

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
1 st Level: 7-17 nat → Drury; 2 nd Level: 12-17 nat
Responses: 1-level: F1 (but 1NT NF), 2-level: NF, 2NT/3NT nat, 3-level: natural INV, jump in opponent suit - mixed raise
New jump suit after pass → color + supp
1♣ or 1♦ (nat 4+) - 2♠ majors; 1♦ (0-3) - 2♦ nat
1♣ (nat 4+) - 2♣ - majors, 2♦/♥/♠ - nat preempt, 2NT - ♦+♥
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Nat 15-17(8)PC apart from 1♣ (Polish club) -pass- 1♥/♠ - 1NT (minors)
2 nd and re-open 10-14(5) PC, then transfers (transfer to opps' suit - stayman apart from 1♣ opening: then 2♥ - clubs, 2♠ - stayman inv+)
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 2♣ Precision or 2♦ (multi): 3♦/♥/♠ - constructive
Constructive single jumps if vulnerable vs. non-vulnerable
2NT after 1-level opening: two lowest suits 5-5
Reopen: constructive jumps
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, 2NT ASK for minor
1M - 3M ASK for stopper or big one suited hand
Jump to 4-level: splinters; but if overcalled: colour + support
VS. NT (vs. Strong/Weak; Reopening; PH)
vs. Strong: x - penalty (partner bids 2♣ if 0-7 PC or 2♦/♥/♠ with good colour as OJ10xxx), 2♣ -majors, 2♦-6+ major, 2♥/♠ - 54+m
2NT - minors or any 2 colours (huge hand)
vs. weak: x - points, 2♣ - majors, 2♦-6+major 2♥/♠ - 54+minor, 2NT - minors or any 2 colours (huge hand)
Re-open: x - points, 2♣ - majors, 2♦ - one major mini/maxi
2♥/♠ - nat good hand, 2NT - minors or any 2 colours (huge hand)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2 or 3♦/♥/♠ - 4♣/♦: 5+5+ minor + major GF;3-jumps constructive
Double for Multi = take out to spades
Double transfer after partner's 3NT after opps 3♣/♦/♥/♠ openings
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ (strong): x-♣♣/♦♥, 1♦ - ♣♦/♥♠, 1♥/♠ - nat, 1NT -♣♥/♦♠
Responses: 1NT positive ask, 2NT - good fits, 3m - p/c weaker
2♣ (acol): x - majors, 2♦/♥/♠ - nat, 2NT - minors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers at 1 st /2 nd level (apart from 1♦ - x: natural bidding)
3 rd level: transfers inv+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , low from xX	2 nd /4 th , low from xX	
NT	2 nd /4 th , low from xX	2 nd /4 th , low from xX	
Subseq	2 nd /4 th , low from xX	2 nd /4 th , low from xX	
After partner's lead double: the highest or 2 nd /4 th			
Natural for NT contracts in partner's unsupported suit (xx, xxx, Hxx)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AK	
King	AK, KQ(x), Kx	AKJ10, Kx, KQ109	
Queen	AQJ, QJx, Qx	AQJ, QJx, Qx, KQ(x)	
Jack	HJ10, J10x, Jx	HJ10, J10x, Jx	
10	H109, H10x, 10x	H109, H10x, 10x	
9	H9x, 109x(xx)	H9x, 109x(xx), J98(x)	
Hi-X	xXx(x)	xXx(x)	
Lo-X	Low from xX	Low from xX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	S/P
Suit 2	S/P	S/P	Low = even
3	Low = even		
1	Low = enc	S/P	S/P
NT 2	Low = even	Low = even	Low = even
3	S/P		
Signals (including Trumps): Lavinthal; UDCA: Hi-low odd, low-Hi even			
For 5 ⁺ -level contracts Ace lead denies King			
NT: A/Q asks for ATT, K for Count or discard H			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, can be weaker by passed hand			
After double for 1♣ 1♥/♠ F1 (before pass) and 1♦ artificial 0-7 PC			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
t/o on 2♦ relay after Prec. unless passed hand, then penalty			
Transfers to ♥ (1♣ - 1♦ - x...) or ♠ (1♣ - 1♦ - 1♥... or 1♦ - 1♥ - x...)			
If 1NT penalty doubled: xx - ♣ or 2 suits without ♣, 2♣ - ♣ + ♦/♥/♠, 2♦/♥/♠ - nat; 2♦ x xx - bid 2♥ and pass			
XX for doubled trf or stayman: proposal			
XX promising 3-card support in partner's suit			

W B F CONVENTION CARD
CATEGORY: Red, based on Polish club
NCBO: Poland
PLAYERS: GRAŻYNA BREWIAK-MACIEJ DĄBROWSKI
EVENT All the events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF; no major preference
1NT response NF
4 th hand opening 2♦/♥/♠ nat, 11-14 PC
Double check-back;
1♣ - 1♥/♠ - 2♦: 18+PC 3+ trump support
1♠ - 2♦: transfer to hearts, 2♥: diamonds GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ 11-14 bal, 15+ nat, 18+ any
1♣ - 1♦ 0-6 any, 0-8 w/o 4M, 7-11 minor(s)
1♣ - 1♦ - 1M 12-14 3+M, 15-17 4M-5+♠, 18-20 5+M
2♣ Precision 11-14 6♣ or 5♣4M
2♦ 4-11 6+M
2♥ 4-11 5+♥-5+m
2♠ 4-11 5+♠-5+m
3NT - Gambling full 7+cards minor w/o side stopper
SPECIAL FORCING PASS SEQUENCES
2♦ (multi) - pas - 4♣ (up to 4♥/♠)
1♦/♥/♠ - 5♣/♦ - forcing pass (if vul vs. non-vul)
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	Yes	0	4♥	1. 11-14 PC balanced 2. 15+ PC 5+ clubs 3. 18+ PC any 4. 11-14 PC 4♠5♣, 2245	1♦ - 0-6(8) PC any or 7-11 5/4 minors or 16+ bal 1♥/♠ - F1, 7+PC 4+ cards; 1NT - nat, NF, 7-11 PC 2♣/♦ - nat GF; 2♥ - 6-9PC 5♠/4+♥, 2♠ - transfer to NT, inv+ or slam try minors; 2NT - 11-12 PC nat, inv 3♣/♦ - nat, 9-11 PC, 6+, 2 top honours, 3♥/♠ - nat, PRE; 3NT - to play	1♣ - 1♦ - 1♥(1♠) = at least 3 cards NF, 1♣ - 1♦ - 1NT = 18-20 BAL, 1♣ - 1♦ - 2♦ = any GF; 2-way checkback 1♣ - 1♥/♠ - 2♦: 18+PC 3+ support GF 1♣ - 1♥/♠ - 2♣ - nat 15+PC (if with 4♠ 18+PC) 1♣ - 1♦ - 1♥(1♠) - 2NT (18+PC slam try to 12-14 opening) 1♣ - 1♦ - 1♥(1♠) - 3NT (16-18PC slam try to 15+ opening)	1♣-2♣/♦=5+♠/♦ 9-11	
1♦	No	4	4♥	11-22PC, 5+♦ or 4♦441 12-14PC, 4♠5♣, not 2245	1NT = NF BAL; 2♦ = ♦ support 10+ F1; 2♥ = 6-9 5♠4+♥, 2♠ = 5♠4+♥ inv, 2NT = INV BAL; 3♣ = ♦ PRE or splinter, 3♦ = mixed raise, 3♥/♠/4♣ = mini splinter, 3NT = to play	1♦ - 1♥/♠ - 2♣ = nat F1 1♦ - 1♥/♠ - 2NT/3♦ - GF 1♦ - 2♣ - 2NT/3NT - 4441 1♦ - 1♥ - 2♣ - inv 6+ ♦ 1♦ - 1♠ - 2♥ - inv 6+ ♦ or 5♦4♥ inv	1♦-2♦=NF, 1♦-3♦= preempt, 1♦-3♣ = mixed raise	
1♥	No	5	4♦	11-17(18), 5+♥	1NT = NF 6-11; 2♠ = clubs INV; 2NT = 4-card support INV/mini SPL/good game raise, 3♣ = mixed raise, 3♦ - B=card support, 3♥ = PRE, 3♠=any void FG, 3NT singl. ♠, 4♣/4♦=singl., 4♥=PRE	1♥-1♠/1NT-2NT= invitational 1♥ - 1♠ - 2♥: 2♠ - nat inv, 3♠ - nat GF, 2NT - GF (3♣ - 4♣/♦, 3♦ - 7 or 6 good ♥, 3♥ - three ♠, 3♠ - shortness ♠, 3NT - 2633)	Drury, minor jumps – colour+support; after double – 2♦ - invitational; 2♠ – 4-card support, solid hand; 2NT - mixed raise	
1♠	No	5	4♥	11-17(18), 5+♠	1NT = NF 6-11; 2♦ = ♥ (before pass), 2♥ - GF on ♦; 2NT= 4-card support INV/mini SPL/good game raise; 3♣ = mixed raise, 3♦ - 3=card support, 3♥ = SPL ♥, 3♠ = PRE; 3NT=any void, 4♣/♦=SPL, singl; 4♥ - to play; 4♠=PRE	1♠ - 1NT - 2NT = invitational; 1♠ - 2♦ - 2♥: 2♠ - 5♥2♠ inv, 2NT – GF, 3♣/♦/♠ nat GF	Drury, minor jumps – colour+support; after double – 2♥ - invitational 2NT – 4-card support, solid hand; 2♦/♥ - nat 9-11 PC; 3♥ - mixed raise	
1NT	No			BAL 15-17 (5M/6m possible)	STAYMAN; TRFs, 2♠=inv or clubs, 2NT=♦ or minors 3♠=ask 5cM, 3♦ - 5M3M32, 3♥/♠=5+4+ minors with bidded shortness; 4♣ = 55 majors, no slam interest, 4♦/♥ = transfers, 4♠ = 4♠4♦ inv; 4NT inv bal	2♦/♥ - 3♥/♠: 4-card support (not max) 3♠ - 3♥/♠: 5♥/♠; 3♦-min. 1 4M 3NT: no major interest 2♠ - 2♥/♠ - 3♠: artificial asking 2♠ - 2♥/♠ - 3♥/♠: asking for game choice 2♠ - 2♥/♠ - 3♦/♥: inv or slam try with M supp 1NT - 2♦/♥ - 2♥/♠: then transfers 1NT-2♠-2♦-4♣/4♦ = 6♥4♠/6♠4♥		
2♣	Yes	5		Precision 11-14 6♣ or 5♣4M	2♦ = asks inv+, 2♥/♠ = nat nf, 2NT = weak with clubs or inv 2 suits, 3♠ - nat inv, 3♥/♠ - nat inv; 3NT – to play, 4♥/♠ = to play	2♣-2NT-3♠: 3♦ - 5♦5♥, 3♥ - 5♥5♠, 3♠ - 5♠5♣ all inv; with GF bid 2♦ and then ask for distribution (then 4♦ - “bid 4♥ and pass”)	4th hand 11-14 PC 6+ suit nat	
2♦	Yes	0		4-11, 6+♥/♠	2M=P/C; 2NT=ASK GF; 3♦=inv with ♥/♠ support; 3♥/♠ = nf; 3♠=inv with trump support or GF on ♣/♦	2♦-2NT: 3♣ - good hand, 3♦/♥ - weak on ♥/♠	4th hand 11-14 PC 6+ suit nat	
2♥	No	5		5+♥ and 5+♠/♦, 5-11	2♠=Nat NF, 2NT=ASK GF; 3♠=P/C, 3♦=INV with ♥ support; 3♥=PRE, 3♠=nat GF	2♥-2NT: 3♥ - 6M, 3♠/3NT - max 55 with clubs/diamonds	4th hand 11-14 PC 6+ suit nat	
2♠	No	5		5+♠ and 5+♣/♦, 5-11	2NT=ASK GF; 3♠=P/C; 3♦ - hearts inv+ 3♥=INV with trump support; 3♠=PRE	2♠-2NT: 3♥ - 6M, 3♠/3NT - max 55 with clubs/diamonds	4th hand 11-14 PC 6+ suit nat	
2NT	No			(20)-21-(22) (5M/6m possible)	Puppet Stayman, transfers	3♣ - 3♥: no 4-card major; 3♣ - 3NT: 5♥ 3♠: minors; 3NT - to play; 4♣/♦ - ♥/♠; 4♥/♠ - ♠/♦		
3♣/♦/♥/♠	No	6		PREEMPTIVE	3 any suit = nat F1, 4♣ and/or 4♦ = cue bid			
3NT	Yes	7		Gambling, no stopper	4♠=P/C 4♦=ASK; 4NT=ask about possible 8th trick	4♦ - 4♥/♠ = short, 4NT = 7222, 5♣/♦ = short om	3rd/4th = to play	
4♣/♦/♥/♠	No	6		PREEMPTIVE				
5♣/♦	No	7		PREEMPTIVE				
HIGH LEVEL BIDDING								
							1 st/2 nd round control cue-bids; colour kings on agreed major or 0,1,2 on agreed minor; JOSEPHINE; RKCB, exclusion (012), SPL	