

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>	
Overcalls with 5-cards suit (rarely 4) = 7-16 PC	
New Suit ORF;	
INT response = NF;	
Drury	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Responses; Reopening)</b>	
INT overcall: 15-18 HCP	
Reopen INT: 11-15 HCP doesn't promise openings stopper	
Reopen 2NT: 19-21 HCP	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Preemptive	
Reopen: 2♦/♥/♠ = 10-13 PC 6 cards; 3♠/♦ = good suit, inv to 3NT; 3♥/♠ = about 9 tricks	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Michaels Cue in direct and INT resp.	
Opponent's suit jump call = ask for stopper, one very good suit	
<b>vs. strong INT</b>	<b>vs. weak INT</b>
DBL: 5+♣/♦ and 4♥/♠	DBL: points
2♣: 4+♥4+♠	
2♦: 6+♥/♠	
2♥: 5+♥ and 4+♣/♦	
2♠: 5+♠ and 4+♣/♦	
2NT = minors	
Reopen:	dbl = points
	2♣ = majors
	2♦ = multi, better than 2M
	2♥/♠ = nat weak, worse than 2♦
	2NT = 55 minors
	3♣/♦/♥/♠ = good suit constructive
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL.: T/O tru 4♥; 4NT: 2 suiter	
3 level: Cue: stopper ask; 4-level Cue: 2 suiter; 4♣/♦ = 5+♣/♦ + 5+M	
Jumps: Constructive	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
vs strong opening 1♣: no special agreements	
vs strong opening 2♣: x = majors, 2NT = minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New Suit F at 1 level only, transfers after 1M-dbl, 1♣-dbl, 1♦-dbl-(occur above 2♣)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
NT	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax	Same	
King	AK; KD(x)	KD; AKJ10x, KD109	
Queen	QJ(x); Qx	AQJx; KQx(x)	
Jack	J10(x); HJ10(x)	Same	
10	10x; H109(x)	Same	
9	109x; H9x	Same	
	Hxx; xxx+	Same	
	xx ; Hxxxx(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low is enc.	Count	Lavinthal
<b>Suit</b> 2	Count (low=even)	Lavinthal	Count
3	Lav: Dummy short		
1	Low is enc.	Echo-low accepts lead	Lavinthal
<b>NT</b> 2	Lavinthal	Lavinthal	Count
3	Count	Count	
Signals (including Trumps): Lavinthal, reverse Smith Echo (vs. NT), Q and A – small = enc.; K – count, vs NT asks for unblocking			
Reverse count (low-high: even, high-low: odd)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape, Responses: Natural; Cue F			
2♦ (Dbl) T/O to ♠ or any 18+			
DBL: 1♦ - (Dbl) - 1♥/♠ - (DBL): penalty 4+, 7+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Take out double, lightner, double-inv			
Double/redouble showing support, for example: 1♣ - (pass) - 1♥ - (suit/double) – double/redouble = exactly 3♥			
Double = transfers to ♠ in 1♣/♦ - (1♥) – double = 4+♠			

W B F CONVENTION CARD
<b>CATEGORY: All</b>
<b>NCBO: POLAND</b>
<b>PLAYERS: MACIEJ HUTYRA &amp; DANUTA KAZMUCHA</b>
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Three-way 1♣ opening: NAT, PREP or STR
1♦ response is ART.: NEG(0-6) or minor(s)(7-11) or 16+bal
1M: 5+card majors
1NT: (14)15-17
2♣ OPENING: 10-14, 5♣ 4M or 6♣
2♦ MULTI: 6 ♥/♠ weak
2♥/♠: 5+♥/♠ and 4+♣/♦ weak
2NT: 55minors, weak or strong
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - (pass) - 1♦ - (pass) - 1♥/♠ = min. 3 cards
1♣ - (pass) - 1♦ - (pass) - 1NT = 18-20 PC, balanced
1♣/♦ - (pass) - 1♥/♠ - (pass) - 1♠/NT - (pass) - 2♣ = forcing to 2♦ two way checkback
1♣/♦ - (pass) - 1♥/♠ - (pass) - 1♠/1NT - (pass) - 2♦ = art., GF
SPECIAL FORCING PASS SEQUENCES
After Dbl (10+HCP); Rdbl. (10+HCP)
After penalty Pass
After GF
PSYCHICS
Rarely

## OPENING BID DESCRIPTIONS

Opening	Art.	Min.	Neg Dble	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	Yes	0	4♥	BALANCED 2+♣ 11-14; 4+♣ 15+ or 18+any	1♦ = NEG (0-6) or minor(s) (7-11) or 16+bal. no 4M 1♥/♠ = 4+ cards, 7+ HCP; 2♣/♦ = natural 5+ GF; 2♥ = HCP; 2♠ = trf to NT inv+; 2NT = bal inv; 3♥/♠ = 3244/2344 13-15	1♣ - 1♦ - 1♥(1♠) = at least 3 cards 1♣ - 1♦ - 1NT = 18-20 BAL 1♣ - 1♦ - 2♦ = any GF; 1♣-1M-2♦ = art. 18+, 3+M	
1♦	No	4	4♥	11-17PC, 5+♦ or 1444♦ or 4♦5♣ (11-14)	1NT = NF BAL; 2♦ = 4♦ 10+; 2NT = INV BAL; 2♥ = 4+♥5+♠ 5-8 HCP, 2♠ = 4+♥5+♠ (9)10-11 HCP, 3♣ = 4-card support weak or strong splinter; 3♦ = mixed raise; 3♥/♠ = weak splinter	1♦ - 2♣ - 2/3NT = 4441♣ 15-17 or 11-14	
1♥	No	5	3♠	11-17, 5+♥	1NT = NF; 2♣ = any GF; 2♠ = inv with support or minisplinter; 2NT = mixed raise; 3♣/♦ = inv nat.6+; 3♥ = PRE; 3♠ = any void (3NT asks); 3NT/4♣/♦ = singletons in ♠/♣/♦		2♣ = DRURY-FIT 3♣/♦ = nat INV with support
1♠	No	5	4♥	11-17, 5+♠	1NT = NF but may be weak with supp, 2♣ = any GF; 2NT = INV with supp or minisplinter; 3♣/♦/♥ = 6+ INV; 3♠ = PRE; 3NT = any void (4♣ asks); 4♣/♦/♥ = singletons	1♠ - 1NT - 2♣ = Gazilli	2♣ = DRURY-FIT 3♣/♦ = nat INV with support
1NT	No		3♠	1NT: (14)15-17	2♣ = stayman; 2♦/♥ = transfers; 2♠ = ♣ or bal inv; 2NT = ♦; 3♠ = puppet stayman; 3♦ = 3,5 in majors; 3♥/♠ = short, 54 in minors, 4♣ = 55 majors, 4♦/♥ = trf 6 ♥/♠, 4♠ = inv to 6NT, 44 in minors, 4NT = inv to 6NT	1NT - 2♣ - 2♦ - 3♦ = ask about 3M 1NT - 2♣ - 2♦ - 3♥/♠ = short	
2♣	No	5	-	10-14, 5♣4M or 6♣	2♦ = ASK; 2NT = sign off ♣ supp. or inv 5♥5♠ or GF 5♥5♦ or GF 5♠5♦; 3♣ = inv. with supp.; 3♦/♥/♠ = 6 cards inv.		
2♦	Yes	0		5-10, 6+♥/♠	2M = P/C; 2NT = strong with supports in majors or any slam hand with minor; 3♣ = inv to partner's suit or others GF; 3♦ = inv + with 5+♥; 3♥ = P/C; 3♠ = inv 6♣; 4♣ = "show your suit with a TRF"; 4♦ = "show your suit"	2♦ - 2NT: 3♣ = any weak hand, 3♦/♥ = good hand (6+♥/♠)	
2♥	Yes	5		5+♥ and 4+♠/♦, 5-10	2♠ = nat, NF; 2NT=ASK; 3♠ = p/c; 3♦ = INV with ♥ support; 3♣ = nat. inv		
2♠	Yes	5		5+♠ and 4+♣/♦, 5-10	2NT = ASK; 3♠ = p/c; 3♦ = inv with 6+♥; 3♥ = INV with ♠ support		
2NT	No			5♠ + 5♦, 5-10	3♥ = strong art. Ask; 3♠ = GF with spades or inv with support in minor		
3♣	No	6		PRE may be very weak if non-vuln			
3♦	No	6		PRE may be very weak if non-vuln			
3♥	No	6		PRE may be very weak if non-vuln			
3♠	No	6		PRE may be very weak if non-vuln			
3NT	Yes	7		GAMBLING, no stopper			3rd/4th = sign-off
4♣	No	6		PRE			
4♦	No	6		PRE			
4♥	No	6		PRE			
4♠	No	6		PRE			
<b>HIGH LEVEL BIDDING</b>					1 st + 2 nd round control cue bids RKCB, when we ask on ♥/♠ we show colour kings; EXCLUSION BLACKWOOD; HOYT; SPLINTER; AUTOSPLINTER; PEDO		