

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
Overcalls with 5-cards suit (rarely 4) = 7-16 PC	
New Suit ORF;	
1NT response = NF;	
Drury	
1NT OVERCALL (2 nd /4 th Responses; Reopening)	
1NT overcall: 15-18 HCP	
Reopen 1NT after 1♦ and 1♥: 11(10)-14(15) HCP doesn't promise openings stopper; Reopen 1NT after 1♠: 12-15(16) HCP	
Reopen 2NT: 19-21 HCP	
Reopen after 1♣ 15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Preemptive	
Reopen: 2♦/♥/♠ = 10-13(14) PC 6 cards; 3♣/♦ = good suit, inv to 3NT; 3♥/♠ = about 9 tricks	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels Cue in direct and 1NT resp.	
Opponent's suit jump call = ask for stopper, one very good suit	
vs. strong 1NT	vs. weak 1NT
DBL: 5+♣/♦ and 4♥/♠	
DBL: points	
2♣: 4+♥4+♠	
2♦: 6+♥/♠	
2♥/♠ = 5+♥/♠ 4+♣/♦	
2NT = minors or big hand with 5+M and any	
Reopen: dbl = t.o; Reopen: same like after strong	
2♣ = majors;	
2♦=weak 1M 2♥/♠ = nat constr;	
2NT = minors or big 2 suiters	
3♣/♦/♥/♠ = constructive	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL.: T/O tru 4♥; 4NT: 2 suiter	
3 level: Cue: stopper ask; 4-level Cue: 2 suiter	
Jumps: Constructive	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
vs strong opening 1♣: dbl = MM 1NT = mm	
vs strong opening 2♣: x = majors, 2NT = minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
New Suit F at 1 level only, same transfers	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd 4 th	2 nd 4 th	
NT	2 nd 4 th	3 rd 5 th	
Subseq	same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax	Same	
King	AK; KD(x)	KD(x)AKJ10x,	
Queen	QJ(x); Qx	DW(x) KD109	
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.	Lavinthal	Lavinthal
Suit 2	Count (low=even)	Count	Count
3	Lav: Dummy short		
1	Low is enc.	Echo - low enc	Lavinthal
NT 2	Lavinthal	Lavinthal	Count
3	Count	Count	
Signals (including Trumps): Lavinthal, Smith Echo (vs. NT),			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape, Responses: Natural; Cue F			
Multi 2♦ (Dbl) T/O to ♠			
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	
CATEGORY: All NCBO: POLAND PLAYERS: Joanna Zalewska & Anna Sarniak	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
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 ORF	
1NT: 15-17	
2♣ OPENING: 10-14, 5♣ 4M or 6♣	
2♦ MULTI: 6 ♥/♠ 6-11 HCP	
2♥/♠: 5+♥/♠ and 4+♣/♦ weak	
2NT: 20-21 HCP BAL	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣ - (pass) - 1♦ - (pass) - 1♥/♠ = min. 3 cards	
1♣ - (pass) – 1♦ - (pass) – 1NT = 18-19 PC, balanced	
1♣ - (pass) - 1♥/♠ - (anything) - 2♦ = 18+PC, min. 3 card support	
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	
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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♥ = 4+♥5+♠ 6-9 HCP; 2♠ = bal 13-16; 3M= short , 5+5+mm 12-15HCP, 4m transfer to 4M	1♣ - 1♦ - 1♥(1♠) = at least 3 cards	1♣ - 2m = 5+♣/♦ 9-11 1♣ - 2♥ = 5♠4♥ 6-9 1♣ - 2♠ = 6♠4♥ inv
						1♣ - 1♦ - 1NT = 18-19 BAL	
						1♣ - 1♦ - 2♦ = any GF; 1♣-1M-2♦ = art. GF	
1♦	No	4	4♥	(10)11-18PC, 5+♦ or 1444♦ or 4♦5♣ (11-14)	1NT = NF BAL; 2♦ = 4♦ ORF; 2NT = INV BAL; 2♥ = 4+♥5+♠ 6-9 HCP, 2♠ = inv 6♣, 3♦ = mixed raise 3♣ = weak 4+d or strong spl any, 3M weak spl	1♦ - 2♣ - 2/3NT = 4441♣ 15-17 or 11-14	2d= 7-10 2s= inv supp 3d= weak,
1♥	No	5	3♠	(10)11-17, 5+♥	1NT = F1; 2♣ = GF any; 2♠ = inv, with 4+♥ and shortness; 2NT = 5-8 HCP 4♥; 3♣ = inv nat.6+, 3♦ = inv, with 4+♥ without shortness; 3♥ = PRE; 3♠ = any void (3NT asks); 3NT/4♣/♦ = singletons in ♠/♣/♦		2♣ = DRURY-FIT 3m = nat INV with support 2NT 4c supp inv
1♠	No	5	4♥	(10)11-17, 5+♠	1NT = F1, 2♣ = GF any; 2NT = INV with 4+♠ and shortness; 3♣ = 6+♠ INV; 3♦ = 5-8 4♠; 3♥ = inv with 4-card support without shortness 3♠ = PRE; 3NT = any void (4♣ asks); 4♣/♦/♥ = singletons		2♣ = DRURY-FIT 3♣/♦ = nat INV with support 2NT 4c supp inv
1NT	No		3♠	1NT: 15-17,	2♣ = stayman; 2♦/♥ = transfers; 2♠ = ♣; 2NT = ♦\ 3♣ = weak mm; 3♥/♠ = short, 54 in minors,FG 3♦=ask 5cM 4♦/♥= trf ♥/♠ 4♠ = 5+5+MM	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 FG 55; 3♣ = inv. with supp.; 3♦ =FG 6+ 3♥/♠ = 6 cards inv		2NT nat 3 cl NF
2♦	Yes	0		6-11, 6+♥/♠	2M = P/C; 2NT = strong with M supports or any slam hand with m; 3♣ = inv to partner's suit or others GF; 3♦ = GF with ♥ suit; 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+♣/♦, 5-11	2♠ = nat, NF; 2NT=ASK; 3♣ = p/c; 3♦ = inv with 3+♥; 3♠ = nat. inv		
2♠	Yes	5		5+♠ and 4+♣/♦, 5-11	2NT = ASK; 3♣ = p/c; 3♦ = inv+ with 6+♥; 3♥ = INV with ♠ support		
2NT	No			20-21 BAL	Pupp staym, 3♦/♥ = trf; 3♠ = minors; 4x= slam try with H/S/cl/d		
3♣	No	6		PRE may be very weak if non-vuln	3d ask		
3♦	No	6		PRE may be very weak if non-vuln	4cl ask		
3♥	No	6		PRE may be very weak if non-vuln	4cl slam try supp, 4d= fg supp		
3♠	No	6		PRE may be very weak if non-vuln	4Cl slam try supp, 4d= tr to H 4h=fg supp		
3NT	Yes	7		GAMBLING, no stopper	4d short ask		3rd/4th = sign-off
4♣	No	6		PRE			
4♦	No	6		PRE			
4♥/♠	No	6		PRE			
4NT	yes	-		Ask as suit	5cl=0 , 5x as in this suit 5NT as cl 6cl =2		

HIGH LEVEL BIDDING

1 st + 2 nd round control cue bids;

ROMAN KEYCARD BLACKWOOD, EXCLUSION BLACKWOOD

HOYT; SPLINTER; AUTOSPLINTER;
