

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light in 1 level, solid on 2 level
Responses: Opp suit = inv+ with support, jump = suit & supp. others = natural F1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2ND POS. 15-17 PC 4TH POS. 11-14 PC
Transfers, transfer to opps M suit is inv with 4=in other M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak natural
Reopen: 14-17 natural
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid = Michaels
Jump Cuebid = stopper asking
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. Strong NT dbl.= 5+m – 4M 2♣= 4+♥-4+♠, 2♦ 5+ ♥/♠
2♥/♠= 5+♥/♠-4+minor responses natural
Vs. Weak NT dbl.= 13+PC 2♣= 4+♥-4+♠, 2♦ 5+ ♥/♠
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=t/o, rest nat. Cue bid = both majors
Michaels, 4♣/4♦ => ♣/maj., ♦/maj.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. strong 1♣
dbl.♥, 1♦-♠, 1♥-4♥ ♣♣, ♦♠, 1♠-♠♣, ♦♥, 1NT ♣♦, ♥♠, 2♦/♥/♠ like openings
Vs. strong 2♣ - natural
OVER OPPONENTS' TAKEOUT DOUBLE
(after 1M opening); Rdbl - 10+PC; 1NT/2♣/♦/♥ - transfers
2/3NT - with support; jumps - suit+fit
After 1♣ opening: 1♦ to 2♠ - transfers
After 1♦ opening: 2♣ to 2♠ - transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , 2 nd if nothing in the suit	same	
NT	same	same	
Subseq	same	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	same	
King	AK, KQ(x)	same	
Queen	AQJ(x), QJ (x)	same	
Jack	J10(x), AJ10 (x), KJ10 (x)	J10(x)	
10	H109(x), 10x	H109(x), 10x, AJ10, KJ10	
9	109x (x)	same	
Hi-X	xSx(+), HSx, 10Sxx(+)	xSx(+), HSx, 10Sxx(+)	
Lo-X	xS, HxxS(+)	xS, HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=discouraging	SP	Lo=encouraging
Suit 2	Hi/Lo=odd	Hi/Lo=odd	Hi/Lo=odd
3			
1	Hi=discouraging	SP	SP
NT 2	Hi/Lo=odd	Hi/Lo=odd	Hi/Lo=odd
3			
Signals (including Trumps): SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O Solid 12+ responses nat., except 1♣-dbl-pass-1♦ = 0-6			
Reopening 7+ responses nat.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles up to 4♦			
Support dbl			
Lightner			

WBF CONVENTION CARD
CATEGORY: i.e. Green/Blue/Red/HUM/Brown Sticker:
NCBO: Poland
PLAYERS: Sabina Grzejdziak – Igor Grzejdziak
EVENT (Open/Women/Senior/Transnational) Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 card majors 5(4)1♦, usually 2+1♣
Weak NT 11+-14
Solid vulnerable 1 st and 2 nd preempts
2/1 GF except 1M-2m (could be inv suit with support)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - a) 11+ 4+♣ unbal b) 15-20 bal c) GF any
Weak NT 11+-14
2♣ - weak with both majors 4+4+
2♦ - weak with one major 6+
2♥♠ - weak two suiters M+m 5+5+
4 th seed 2♣♦♥♠ = 11-14 6+ in the suit
SPECIAL FORCING PASS SEQUENCES
After point promising rdbl,
After reaching game followed by at least inv sequence
IMPORTANT NOTES
After opponent Michaels cue-bid we use transfers
Leaping Michaels after preempts
PSYCHICS: Weak 3rd seat openings, sometimes 4 cards, rare 3 card opening responses

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	•	0	4♦	1)11+ PC natural, 4+♣, unbal., 2) 15-20 balanced distr., 3) GF any	1♦= negative 0-6 or no Majors, no good hand for 1NT response 7-11 2♣/♦= GF 5+♣/♦; 2♥=inv to 3 NT;2♠=15+ bal. 3♣/♦= inv. 6+♣/♦, solid suit;	1♣-1♦-1NT = 15-17 1♣-1♦-1♥♥♣, GF any, 18-20 NT 1♣-1♥-2♠=6+♣inv.	Applies to all openings: jumps after pass with fit 2NT after 2/1 almost never natural Transfers after 1♣ and 1♦ opening and opps t/o double and 1♦ and 1♥ opp's overcall
1♦		4	4♣	1) 5+♦ 10-23 PC 2) 4441 10-23 PC	2♦ = 12+ PC 4+♦, 2♥=inv to 3 NT 3♣ = 7-11 PC 4+♦; 2♠ = 9-11 6+♣ 3♦ = preemptive	1♦-2♣-2NT - 15+ 4441 1♦-2♣-2♦ - 1)weak 5+♦2)18+PC bal. Distr 3)15-17PC 5♦4♣22	as above
1♥		5	4♦	5+♥ 10-23 PC	2♣ - seminatural GF or inv with supp; 2♠ - 3+♥with singleton 7-11PC 2NT - 3+♥ balanced distr. 9-11PC	1♥-2♣/♦-2♥-2NT = asking for fit and 6♥; 1♥ - 2♣-2♥-2NT-3♦ = 6+♥with singleton 3♥ = 6+♥ without singleton	Transfers over opps t/o dbls Drury
1♠		5	4♦	5+♠ 10-23 PC	2♣ - seminatural GF or inv with supp; 2NT - 3+♠ with singleton7-11PC 3♥ - 3+♠ balanced distr.9-12PC	1♠-2♣/♦-2♠-2NT = asking for fit and 6♠; 1♠ - 2♣-2♠-2NT-3♥ = 6+♠with singleton 3♠ = 6+♠ without singleton	Transfers over opps t/o dbls Drury
INT			4♦	11+-14 balanced 12-14 usually V	2♣ - 5+♣ or bal inv; 2NT - 5+♦; 3♣/♦ - 6+♣/♦ inv. 3♥/♠ - „5-4-3-1” with singleton bid;	Stayman could result in relay bidding; 1NT-2♠/NT-3♣ - „good” opening;	Transfers in competitive bidding
2♣	•	0	-	4+4+ M 5-10 PC	2♦ - show longer suit or inv R, 2NT GF R	2♣-2NT-3♣=4-4, 3♦=5♥4♠, 3♥=5♠4♥ 3♠=55	
2♦	•	0	2♠	6+♥/♠ - 5-10 PC	2♥/♠ - for correction; 2NT - relay; 3♣GF 5+1-Majors 3♦- GF if hearts, inv if spades 3♥ - preemptive with 2+♥/♠; 3♠ - natural GF; 4♣/♦ - show Your suit by transfer/directly	2♦- 2NT -3♣ =weak, 3♦/♥= good ♥/♠; 3♠/NT= very good ♥/♠	
2♥	•	5	-	5+♥ 5+ minor - 5-10 PC	3♦ - inv. to 4♥2♠ - R. 2 NT 5+♠ F, 3♣ for correction	Natural	
2♠	•	5	-	5+♠ 5+ minor - 5-10 PC	2NT - relay; 3♣ - for correction 3♦ - inv to 4♠	Natural	
2NT			4♦	21-23 balanced	3♣ puppet Stayman, 3♦/♥ JTB, 3♠ asking for minors, 3NT - 5♠4♥ NF 4♣ 5+5+ majors, 4♦ 5+5+ minors, 4♥ clubs, 4♠ diamonds	Natural	
3♣		6	-	natural preemptive;	Natural	Natural	
3♦		6	-	natural preemptive;	Natural	Natural	
3♥		6	-	natural preemptive;	Natural	Natural	
3♠		6	-	natural preemptive;	Natural	Natural	
3NT	•		-	1st & 2nd seat - Gambling;	4♦ shortage asking	Natural	
				3rd & 4th seat - to play with long minor			
4♣		6	-	natural preemptive;	Natural	Natural	
4♦		6	-	natural preemptive;	Natural	HIGH LEVEL BIDDING	
4♥		6	-	natural preemptive;	Natural	We use RKCB (queen of trumps included) 0314 (excl. When clubs are trumps), cue-bids, splinters, 5NT grand slam invitation	
4♠		6	-	natural preemptive;	Natural		
4NT			-	Both minors	Natural		