

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Nat, 5(4)+; 8+ > Drury, vul, level 2 = 10+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 overcall NAT (system ON)
Re-open: 12-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
preemptive
Re-open: constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♦ = majors
(1♣)-2♥ = weak ♥
(1♣)-2♠ = weak ♠
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out, asking bid, NT = NAT,
Jumps: constructive
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣
x-♥ 1♦-♠ 1♥- 54♥♣ or 54♦♦ 1♠- 54♠♣ or 54♥♥ 1NT-54♦♣ or 54♠♥
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♠-(x)-1NT=♣ 2♣/♦=TRFs ♦/♥ 2♥= bad or very good raise
2♠=normal raise; after 1♥-(x)- same

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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,			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard, can be weaker by passed hand, 1♦=NEG			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♠-(1♦)-x = ♥, 1♥ = ♠, 1♠ = TRF to NT or ♣			
1♠-(1♥)-x = ♠, 1♠ = TRF to NT or ♣, 2♠ = ♦			
1♦-(1♥)-x = ♠, 1♠ = TRF to NT or ♣, 2♠ = 7-9 3♦+			
Support double			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Poland</b>
<b>PLAYERS: Krzysztof Cichy - Kacper Kopka</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
As above
<b>SPECIAL FORCING PASS SEQUENCES</b>
Standard
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> hand openings may be weaker.
<b>PSYCHICS: rare</b>

OPENING	TI CK IF ARTI FICIAL	MIN . NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	4♥	Balanced 11-14 or (17)18+ or 4+♣ 15+	1♦ = NEG (0-6) or minor(s) (7-11) 2♥-5♠+ 4♥+,2♠= trf to NT INV+, 3♣=6♣+ INV 3♦ = 6+♦ INV	1♣ - 1♦ - 1♥ = 12-14 3♥+ or 18+ 5♥+ or 4♥+ 5♣ 15+ or 4441♦ 15+	1♣-1NT-9-11
1♦	No	4	4♥	11-17PC, 5+♦ or 4♦441 or 4♦ 5♣ 11-14	1NT= NF BAL, 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,		3rd/4th 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♠=TRF to ♣, 3♠=TRF to ♦, 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, 3♦/♥/♠=NAT(6+) INV, relay system on	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♥= for partner's suit, 2♠-pass to ♠, INV to ♥ 2NT= ASK; 3♥= P/C preempt	2♦-2NT: 3♣= weaker hand; 3♦/♥= better hand (6+♥/♠);	
2♥	No	5		5+♥ and (4)5+♠/♦, 3-10	2♠= nat nf, 2NT= ASK, 3♣= inv to possible ♠, 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 F1, 4♦= asks for stiff 4NT-blackwood on ♣		
3♦	No	6		PRE	3♥= nat F1, 4♣= asks for stiff 4NTblackwood on ♦		
3♥	No	6		PRE	3♠= nat F1, 4♣/4♦= Cue 4NT-Gerber on ♥		
3♠	No	6		PRE	4♣/4♦= Cue 4NT- blackwood on ♠		
3NT	Yes	7		GAMBLING, no stopper	4♣= P/C, 4♦= ASK; 4NT= ask about possible 8 <sup>th</sup> trick		3rd/4th = sign-off
						<b>HIGH LEVEL BIDDING</b>	
						Cue-bids, Exclusion Blackwood	