

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Nat, 5(4)+; 8+ > Drury	
1d-2d majors if 1d = 3+ else natural	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-17 might be off shape and count	
9-14 reopen	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
preemptive	
Reopen: constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
If 1♣ is 2+ (1♣)-2♦ = majors	
If 1♣ is 3+ (1♣)-2♣ = majors	
(1♣)-2♥/♠ = weak ♥/♠	
VS. NT (vs. Strong/Weak; Reopening;PH)	
VS Strong: x = 5+m-4M, 2♣ = M 4-4+, 2♦ = 6+♥/♠, 2♥/♠ = 5+-4+m	
Reopen: x- 9+, 2♣- majors , 2♦ = 5+♥/♠ weak, 2♥/♠ = 5+ constructive	
VS Weak: x = 13+ BAL, 2♣ = M 4-4+, 2♦ = 6+♥/♠, 2♥/♠ = 5+-4+m	
Reopen: same	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Take-out	
Jumps: constructive	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Vs 1 ♣ 16+	
x-♥ 1♦-♠ 1♥- 54♥♣ or 54♦♦ 1♠- 54♣♣ or 54♦♥ 1NT-54♦♣ or 54♠♥	
OVER OPPONENTS' TAKEOUT DOUBLE	
1♠-(x)-1NT=♣ 2♣/♦=TRFs ♦/♥ 2♥= bad or very good raise	
2♠=normal raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other: At level 5 doubled or 6+ second best from honor sequence (10 from J10 etc.)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Same	
King	AK, Kx, KQ(+), KQ10x	AKJ10x, KQx	
Queen	QJ(+), Qx, AQJ(+)	KQ109, QJx	
Jack	J10(+), Jx, AJ10(+), KJ10x	Same	
10	10x, H10x(+),	Same	
9	H9x(+), 109x	Same	
Hi-X	HXx, JXx(+), xXx(+)	Same	
Lo-X	xxX, HxxX	xxX, HxxX, 10xxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, low-hi=even	Count	Count
Suit 2	Attitude, low=enc	SP	SP
3			
1	Count, low-hi=even	Smith's sign, low=enc	Count
NT 2	Attitude, low=enc	Count	SP
3		SP	
Signals (including Trumps): SP			
UDCA			
Reverse Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, can be weaker by passed hand, 1♦=NEG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♠-(1♦)-x = ♥ 1♥= ♠ 1♠= TRF to ♣ or NT			
1♠-(1♥)-x = ♠ 1♠= TRF to ♣ or NT 2♣=♦			
1♦-(1♥)-x = ♠ 1♠= TRF to ♣ or NT 2♣=7-9 3♦+			
Support double			

W B F CONVENTION CARD	
<p>CATEGORY: Red</p> <p>NCBO: Poland</p> <p>PLAYERS: Bazyluk-Bąk</p>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Polish Club	
Three-way 1♣; Balanced 11-14, 4+♠ -15+, 18+ any, 4414 11+	
1NT = 15-17 bal , might be off shape and count	
2♣ = 11-14; 5+♠ and 4M or 6+♣	
2♦ = weak, 6+ ♥/♠	
2♥/♠ = weak, 5+/5(4) m	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
As above	
SPECIAL FORCING PASS SEQUENCES	
After bidding game at V, when opps bid on 5 level	
After GF	
IMPORTANT NOTES	
22(54) might open 1c	
PSYCHICS : Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	4♥	Balanced 11-14 or (17)18+ or 5+♣ 15+ or 4441♦ 11+	1♦ = NEG (0-6(10)) or minors (7-9) or one minor; 2♥-13+ BAL; 2♠= INV+ to NT	1♣ - 1♦ - 1♥ = 12-14 3♥+ or 18+ 4♥+ or 4441♦ 15+	
1♦	No	4	4♥	11-17PC, 5+♦ or 4♦441 or 4♦ 5♣ 12-14	1NT = NF BAL; 2♦-10+PC+4♦ 2♥=5♠+ 4♥+ 3-7 2♠= INV 6♣+ 2NT = INV BAL; 3♣=pre or shortness GF , 3♦= mixed raise ♦ , 3♥/♠=spl		
1♥	No	5	3♣	11-17, 5+♥	1NT = NF or mini raise, 2♣-GF 2♠-mixed raise 2NT=inv supp; 3♣/3♦ = 6+♣/♦ INV , 3♥=PRE, 3♠=short♠, 3NT=short♦ 4♣=short♣, 4♦=raise to 4♥		drury
1♠	No	5	4♥	11-17, 5+♠	1NT = NF or mini raise; 2♥=12PC+ 5♥+ 2NT = INV; 3♣/3♦= trf 6+INV, 3♥=mixed raise 3♠ = PRE; 3NT=short♥ 4♣=short♣, 4♦=short♦ 4♥=raise to 4♠		Drury
INT	No		3♣	15-17	STAYMAN; TRFs, 2♠=TRF to ♣ 3♣- trf to ♦ 4♣-majors 4♦/♥=TRF ♥/♠	1NT-2♣-2♦-3♥/♠ shortness	
2♣	No	5	-	(10)11-14 5♣ 4♥/♠, or 6+♣	2♦=ASK ; 2♥/♠= NF; 3♦/♥/♠=NAT(6+) INV, relay system on		
2♦	Yes	0		5-10, 6+♥/♠	2♥=P/C, 2♠-pass to ♠ 2NT=ASK GF+; 3♥=P/C preempt, 3♣=inv or any GF, 3♦ - inv bad with short suit	2♦-2NT: 3♣= weak hand; 3♦/♥= better hand (6+♥/♠);	
2♥	No	5		5+♥ and (4)5+♣/♦, 3-10	2♠= nat, nf , 2NT=ASK; 3♣=P/C , 3♦=inv to ♥ 3♥=to play,		
2♠	No	5		5+♠ and (4)5+♣/♦, 3-10	2NT=ASK; 3♣=P/C, 3♦=INV with 6+♥ 3♠=preempt		
2NT	No			20-21	3♣=muppet stayman 3♦/♥-TRFs 3NT-to play		
3♣	Yes	6		PRE	3♦ = trf to 3♥, 3♥=nat F1, 4♦=blackwood		
3♦	No	6		PRE	3♥=nat F1, 4♠=blackwood		
3♥	No	6		PRE	3♠=nat F1, 4♣-blackwood		
3♠	No	6		PRE	4♣-blackwood		
3NT	Yes	7		GAMBLING, no stopper	4♣=P/C, 4♦ = ASK		3rd/4th = sign-off
						HIGH LEVEL BIDDING	
						Cue-bids,	
						Exclusion Blackwood	
						Last Train	