

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: 8+, 5+ cards
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS
INT = 15-17 HCP with stopper
4th POS
INT = 15-17 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
nat
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1D-2D: 5+S/5+H/C 6-10 or 16+HCP
1D-2NT: 5+H/5+C 6-10 or 16+HCP
1H-2H: 5+S/5+m 6-10 or 16+HCP
1S-2S: 5+H/5+m 6-10 or 16+HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
VS. Strong NT: Dbl: one suit, 2m/H: 5+/5+, 2S: block
VS. Weak NT (to 15HCP): nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
1x-1NT-2x: 7+HCP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Nat
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 10+ HCP, jumps weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	natural	natural	
NT	natural	natural	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax	AKx(+) AKJx	
King	KQx(+)	KQ109(+) KQJ(+)	
Queen	QJ QJx(+) Qx	QJx(+)	
Jack	J10 J10x(+) Jx	J10x(+)	
10	(H)109x 10x	(H)109x 10x	
9	(H)98x 9x	(H)98x 9x	
Hi-X	xSx xSxx xSxxx	xSx xSxx xSxxx	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Odd=Enc	Odd=Enc	Odd=Enc
2nd	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3rd		LAVINTHAL	
NT: 1st	Odd=Enc	Odd=Enc	Odd=Enc
2nd	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3rd		LAVINTHAL	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1C-dbl-pass-1D: 0-6 HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBL/REDOUBLES			
1C-1D-dbl: 10+ HCP			
1m-1S-dbl: 7-9HCP 4H or 10+any			
Support double, for example 1C-p-1S-2D-dbl: 3S			
2C-p-2D-2S-dbl: no 4S; 2C-p-2D-2S-pass: 4S			
2D-dbl-rdbl: 10+HCP both 3+H and S			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Lina Vrubliauskienė – Nele Petryliene
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Polish Club
1M: 5+M
1D: 5+D or 4D-5C or 4-4-4-1C
1NT: 15-17 HCP BAL
DOPI, ROPI
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1M-3M block
2D: 6+M 6-10 HCP
2M: 5+M/5+any 6-10 HCP
2NT: 5+C/5+D 6-11 HCP
3m/M: constructive block
Competitive bidding:
1M-2NT: 5+C/5+D 5+ HCP
1C-2D: 5+/5+ at least one major
1C-2M: 6+M 6-10 HCP or 16+
1D-2D: 5+S/5+H/C 6-10 or 16+HCP
1D-2NT: 5+H/5+C 6-10 or 16+HCP
1H-2H: 5+S/5+m 6-10 or 16+HCP
1S-2S: 5+H/5+m 6-10 or 16+HCP
SPECIAL FORCING PASS SEQUENCES
Trapping pass
IMPORTANT NOTES
3rd opening may be weaker
PSYCHICS: seldom

OPENING	ARTIFICIAL	MIN NO. OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0		12-14 HCP BAL	1D: 0-6 neg or 16+ or 4+D 6-9 HCP	1C-1D-2D: ACOLs	
				5C 12+ HCP	1M: 4+M 6-7+HCP; 1NT 6-9	1C-1D-1NT: 18-20 HCP BAL	
				6+C or 5C and 4M 16+HCP	2C: 5+C 10+HCP; 2D: 5+D 10+HCP	1C-1D-2NT: 21-23 HCP BAL	
				18+ HCP (19+ BAL)	2M: 5+M 12+HCP	1C-1M-2D: 18+HCP (445566)	
					2NT: invite no 4+M 10-11 HCP		
1♦		4		5+D 12-17 HCP	2D: 3+D 10+HCP	2H/S: stopper	
				4D and 5+C or 4-4-4-1C 12-17	2NT: invite no 4+M 10-11 HCP		
					3D: 4+D 6-9 HCP		
1♥		5+		5+H 12-17	2NT: 12+HCP, 3+H; BERGEN	1H-2NT: 3 C/D/S – singleton, 3NT 14-15, 3H 16-17, 4H 11-13, 4C/D/S - void	
1♠		5+		12-17 5+	2NT: 12+HCP, 3+S; BERGEN	The same as after 1H	
1NT				15-17 BAL	2C: STAYMAN, 2D/H/NT: TRANSFERS	1NT-2D/H-2H/S-2S/3H: invite 1NT-2C-2D-2H/S: 5M/4M NF, 3HS FG	
					2S: INVITE or TRANSFER to clubs		
					3m/M: 5+cards 10+HCP		
					4C: Gerber		
2♣	Yes	5+		11-15 HCP 6+C or 5+C and 4M	2D: relay, 2H/S: NF, 2NT: invite; Other – natural, forcing	2C-2D-2M: 4M; 2C-2D-2NT: 6+C 2 stoppers 11-13 HCP	
2♦	Yes			6+H/S 6-10 HCP,	2S: NF if S, invite if H, 3C: natural NF, 3D: invite with both M; 3H: block with both M, 3S: invite if S, FG if H, 2NT: relay; 4C: say tran., 4D: choose M	3C: 9-11 HCP 6+H/S; after 3D asking transfers (3H: 6+S, 3S: 6+H), 3D: 6-8 6+H (transfer), 3H: 6-8 HCP 6+S (transfer);	
2♥	Yes	5+		5+H/5+mM 6-11 HCP	2S: finding another suit; 2NT: relay		
2♠	Yes	5+		5+S/5+m 6-11 HCP	2NT: relay; 3C: finding another suit		
2NT	Yes			5+C/5+D 6-11 HCP	Nat, contract, 4NT-BlackWood		
3♣		7+		Block			
3♦		7+		Block			
3♥		7+		Block			
3♠		7+		Block			
3NT	Yes			Gambling (without stoppers)			
4♣				Block			
4♦				Block			
4♥				Contract			
4♠				Contract			
4NT				Blackwood	0/3 A; 1/4 A; 2A+0/3K; 2A+1/4K; 2A+2K		
5♣				Contract			
5♦				Contract			
5♥				Contract			
5♠				Contract			
5NT				Contract			

HIGH LEVEL BIDDING

RKCB with KINGS (4A), SPLINTER, CUE-BID