

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural suit 5(4)+ (6)7-16(17)HCP, new suit is NF at level 1, F1 w/o jump or GF with jump at level 2, Rubens trsf starting with opp suit
Jump in opp suit on level 3 is mixed raise, in level 4 is splinter
(1♣=2+♣)-2♣=NAT
(1♦=(0)2+♦)-2♦=NAT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
After 1♣/♦ 1NT=15-17, reopening 11-15
After 1♥/♠ 1NT=15-17, reopening 11-15
(1♥)-1NT-(pas)-2♣=5+♦/2♦=4♣,inv+2♥=5+♠/2♠=5+♣
(1♠)-1NT-(pas)-2♣=5+♦/2♦=5+♥/2♥=5+♣/2♠=4♥,inv+
Transfers after overcall
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit : pre-empt
2-Suit : pre-empt
Leaping Michaels; (2♣/♦=NAT)-4♣=5+5+♦/♣ and ♥/♠; 4♦=5+5+♥/♠
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Afetr 1♣(1♣=2+♣) - 2♦=5+5+ majors, 2NT=5+5+ minors,
After 1♣(1♣=3+♣)/♦/♥/♠ - 2NT/3♣=2 lowest/highest suits 5+5+
JUMP CUE and (2♥/♠=NAT) - 3♥/♠=stopper ask
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs strong – X=5+minor 4+major;
2♥/♠=5+♥/♠, 4+minor; 2NT=5+5+♣/♦
Vs weak (13-15 or weaker) – X=(13)14+HCP bal/any strong hand
2♣=4+4+ majors; 2♦ = 6+M; 2♥/♠=5+♥/♠, 4+minor; 2NT=5+5+♣/♦
Re-open: same as vs strong/weak; PH: always as vs strong
Reopening double might be only 4 minor, 4 major
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
After 2♦=Multi X=T/O assuming spades with opener. After 2♥/♠ X=T/O, Lebenshol, Leaping Micheals
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1♣: X/1♦ - 4+♥/♠, one-suiter, 1♥ - at least 5+4+ ♣♥/♦♠, 1♠ - at least 5+4+ ♣♠/♦♥, 1NT – at least 5+4+ ♣♦/♥♠, other – NAT, weak
After 2♣/NT: 3♣/♦ - 5+5+ ♣♠/♥♠, 2NT/X – 5+♣/♦ 5+♥/♠
OVER OPPONENTS’ TAKEOUT DOUBLE
Transfers at level 1/2 after 1♣/♥/♠ and only at level 2 after 1♦
After 3 rd /4 th 1♥/♠-(X)-2♦/♥=good raise, 2♥/♠=weak raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	Xx, xx(+)X, HXx(+)	
NT	2/4	Xx, xx(+)X, HXx(+)	
Subseq	Att for NT; 2/4 for suit	Xx, xx(+)X, HXx(+)	
Other: For suit games K for AK means AK sec or side shortness			
LEADS (for NT 10 is treated as a honour)			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKx(+)	
King	KQ(+), AK	KQ(+)	
Queen	QJ(+), KQ109(+), AKQ(+)	QJ(+), AKQ(+)	
Jack	J10(+) or AJ10(+), KJ10(+)	J10(+), AJ10(+), KJ10(+)	
10	H109(+) or 10x	H109(+) or 10x or 109(+)	
9	109x(+), H9x	9x, 98(+), H9x	
Hi-X	xXx(+)	Xx(+), xX(+)	
Lo-X	xX, HXx, HxxX(+)	(H/10)(+)Xx, H(H/10)x(+)X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	SP	SP
Suit 2	Count	Count	Count
3	SP		
1	Attitude	SP	SP
NT 2	Count	Count	Count
3	SP		
Signals: Low=Enc, Low=Even, SP=General SP vs suit/Lavintahl vs NT;			
In trumps also Lavintahl; For 5+level games almost always count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, 12+HCP; with good shape – 4441/5440 could be (9)10+HCP			
After pass and at reopen (7)8+HCP; after pass 7-9HCP only with 4441/5440			
Standard responses, cue in opp suit is F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double over 3♣/♦/♥/♠ forces to game, does not promise the other			
major, support double and redouble			
Invite double, Many extra values double in competitive bidding, after our 1♣			
extra value double shows 4+♣ or 18-20HCP w/o stopper in opp suit			
Redouble SOS			
(1/2Y)-1/2NT-(X)-XX=♣ or 4+4+ w/o ♣			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: POLAND
PLAYERS: KĘDZIERSKI MACIEJ
MADEJ ROMAN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ - 2+♣ (could be 5♦332 if 18-20)
1♦ - 5+♦ or 4♦441
1♥/♠ - 5-card
1NT - (14)15-17 with possible 5M/6m/(14)44/(14)(35)/(24)(52)
NV preempts at level 3rd is very light (especially NV vs V)
2NT is GF in 1♦-1♥/♠-2♣/♦ and 1♥-1♠-2♦/♥
Many transfers positions in competitive bidding
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = 11-14/18-20HCP bal, or 11+HCP 4+♣
2♣ = 23-24HCP BAL or any GF
2♦ = NV 3-10HCP 5+♥/♠, V 5-10HCP 6+♥/♠
2♥/♠ = NV 3-10HCP 5+♥/♠ 4+♣/♦, V 5-10HCP 5+♥/♠ 5+♣/♦
3rd hand 2♦=both majors 4+4+, 2♥/♠=NAT, 5+♥/♠, 0-14HCP
1♣-1♦=0-6HCP any hand/7-11HCP one minor/minors w/o 4M
1♣-1♣-1♥=11-14HCP bal/(3)4♥ 4+♣ unbal
1♣-2♦=(0)3-7HCP 6+♥/♠
1NT-2♦=transfer, but could be only 4♥ if invite
1♥-(X)-1♠=both minors, at least 4+4+
SPECIAL FORCING PASS SEQUENCES
The strongest bid is pass and then taking out the partner's double
1♣/♦/♥/♠-(X)-XX, our passes is forcing up to 2♦ (after 1♠ up to 2♥), the same goes for opp 1NT=weak/mini and our X
After Rdbl pass is not forcing after our 3rd and 4th hand opening
IMPORTANT NOTES
1♥/♠ overall can be with 4, 3th hand opening at level 3 is random
PSYCHICS: hardly ever, sometimes in 1♣-(x)-1♥/♠

OPENING	ART.	MIN. NO. OF CARDS	NEG.DBL TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	YES	2	4♥	11-14/18-20 BAL (could be 5♦332 if 18-20) 11-22 4+♣ UNBAL	1♦=0-6 any or 7-11 w/o 4M, 1♥/♠=7+, 4+♥/♠, could be longer minor, 1NT=7-10 w/o 4M, 2♣=GF, 5+♦, 2♦=GF, 5+♣, 2♥=(3)4-9 5+♠ 4+♥, 2♠=inv+ bal, 2NT=inv, bal 3♣/♦=inv, 6+♠/♦, good suit	1♣-1♦-1♥=11-14 BAL or (3)4+♥ 4+♣ unbal 1♣-1♦-1NT=18-20 BAL 1♣-1♥-1♠-2♣/♦=double checkback 1♣-1♥/♠-1NT-2♦=any GF or NF with 5♥/♠ 1♣-1♥/♠-2♦=5+♠ 4+♦ GF or 6+♣ GF 1♣-1♥/♠-2♣/3♦=GF BAL with 4♥/♠ or 5♣4♥/♠22	2♣=9-11, 5+♣ w/o 4M 2♦=9-11, 5+♦, w/o 4M
1♦		4	4♥	11-14 5♦(332) 11-22 4+♦ UNBAL	1♥/♠=(0)3+, 4+♥/♠, 1NT=7-10 w/o 4M, 2♣=GF 3+♦/GF 4+♠, 2♦=3-7, 6+♥/♠, 2♥=(3)4-9 5+♠/4+♥, 2♠=inv 4+♦/inv 6+♣ 3♠=PRE, 4+♦/splinter (12)13+, 3♦=5-9 4+♦, 3♥/♠=splinter 9-11(12)	1♦-1♥-1♠-2♣/♦=double checkback 1♦-1♥/♠-1NT-2♦=any GF or NF with 5♥/♠ 1♦-1♥/♠-2NT=6+♦, GF or 5♦4♥/♠22, GF 1♦-1♠-2♣/♦-2♥=any inv or 6+♠ SO 1♦-1♠-2♣/♦-2♠/NT=any GF, bad/good to NT 1♦-1♠-2♥=5+♦ 4+♥ F1	2♣=9-11, 5+♣ w/o 4M 2♠=9-11 (3)4+♦
1♥		5	4♦	10-22 5+♥	1♠=4+♠ (0)3+, 1NT=3-12 any or 3-6 3+♥, 2♣/♦= F1 2+♠/5+♦, 2♠=3-7, 6+♠, 2NT=inv 3+♥, 3♠=6-9 4+♥, 3♦=9-12, any splinter 4+♥, 3NT=splinter ♦	Gazzilli over 1♠, ART over 1NT 1♥-1♠-1NT-2♦=any GF/NF with 5♠ 1♥-1♠-2NT=GF 5+♥ 5♠/♦ or 6+♥ 4♠/♦ 1♥-1NT-2♣=10-12 6+♥ or any GF, 1♥-3♦-3♥=ask about shortage	2♣=9-11, 3♥ 2♦=9-11, 4+♥ 2NT=splinter ♣/♦ 3♦=splinter ♠
1♠		5	4♥	10-22 5+♠	1NT=3-12 any or 3-6 3+♠, 2♣/♦=F1 2+♠/5+♦, 2♥=GF, 5+♥, 2NT=inv 3+♠, 3♠=inv, 6+♥ 0-2♠ 3♦=6-9 4+♠, 3♥=9-12, any splinter 4+♠, 3NT=splinter ♥, 4♥=7+♥, below GF	ART over 1NT, transfers with ambiguous 2♣ 1♠-1NT-2♣=5+♠ 4+♥, F1 (w/o 5-5 inv), 1♠-1NT-2♥=10-12 6+♠ or any GF w/o 4+♥ 1♠-3♥-3♠=ask about shortage	2♣=9-11, 3♠; 2♦ = 5♥ 2♠ 2♥=9-11, 4+♠ 2NT=splinter ♣/♦ 3♥=splinter ♥
1NT			4♥	(14)15-17 May be 6m(322) 5M(332), 5422, 5m431,4441, 5M431 with stiff honour	2♣=Stayman, doesn't promise 4M, 2♦=trs 5+♥, SO or GF/inv 4♥, 2♥=trs 5+♠, 2♠=inv bal /6+♠, 2NT=SO both minors/6+, 3♠=Puppet, 3♦=44(41/50), 3♥/♠=short ♥/♠, 5+4+ minors	1NT-2♣-2♦-2♥= up to GF 4+4+ ♥/♠ or 5♥, inv 1NT-2♣-2♦/♥-2♠=4-5♠, inv 1NT-2♣-2♥/♠-3♦=GF, ask Stayman+Transfer and Transfer+Transfer	Without changes
2♣	YES	0		23-24 BAL or any GF	2♣=0-1 controls, 2♥=2 controls, 2♠= 3+ controls 2NT=6+ cards, any colour, at least 4 honours, 3X=transfer, 6+cards, at least 3 figures	2♣-2♦-2♥=NAT or 25+ BAL 2♣-2♦-2NT=23-24 BAL 2♣-2♦-3♥/♠=4♥/♠ 5+♦	Without changes
2♦	YES	0		1 st /2 nd NV 3-10 5+♥/♠ 1 st /2 nd V 5-10 6+♥/♠	2♥/♠=P/C 2NT=ASK, inv+, 3♠=GF on own suit, 3♦=inv with both majors, 3♥=pre with both majors, 3♠= inv, 6+♠ 4♠/♦=show colour by transfer/nat	2♦-2NT-3♠=weak; 3♦/♥=max 6+♥/♠, 3♠/NT (NV)=max 5♥/♠. 2♦-2NT-3♠-3♦-3♥=♠; 3♠=6♥ no shortage, 3NT(NV)=5♥, 4♠/♦/♥=6♥ shortage ♠/♦/♠	3 rd hand opening 2♣=4+4+♥♠, 0-12
2♥	YES	5		1 st /2 nd NV 3-10 5+♥ 4+♠/♦ 1 st /2 nd V 5-10 5+♥ 5+♠/♦	2♠=(5)6+♠ NF, 2NT=relay, 3♠=P/C 3♦=inv 3+♥/GF 6+♠ 3♠=inv, 6+♠	2♥-2NT-3♠=♦/3♦=♠ 2♥-3♦-3♥=min/3♠=max, 0-1♠/3NT=max, 2-3♠	3 rd hand opening 2♥=5+♥, 0-12
2♠	YES	5		1 st /2 nd NV 3-10 5+♠ 4+♠/♦ 1 st /2 nd V 5-10 5+♠ 5+♠/♦	2NT=relay, 3♠=P/C, 3♦=inv 3+♠/SO 6+♥/GF 6+♥, 3♥=inv, 6+♥	2♠-2NT-3♠=♦/3♦=♠ 2♠-3♦-3♥=pas=SO 6+♥/3♠=inv 3+♠/other=GF with ♥	3 rd hand opening 2♠=5+♠, 0-12
2NT				(20)21-22	3♠=Puppet; 3♦/♥ = TRSF; 3♠ = both minors or 3NT TRSF; 3NT = ♠; 4♠/♦/♥ = TRSF	2NT-3♠-3♥=no Majors 2NT-3♦-3♥=no 5♠/3♠=5233/3NT=5♠3♥(32)	Without changes
3♣		6		PRE, NV light	3♦/♥/♠=F1, 4♦=optional key card		
3♦		6		PRE, NV light	3♥/♠=F1, 4♠=optional key card		
3♥		6		PRE, NV light	3♠=GF, 4♠=optional key card		
3♠		6		PRE, NV light	4♠=optional key card		
3NT				1 st /2 nd Solid 7+♥/♠	4♠/♦=strong/weak slam try, 4♥=P/C		3 rd /4 th hand=to play
4♣				PRE		HIGH LEVEL BIDDING	
4♦				PRE		Cue bids, Non-serious 3♠/3NT, Blackwood 1403+Q+K, Lackwood, Splinter and Mini Splinter, Last Train, Pick a slam	