

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat, 5(4)+; 8+ > Drury, vul, level 2 = 10+
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-17 overall NAT (system ON)
Re-open: 12-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
preemptive
Re-open: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♠)-2♦ = majors
(1♠)-2♥ = weak ♥
(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- 10+, 2♠- majors , 2♦ = 5+♥/♠ better hand, 2♥/♠ = 5+ worse hand
VS Weak: x = 13+ BAL, 2♠ = M 4-4+, 2♦ = 5+♥/♠, 2♥/♠ = 5+-4+m
Reopen: same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out, asking bid, NT = NAT,
Jumps: constructive
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
Vs 1 ♠
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 raise or Forcing 2♠ = normal raise; after 1♥-(x)= same

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:			
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	xX, HxxX	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A, Q, x – Enc; K - C	Count, hi-low=odd	Suit Preference
Suit 2	Count, low-hi=even	SP	Count, same
3	SP		
1	Enc	Smith's sign, low=enc	SP
NT 2	Count, same	Count, same	
3	SP		
Signals (including Trumps):			
Trumps Lavinthal,			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, can be weaker by passed hand, (1♠) - x - (p) - 1♣=NEG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♠-(1♦)-x = ♥, 1♥ = ♠, 1♠= TRF to NT or ♣, 2♦/♥ = TRF to ♥/♠			
1♠-(1♥)-x = ♠, 1♠ = TRF to NT or ♣, 2♣ = ♦, 2♥ = TRF to ♠			
1♦-(1♥)-x = ♠, 1♠ = TRF to NT or ♣, 2♣ = 7-9 3♦+			
Support double			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Poland
PLAYERS: Krzysztof Cichy - Kacper Kopka
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club
Three-way 1♣: Balanced 12-14, 5+♠ 15+, 18+ any
1NT = 15-17 bal
2♣ = 11-14; 5+♠ and 4M or 6+♠
2♦ = weak, 6+ ♥/♠
2♥/♠ = weak, 5+/5(4) m
2NT = weak 5-5+ m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
As above
SPECIAL FORCING PASS SEQUENCES
Standard
IMPORTANT NOTES
3 rd hand openings may be weaker.
PSYCHICS: rare

OPE NING	TI CK IF AR TI FI CI AL	MIN . NO. OF CA RDS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	4♥	Balanced 11-14 or (17)18+ or 4+♣ 15+	1♦ = any 0-6 or minor(s) (7-11), 1♥/♠ = 4+♥/♠ 7+, 2♥=5♠+4♥+ 2♠= trf to NT INV+, 2NT= GF 3♣=6♣+ INV 3♦ = 6+♦ INV	1♣ - 1♦ - 1♥ = 12-14 3♥+ or 18+ 5♥+ or 4♥+ 5♠+ 15+ or 4441♦ 15+	
1♦	No	4	4♥	11-17PC, 5+♦ or 4♦441 or 4♦ 5♣ 11-14	1NT= NF BAL, 2♣= nat GF 2♦=10PC+4♦, 2♥=5♠+ 4♥+ 5-9 2♠= INV 6♣+, 2NT= INV BAL, 3♣=pre or shortness GF, 3♦= mixed raise, 3♥/♠=spl		1♦-2♦=10-11, 1♦-3♣=8-10 5+♣-4+♦, 1♦-3♦=pre
1♥	No	5	3♠	11-17, 5+♥	1NT= NF 6-11; 2♣= art. GF, 2♦= GF 2♠=mixed raise, 2NT=inv supp; 3♣/3♦ = 6+♣/♦ INV, 3♥=PRE, 3♠= any void, 3NT=SPL ♠, 4♣/♦=SPL,		3 rd /4 th drury
1♠	No	5	4♥	11-17, 5+♠	1NT= NF 6-11; 2♣= art. GF, 2♦/♥= nat. GF 2NT= INV; 3♣/3♦= nat 6+INV, 3♥=mixed raise, 3♠= PRE; 3NT= any void, 4♣/♦=SPL, 4♥=SPL,		Drury
INT	No		3♠	15-17	Stayman; TRFs, 2♠=inv or TRF to ♣, 2NT= weak minors or ♦ weak or GF, 3♣ = puppet, 3♦= nat inv, 3♥/♠ = 5-4-3-1, 4♣/4♦=TRF ♥/♠	1NT-2♣-2♦-3♥/♠ shortness	
2♣	No	5	-	(10)11-14 5♣ 4♥/♠, or 6+♣	2♦= ASK 8+, 2♥/♠= NF, 2NT= weak trf to ♣ or GF 2-suiter, 3♦= nat GF, 3♥/♠=NAT(6+) INV	2♣-2♦: 2♥/♠=NAT (4); 2NT=6+♣ max 3♣=6+♣ min; 3♦/♥/♠=6♣+4♦/♥/♠ max	
2♦	Yes	0		3-10, 6+♥/♠ or 5+♥/♠ good suit	2♥= P/C, 2♠=P/C, INV to ♥ or strong with ♠ 2NT= ASK; 3♥= P/C preempt	2♦-2NT: 3♣= weak hand; 3♦/♥= good hand with ♥/♠	
2♥	No	5		5+♥ and (4)5+♠/♦, 3-10	2♠= nat nf, 2NT= ASK, 3♣= P/C, 3♦= inv to ♥, 3♥= preemptive,		
2♠	No	5		5+♠ and (4)5+♣/♦, 3-10	2NT= ASK, 3♣= P/C, 3♦= INV+ with 6+♥ 3♠= preempt		
2NT	No			5-10; 5+♣/♦	3♥ = relay		
3♣	Yes	6		PRE	3♦/♥/♠= nat GF, 4♦= asking for keycards		
3♦	No	6		PRE	3♥/♠= nat GF, 4♣= asking for keycards		
3♥	No	6		PRE	3♠= nat GF, 4♠= asking for keycards		
3♠	No	6		PRE	4♣= asking for keycards		
3NT	Yes	7		GAMBLING, no stopper	4♣= P/C, 4♦= ASK; 4NT= ask about possible 8 th trick		3 rd /4 th = sign-off
						HIGH LEVEL BIDDING	
						Cue-bids, Exclusion Blackwood, ROPI, DOPI	