

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
NAT 7-16 5+ -> DRURY
1 level: New suit = F1, 2 level: New suit = NF
New jump suit = transfer or nat GF or colour + supp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT overcall 15-18 NAT with stopper (System ON)
4 <sup>th</sup> pos 11-14 BAL doesn't promise stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1suited: PRE 5+cards,
2suited: Michaels, 1♦-2♦ majors, 1♣-2♦ majors
Reopen: constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels, 2NT – ask for minor
1M – 3M = ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS strong: dbl 4M-5m, 2♣ 4+/4+ majors, 2♦ 6+♥/♠, 2♥/♠ 5+/4+m
2NT minors, 3 level: PRE 6+cards,
Reopen: dbl t/o, 2♣ 5+/4+ majors, 2♦/♥/♠ NAT, 2NT minors
VS weak (below 15PC): dbl t/o 13+, 2♣ 4+/4+ majors, rest nat
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = t/o, NT = NAT
Michaels (including non-leaping)
Jumps constructive
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 2♣ Strong: dbl = shows ♣, 2NT = two-suiter, often bluffs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4 (second from small cards)	same	
NT	2/4 (second from small cards)	same	
Subseq	As from original combination	same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A AK(+) AKJ10(+) Ax	A AKx(+)	
King	AK KQ KQx(+) KQ109(+) Kx	KQJx(+) AKJ10(+)	
Queen	QJ QJx(+) Qx AQJ	KQ109(+) QJ10x(+)	
Jack	J10 J10x(+) KJ10(+) Jx	KJ10x(+)	
10	10x 109 H109	10x 109 H109	
9	109x H9x	109x H9x	
Hi-X	xSx xSxx(+)	xSx xSxx(+)	
Lo-X	xx - xS	xx - xS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/disc	Count	S/P
Suit 2	Count	S/P	Count
3	S/P		
1	Enc/disc	Count	S/P
NT 2	Count	S/P	Count
3	S/P		
Signals (including Trumps): S/P			
S/P if cannot follow (low=lower suit, high=higher suit)			
Enc/disc (low=enc, high=disc) Count (low=even, high = odd)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Regular, responses natural			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative dbls, Lightner dbls, Support dbls (below 2NT)			
Transfer doubles (over opponent's overcall 1♦ and 1♥)			
At 2 level, support rdbl at 1 level, SOS rdbl			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Poland</b>
<b>PLAYERS: Tomasz KIELBASA – Jakub BAZYLUK</b>
<b>EVENT: 28th European Youth Team Championships</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Polish Club
3-way 1♣ (12-14 BAL, 15+NAT, 18+ANY), openings limited
12-17, 5card major, 1♦ 5+♦ except 3-suiters and 4♦ 5♣
2♦ 2-10 6+♥/♠, 2♥ 5+/4+ ♥+another, 2♣ 5+/4+ ♠+minor
2NT 5+/5+ minors
Transfers in competitive bidding, general principle:
Opponent's overcall lower than 2♦ transfers up to 2NT
Opponent's overcall higher than 2♣ transfers from 2NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ 12-14 bal, 15+ nat, 18+any F1
1♣ – 1♦: 0-6 any, 7-11 minor(s), 18+ bal w/o 4M F1
1♣ – 1♦ – 1M: 12-14 3-4 ♥/♠, 15-17 4♥/♠-5♣, 18-20 5♥/♠
2♣ Precision (9-14 6+♣ or 5+♣ and 4M)
2♦ minimulti (2-10 6+♥/♠)
2♥ 2-10 5+/4+ ♥+another
2♣ 2-10 5+/4+ ♠+minor
2NT 2-10 5+/5+ minors
3NT Full 7cards minor w/o side stopper (1st and 2nd hand)
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we bid a game in attack
Often when vulnerable vs nonvulnerable
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> hand opening may be weaker
Unbalanced hands may open weaker, even 8-9 points
<b>PSYCHICS: sometimes</b>

