

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural suit 5(4)+ 8-16(17)HCP, new suit is NF at level 1, F1 w/o jump or GF with jump at level 2, Rubens trs starting with opp suit	
Jump in opp suit on level 3 is mixed raise, in level 4 is splinter	
(1♠=2+♣)-2♣=NT	
(1♦=(0)2+♦)-2♦=NT	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
After 1♣/♦ 1NT=15-17, reopening 11-15	
After 1♥/♠ 1NT=15-17, reopening 11-15	
(1♥)-1NT-(pas)-2♣=5+♦/2♦=4♣, inv+/2♥=5+♠/2♠=5+♣	
(1♠)-1NT-(pas)-2♣=5+♦/2♦=5+♥/2♥=5+♠/2♠=4♥, inv+	
Transfers after overcall	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit : pre-empt	
2-Suit : pre-empt	
Leaping Micheals	
Reopen: constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1♠=2+♣)-2♦=5+5+ majors, 2NT=5+5+ minors,	
After 1♣(1♠=3+♣)/♦/♥/♠ - 2NT/3♣=2 lowest/highest suits 5+5+	
JUMP CUE and (2♥/♠=NAT) - 3♥/♠=stopper ask	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X = 6+ minor/5+4+ majors	X=(13)14+HCP
2♣ = 5+4+ ♣ and ♥/♠	2♣ = 5+4+ ♣ and ♣/♥
2♦ = 5+4+ ♦ and ♥/♠	2♦ = 5+4+ ♦ and ♥/♠
2♥/♠ = (5)6+♥/♠, one-suiter	2♥/♠ = (5)6+♥/♠, one-suiter
2NT = both minors, 11+	2NT = 6+♣/5+5+ majors 16+
	3♣ = 5+4+♣/♥
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
After 2♦=Multi/Majors X=14-16/20+HCP Bal or any strong hand;	
2NT=17-19 Bal. After 2♥/♠ X=T/O, Lebenschol, Leaping Micheals	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
After 1♣: X/1♦ - 4+♥/♠, one-suiter, 1♥ - at least 5+4+ ♣♥/♦♠, 1♠ - at least 5+4+ ♣♠/♦♥, 1NT - at least 5+4+ ♣♠/♥♠, other - NAT, weak	
After 2♣/NT: 3♣/♦ - 5+5+ ♣♦/♥♠, 2NT/X - 5+♣/♦ 5+♥/♠	
OVER OPPONENTS' TAKEOUT DOUBLE	
Transfers in many positions; after our pass 1M-(X)-2M-1=good raise/2M=weak raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd ,4th	*	
NT	Attitude	*	
Subseq	Att for NT; 2nd, 4th for suit	*	
Other: For 5+level games count (low=even); A/Q/10=even, K/J/9=odd			
* - Xx, xxX, xxx(X) – lowest from 3+ small cards, HXX(x), H10X(x)			
LEADS (for NT 10 is treated as a honour)			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	KQ(x), AK, AKJ10(x)	KQ(x), AKJ10(x)	
Queen	QJ(x), KQ109(x), AKQ(x)	QJ(x), KQ109(x), AKQ(x)	
Jack	J10(x) or AJ10(x), KJ10(x)	J10(x), AJ10(x), KJ10(x)	
10	H109(x) or 10x	H109(x) or 10x or 109(x)	
9	109x(x)	9x(x)	
Hi-X	xXx(x)	Xx(x), xX(x)	
Lo-X	xX, HXX, HxxX(x)	(H/10)(x)Xx, H(H/10)x(x)X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	SP	SP
Suit 2	Count	Count	Count
3	SP		
1	Attitude	SP	SP
NT 2	Count	Count	Count
3	SP		
Signals: Low=Enc, Upside down count, Suit preference (also in trumps)			
For 5+level games almost always count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard , response, after partner pass could be weak, in some positions X is bi-colour			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double over 3♣/♦/♥/♠ forces to game, does not promise the other major			
Invite double, Many extra values double in competitive bidding, after our 1♣ extra value double shows 4+♣ or 18-20HCP w/o stopper in opp suit			
Redouble SOS			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: POLAND
PLAYERS: KĘDZIERSKI MACIEJ
KRAWCZYK BŁAŻEJ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ - 2+♣ (could be 5♦332 if 18-20)
1♦ - 5+♦ or 4♦441
1♥/♠ - 5-card
1NT - (14)15-17 with possible 5M or 6m
3♥/♠ opening is light
2NT is GF in 1♦-1♥/♠-2♣/♦ and 1♥-1♠-2♦/♥
Many transfers positions in competitive bidding
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = 11-14/18-20 HCP bal, or 11+ HCP 4+♣
2♣ = 23-24 BAL or any GF
2♦ = NV 3-10HCP 5+♥/♠, V 5-10HCP 6+♥/♠
2♥/♠ = NV 3-10HCP 5+♥/♠ 4+♣/♦, V 5-10HCP 5+♥/♠ 5+♣/♦
3rd hand 2♦=both majors 4+4+, 2♥/♠=NAT, 5+♥/♠, 0-14HCP
1♠-1♦=0-6HCP any hand/7-11HCP one minor/minors w/o 4M
1♠-1♦-1♥=11-14HCP bal/ (3)4♥ 4+♣ unbal
1♦-2♦=(0)3-7HCP 6+♥/♠
1NT-2♣=relay, doesn't promise 4M, could be weak hands with one minor
1NT-2♦=transfer, but could be only 4♥ if invite or 6+♣/♦, GF
1♥-(X)-1♠=both minors, at least 4+4+
1X-(1♠ after 1♥/2Y=NAT/2♦=6+♥/♠ after 1♣)-2Z=NF, when 2Y is jump overcall, otherwise is F1
SPECIAL FORCING PASS SEQUENCES
The strongest bid is pass and then taking out the partner's double
1♣/♦/♥/♠-(X)-XX, our passes is forcing up to 2♦ (2♥ after 1♠), the same goes for opp 1NT=weak/mini and our X
Pass is not forcing after our 3th and 4th hand opening
IMPORTANT NOTES
1♥/♠ overcall can be with 4, 3th hand opening at level 3 is random
PSYCHICS: hardly ever, sometimes in 1♦-(x)-1♥/♠

OPENING	ART.	MIN. NO. OF CARDS	NEG.DBL TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	BIDDING on the fourth hand
1♣	YES	2	4♥	11-14/18-20 BAL (could be 5♦332 if 18-20) 11-22 4+♠ UNBAL	1♦=0-6 any or 7-11 w/o 4M, 1♥/♠=7+, 4+♥/♠, could be longer minor, 1NT=7-10 w/o 4M, 2♣=GF, 5+♦, 2♥=GF, 5+♠, 2♥=(3)4-9 5+♠/4+♥, 2♣=inv+ bal, 2NT=inv, bal 3♣/♦=inv, 6+♣/♦, good suit	1♣-1♦-1♥=11-14 BAL or (3)4+♥ 4+♣ unbal 1♣-1♦-1NT=18-20 BAL 1♣-1♥-1♠-2♣/♦=double checkback 1♣-1♥/♠-1NT-2♦=any GF/NF with 5♥/♠ 1♣-1♥/♠-2♦=5+♠ 4+♦ GF/6+♠ GF 1♣-1♠-2♥=5+♠ 4+♥ GF	Without changes
1♦		4	4♥	11-14 5♦(332) 11-22 4+♦ UNBAL	1♥/♠=3+, 4+♥/♠, 1NT=7-10 w/o 4M, 2♣=GF 3+♦/GF 4+♠, 2♦=3-7, 6+♥/♠, 2♥=(3)4-9 5+♠/4+♥, 2♣=inv 4+♦/inv 6+♠ 3♣=PRE, 4+♦/ splinter (12)13+ 3♦=5-9 4+♦, 3♥/♠=splinter 9-11(12)	1♦-1♥-1♠-2♣/♦=double checkback 1♦-1♥/♠-1NT-2♦=any GF/NF with 5♥/♠ 1♦-1♥/♠-2NT=6+♦, GF/ 5♦4♥/♠22, GF 1♦-1♠-2♣/♦-2♥=any inv/6+♠ SO 1♦-1♠-2♣/♦-2♠/NT=any GF bad/good to NT 1♦-1♠-2♥=5+♠ 4+♥ F1	Without changes
1♥		5	4♦	10-22 5+♥	1♠=4+♠ (0)3+, 1NT=3-12 any or 3-6 3+♥, 2♣/♦=F1: GF 2+♠/5+♦ or inv 6+♠/♦, 2♠=3-7, 6+♠, 2NT=inv 3+♥, 3♠=6-9 4+♥, 3♦=9-12, any splinter 4+♥, 3NT=splinter ♦	Gazzilli 1♥-1♠-1NT-2♦=any GF/NF with 5♠ 1♥-1♠-2NT=14-16, 6+♥ 3♠, or 17+ 6+♥ 4♠/♦, 1♥-1NT-2♣=10-12 6+♥ or any GF, 1♥-3♦-3♥=ask about shortage	2♣=9-11, 3♥ 2♦=9-11, 4+♥ 2NT=splinter ♣/♦ 3♠=splinter ♠
1♠		5	4♥	10-22 5+♠	1NT=3-12 any or 3-6 3+♠, 2♣/♦=F1; GF 2+♠/5+♦ or inv 6+♠/♦, 2♥=GF 5+♥ 2NT=inv 3+♠, 3♠=inv, 6+♥ 0-2♠ 3♦=6-9 4+♠ 3♥=9-12, any splinter 4+♠, 3NT=splinter ♥, 4♥=7+♥, below GF, at least 3 honours	Gazzilli, 1♠-1NT-2♦=5+♠ 4+♥, F1 (w/o 5-5 14-16), 1♠-1NT-2♥=10-12 6+♠ or any GF w/o 4+♥ 1♠-3♥-3♠=ask about shortage	2♣=9-11, 3♠ 2♦=9-11, 4+♠ 2NT=splinter ♣/♦ 3♥=splinter ♥
1NT			4♥	(14)15-17 May be 6m(322) 5M(332), 5422, 5m431,4441	2♣=relay, 2♦=trs 5+♥, SO or GF/inv 4♥/GF 6+♠/GF 6+♦ 2+♠, 2♥= trs 5+♠, SO or GF/inv 4♠, 2♠=minor Stayman, 2NT=6+ any, inv, 3X=4441	1NT-2♣-2♦-2♥= SO 4+4+ ♥/♠ or 5+♥, inv 1NT-2♣-2♦-2♠=5+♠, inv 1NT-2♦-2♥-2♠=GF, 5+♥	Without changes
2♣	YES	0		23-24 BAL or any GF	2♦=0-1 controls, 2♥=2 controls, 2♠= 3+ controls 2NT=6+ cards, any colour, at least 4 honours, 3X=transfer, 6+cards, at least 3 figures	2♣-2♦-2♥=NAT or 25+ BAL 2♣-2♦-2NT=23-24 BAL 2♣-2♦-3♥/♠=4♥/♠ 5+♦	Without changes
2♦	YES	0		NV 3-10 5+♥/♠ V 5-10 6+♥/♠	2♥/♠=P/C 2NT=ASK, inv+, 3♦=inv with both majors, 3♥=pre with both majors, 4♠/♦ - show colour by transfer/nat	2♦-2NT-3♠=weak; 3♦/♥=max 6+♥/♠, 3♠/NT (NV)=max 5♥/♠. 2♦-2NT-3♣-3♦-3♥=♠; 3♠=6♥ no shortage, 3NT(NV)=5♥, 4♠/♦/♥=6♥ shortage ♠/♦/♠	9-13 6+♦, good colour
2♥	YES	5		NV 3-10 5+♥ 4+♣/♦ V 5-10 5+♥ 5+♠/♦	2♠=(5)6+♠ NF, 2NT=relay, 3♣=P/C 3♦=inv 3+♥/GF 6+♠ 3♠=inv, 6+♠	2♥-2NT-3♠=♦ 2♥-2NT-3♦=♠	9-13 6+♥, good colour
2♠	YES	5		NV 3-10 5+♠ 4+♣/♦ V 5-10 5+♠ 5+♠/♦	2NT=relay, 3♣=P/C, 3♦=inv 3+♠/SO 6+♥/GF 6+♥, 3♥=inv, 6+♥	2♠-2NT-3♠=♦ 2♠-2NT-3♦=♠	9-13 6+♠, good colour
2NT				(20)21-22	3♣-4+♠, 3♦=4+♥, 3♥=4+♥ 4♠, 3♠=one or both minors, 4♠=5+5+ majors, no slam asp, 4♦/♥=trs	2NT-3♣-3♦=no 5♥ 2NT-3♦-3♥=no 5♠	Without changes
3♣		6		PRE	3♦/♥/♠ - F1, 4♦ - optional key card		
3♦		6		PRE	3♥/♠ - F1, 4♠ - optional key card		
3♥		6		PRE, light	3♠ - GF, 4♣ - optional key card		
3♠		6		PRE, light	4♣ - optional key card		
3NT				Good Pre, 7+♥/♠	4♠/♦ - cue bid, 4♥ - P/C		
4♣				PRE		HIGH LEVEL BIDDING	
4♦				PRE		Cue bids, Non-serious 3♠/3NT, Blackwood 1403+Q+K, Lackwood, Splinter and Mini Splinter, Last Train, Pick a slam	