = inv to 3NT, 3♣ = normal raise
2♦	X	0		6+♥/♠ 5-10HCP on 3rd hand can be 5+♥/♠	2♥/♠ = P/C, 2NT=relay (inv+), 3♣=bid trf (inv to 4M / pick a game / GF ♣+other), 3♦=GF ♦+M, 3♥=PRE both supp, 3♠=to play, 4♣=bid your suit with TRF (then passes are forcing), 4♦= bid your suit directly (passes not fore), 4♥/♠=to play	2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ - max with ♥/♠ - 3♠/NT - max with 1/0 loser suit	
2♥	X	5	3D	5+♥ and 5(4)+♣/♦ 5-10 VUL 5/5, NV 5/4+	2♠=nat NF, 2NT= Relay, 3♣=P/C, 3♦=INV to 4♥ 3♠=nat GF	2♥-2NT-3min = min or 5/4 2♥-2NT-3♥/♠ = max 55 with ♣/♦, - 3NT = max 6♥5m	
2♠	X	5	3D	5+♠ and 5(4)+♣/♦ 5-10 VUL 5/5, NV 5/4+	2NT= Relay, 3♣=P/C, 3♦=INV+ with ♥, 3♥=inv to 4♠	As above	
2♦/♥/♠ (4th seat)		6		9-13 6+♦/♥/♠			
2NT				20-21(22) BAL	3♣=staym, 3♦/♥=trf, 3♠=minors, 4♣/♦=♥/♠ slam try, 4♥/♠= ♣/♦ slam try	2NT-3♣-3♦=1/2M, 3♥=no4M, 3♠/NT=5♠/♥	
3♣		6		7(6)+♣	3♦=trf to 3♥ (NF♥/♠.pick a game,♣ inv), 3♥/♠=nat GF		
3♦		6		7(6)+♦	NAT F1		
3♥/♠		6		7(6)+♥/♠			
3NT	X			1 <sup>st</sup> /2 <sup>nd</sup> = Gambling, no side stoper 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4♦=asks for shortness		
4♣/♦		6		PREE, destructive			
4♥/♠		6		PREE but may be tactical			
4NT	X			11+ crds in ♣+♦		Blackwood 102+Q+K (specific Ks when ♥/♠ agreed)	
						Excl Blackwood	