DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 7-17, normally 5+ suit
2-level: sound 10-17, 5+ good suit
Responses: 2-level constructive
wer 1M: 2♣=Drury, 3M-1=mixed raise, 3M=pre (0-6
INT OVERCALL
2nd seat: 16-18
4th seat: 11-14
Responses:
after 1m opening: system on
after 1M opening: 24=d or stayman, 2oM=to play
JUMP OVERCALLS
$4-11 6+\text{suit}, 2\diamondsuit=\text{majors}$
2NT=55 lowest unbid suits
2NT=INV+
DIRECT & JUMP CUE BIDS
over 1m (nat): 2m=majors
over $1 \clubsuit (2)$: $2 \diamondsuit = \text{majors}$
over 1M: Michaels
VS. NT
vs. strong 1NT: x=5m+4M
2♣=majors
2♦=6M
2M=5M+4m
vs. weak 1NT (≤ 13): x=15+
VS. PREEMPTS
takeout double
leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
vs. strong 14: 1NT=4M-5m, other as after 1NT
OVER OPPONENTS' TAKEOUT DOUBLE
OVER OFFORENTS TAKEOUT DOUBLE
$xx=10+$ without fit (except $1\lozenge -x=\heartsuit$)
transfers:
1.4-(x): $1 \diamondsuit / \heartsuit = 4-5 \heartsuit / \spadesuit$, $1 \spadesuit = NT$ or \clubsuit , $2X = transfers$
$1\heartsuit$ -(x): $1NT=\clubsuit$, $2\clubsuit=\diamondsuit$, $2\diamondsuit$ =good raise
1 (x): 1NT = 3.2 (x) = 0.20 =
-1- (/ -1-) -1- V /- V . / O

Suit Notrump Subsequent Other: LEADS Lead Ace King Queen Jack 10 O Hi-X Lo-X SIGNALS 2 Suit co 3 1 ai 2 NT co 3 Signals: nigh-low=co	Vs. Suit AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER Partner's Lead	HXx OF PRIC	Vs. N AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx, xX	AKJ10 KQ109 l0x l09x, HJ10x	
Notrump Subsequent Other: LEADS Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNALS 2 Suit co 3 1 a: 2 NT co 3 Signals: nigh-low=cow-high=cow-high=com	Vs. Suit AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER cartner's Lead ttitude	HXx OF PRIC	Vs. N AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx, xX	AKJ10 KQ109 0x .09x, HJ10x	
Subsequent Other: LEADS Lead Ace King Queen Jack IO O Hi-X Lo-X SIGNALS 2 Suit co 3 1 ac 2 NT co 3 Signals: nigh-low=cow-high=cow-high=com-high=	Vs. Suit AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER Partner's Lead	HXx OF PRIC	Vs. N AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx, xX	AKJ10 KQ109 0x 09x, HJ10x	
Subsequent Other: LEADS Lead Ace King Queen Jack IO O Hi-X Lo-X SIGNALS 2 Suit co 3 1 ac 2 NT co 3 Signals: nigh-low=cow-high=cow-high=com-high=	Vs. Suit AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER Partner's Lead	HXx OF PRIO	AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx,	AKJ10 KQ109 l0x l09x, HJ10x 109x	
Other: LEADS Lead Ace King Queen Jack IO Hi-X Lo-X SIGNALS 2 Suit co 3 a 2 NT co 3 signals: nigh-low=co cow-high=co	Vs. Suit AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER Partner's Lead	HXx OF PRIC	AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx,	AKJ10 KQ109 l0x l09x, HJ10x 109x	
LEADS	AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER cartner's Lead ttitude	HXx OF PRIC	AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx,	AKJ10 KQ109 l0x l09x, HJ10x 109x	
Lead Ace King Queen Jack 10 O Hi-X Lo-X SIGNALS P I a a 2 Suit c c 3 I a a 2 NT c c 3 Signals: migh-low=c ow-high=c	AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER cartner's Lead ttitude	HXx OF PRIC	AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx,	AKJ10 KQ109 l0x l09x, HJ10x 109x	
Ace King Queen Jack 10 O Hi-X Lo-X SIGNALS 2 Suit co 3 1 a: 2 NT co 3 Signals: nigh-low=cow-high=	AKx AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER cartner's Lead ttitude	HXx OF PRIC	AKx KQx, QJx, Jx, J1 10x, 1 9x, H xXx,	AKJ10 KQ109 l0x l09x, HJ10x 109x	
King Queen Jack	AK, KQx QJx J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER cartner's Lead ttitude	HXx OF PRIC	KQx, QJx, Jx, J1 10x, 1 9x, H xXx, xX	KQ109 l0x l09x, HJ10x l09x	
Queen Jack 10) Hi-X Lo-X SIGNALS 1	QJx	HXx OF PRIC	QJx, Jx, J1 10x, 1 9x, H xXx, xX	KQ109 l0x l09x, HJ10x l09x	
Queen Jack 10) Hi-X Lo-X SIGNALS 1	QJx	HXx OF PRIC	QJx, Jx, J1 10x, 1 9x, H xXx, xX	KQ109 l0x l09x, HJ10x l09x	
Jack 10 0 Hi-X Lo-X SIGNALS 2 Suit cc 3 1 ac 2 NT cc 3 Signals: nigh-low=cow-high=	J10x, KJ10x 10x, H109x 109x xXx, xXxX, xX S IN ORDER Cartner's Lead	HXx OF PRIC	Jx, J1 10x, 1 9x, H xXx, xX	10x 109x, HJ10x 109x	
Hi-X	10x, H109x 109x xXx, xXxX, xX S IN ORDER Cartner's Lead ttitude	HXx OF PRIC	10x, 1 9x, H xXx, xX	109x, HJ10x 109x	
Hi-X Lo-X SIGNALS P 1 a: 2 Suit co 3 1 a: 2 NT co 3 Signals: nigh-low=cow-high=	109x xXx, xXxX, xX S IN ORDER cartner's Lead ttitude	OF PRIC	9x, H xXx, xX	109x	
P	xX S IN ORDER 'artner's Lead ttitude	OF PRIC	хX	xXxx, HXx	
P P P P P P P P P P	xX S IN ORDER 'artner's Lead ttitude	OF PRIC			
P	ertner's Lead ttitude	Declarer's	RITY		
1 a' 2 Suit cc 3	ttitude				
2 Suit			s Lead	Discarding	
3 a 2 NT c 6 6 6 6 6 6 6 6 6	,	count		S/P	
1 av 2 NT cc 3 Signals: nigh-low=cow-high=e	ount	S/P		count	
2 NT cc 3 Signals: nigh-low=c ow-high=e					
Signals: high-low=cow-high=c	ttitude	S/P		S/P	
Signals: nigh-low=ow-high=e	ount	count		count	
nigh-low=0 ow-high=0	3				
ow-high=	Signals:				
	high-low=odd/disc				
DOLIDIE	low-high=even/enc				
TAKEOU	T DOUBLES	5			
standard					
(1♣)-x-(pass)-1♦=0-6					
	LANEOUS DO	OUBLES/	REDC	UBLES	
1♣-(1♦/♥)-x=4+♥/♠					
1♦-(1♥)-x=4+♠					

CATEGORY: Red
NCBO: Poland
EVENT: Seniors Marakesh
PLAYERS: Piotr Bizoń – Marek Blat
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Polish Club
1♣=balanced (or unbalanced with 5 clubs) 11-14, 5+clubs
15+, 18+ any
$1\diamondsuit=5+$ diamonds or 4441 with black sing or 4d-5c 11-22
1M=5+M 10-17
1NT=15-17, 5M332 or 6m322 possible
2♣=6+clubs 10-14
$2\lozenge/\lozenge/\spadesuit$ =weak two
2NT=20-21 balanced
3NT=7+ solid major
•
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Openings:
3NT opening=7+ solid major
Responses:
1♣-1♦=any 0-6 or 7-12 unbalanced w/o 4-card major or 16+
bal
$1d-2\heartsuit=55$ majors
Competitive:
frequent transfers after overcalls
1
SPECIAL FORCING PASS SEQUENCES
(1NT)-x-(xx)-pass=forcing
(11v1)-x-(xx)-pass=forcing
IMPORTANT NOTES
3rd hand openings may be light
We are not very strict about our hcp ranges
Frequent transfers in competition

PSYCHICS: can occur occasionally (splinters, cuebids, game

WBF CONVENTION CARD

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	4 ♠	a) 11-14 balanced or 5clubs or 4441 with red sing b) 5+ \$\mathbf{\\$}\$ 15+ c) 18+ any	$1\diamondsuit=0$ -6 any or 7-11 minors or 16+ bal, 2m=nat gf, 2 \heartsuit =bal 12-16, 2 \spadesuit =6m inv, 3 \clubsuit =55 minors GF	after 1\$\ightarrow\$: 1M=3+M, 1NT=17+-19	PH: 2♦=55 majors, 2M=55 M+m, 2NT=55 minors
1\$		4	4♠	11-22 5+\$\rightarrow\$ or 4441 or 11-14 4d-5c	$2\diamondsuit$ =inverted, $2\heartsuit$ =5+♠-4+♥ 5-9, 2♠=6+♣ INV, 3♣=mixed raise, 3♦=pre		PH: 2M=55 M+c
1♡		5	4\$	11-17 5+♡	2♣=GF relay, 2 \diamondsuit =general INV, 2 \spadesuit =6m inv, 2NT=4+fit inv+ , 3♣=3-fit INV, 3 \diamondsuit =mixed raise, 3 \heartsuit =pre	after $2\clubsuit$: $2\diamondsuit = \min$, $2\heartsuit = 4\spadesuit$, $2\spadesuit = 4+\diamondsuit$, $2NT = \text{one-suiter}$, $3\clubsuit$ and higher= $4+\clubsuit$	PH: 2♣=Drury
1♠		5	4♡	11-17 5+•	2 \clubsuit = GF relay, 2 \diamondsuit = general INV, 2NT=4+fit inv+, 3 \clubsuit = 6 \heartsuit INV, 3 \diamondsuit = 3-fit INV, 3 \heartsuit = mixed raise, 3 \spadesuit = pre	after $2\clubsuit$: $2\diamondsuit = \min$, $2\heartsuit = 4\heartsuit$, $2\spadesuit = 4+\diamondsuit$, $2NT = \text{one-suiter}$, $3\clubsuit$ and higher= $4+\clubsuit$	PH: 2♣=Drury
1NT				15-17 balanced (5M possible)	2 \clubsuit =modified stayman, $2\diamondsuit=5+\heartsuit$, $2\heartsuit=5+\spadesuit$, $2\spadesuit=$ inv bal or $6\clubsuit$, $2NT=6\diamondsuit$ or weak 55 minors, $3\clubsuit=$ asking for 5M, $3\diamondsuit=55$ minors GF, $3M=(31)(54)$ with sing oM	after $2\clubsuit$: $2\diamondsuit$ =no major, $2\heartsuit$ =4-5h, $2\spadesuit$ =4-5s	
2♣		6		10-14 6+	$2\diamondsuit$ =relay, $2M$ =constructive, $2NT$ =puppet, $3\clubsuit$ =INV, $3\diamondsuit/3\heartsuit$ =transfer	after 2♦: 2♥=4M, 2♠=extras w/o 4M, 2NT=max bal, 3♣=min w/o 4M	
2\$		5		0-10 6♦	2M=constructive NF, 2NT=relay, 3♣=puppet, 3♦=inv	after 2NT: $3\clubsuit = good$, $3\diamondsuit = bad$, $3M = nat$	4th seat: 10-13
2♡		5		0-10 6♡	2NT=relay, 3♦=fit inv	after 2NT: $3\clubsuit = good/good$ or bad/bad , $3\diamondsuit = good/bad$, $3\heartsuit = bad/good$, $3\spadesuit = nat$	4th seat: 10-13
2♠		5		0-10 6♠	2NT=relay, 3♣=6 \heartsuit inv, 3 \diamondsuit =fit inv, 3 \heartsuit =nat GF	after 2NT: $3\clubsuit = good/good$ or bad/bad, $3\diamondsuit = good/bad$, $3\heartsuit = nat$, $3\spadesuit = bad/good$	4th seat: 10-13
2NT				20-21 balanced	$3\clubsuit$ =puppet Stayman, $3\diamondsuit/3\heartsuit$ =transfers, $3\spadesuit$ =minors	after $3\clubsuit$: $3\diamondsuit$ =at least one 4-card M, $3\heartsuit$ =no major, $3\spadesuit/3NT=5\spadesuit/\heartsuit$	
3X		6		pre (0-9)	$3\diamondsuit$ =ask, $3M$ =nat GF, $4\clubsuit$ =mini RKC in X ($4\diamondsuit$ if X= \clubsuit)	V 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
3NT	х			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	BIDDI	NG		ADDITIONAL	L NOTES	

HIGH LEVEL BIDDING	ADDITIONAL NOTES		
RKC 1430			
Exclusion Blackwood			
Splinters			
Splinters Cue-bids			
Lightner double			