

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; ½ Level; Reopening)

1 level = light overcalls (7)10-17, (4)5+ suit
 After 1 level overcall new suit response on 2 level is NF
 Jump bids = preemptive
 Drury = (9)10+, 3+ support
Responses: 1 level: new suit = F1, 2 level: new suit = NF,
 3 level: new jump suit = INV, 3 level: OPP suit = 6-9, with 4+ support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT overcall: (15)16-18, BAL with stopper in opponent's suit
Reopen: 11-14(15), doesn't promise stopper in opponent's suit
 Then transfers (*1♥ - 1NT - pass - 2♦ = Stayman; 1♠ - 1NT - pass - 2♥ = Stayman)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls = preemptive
 2NT = both minors (but after: 1♦ = ♣ and ♥
 1♠ (3+) = ♦ and ♥)
 After 1♣: 2♥/♠ = NAT, preemptive; 2♦ = Ms, preemptive
Reopen: constructive

DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)

After natural (3+) 1♣: 2♣ = 5+♦ - 5+♠; 2NT = 5+♠ - 5+♥
 After natural (3+) 1♦: 2♦ = 5+♥ - 5+♠; 2NT = 5+♣ - 5+♥
 Jump cue-bid after natural 1♣/♥/♠ = asking for stopper, GF, one suiter
VS. 1NT (14-17)

DBL = 5+♣/♦ 4♥/♠
 2♣ = 4+5+ ♥+♠
 2♦ = 6+♥/♠
 2♥ = 5+♥ 4+♣/♦
 2♠ = 5+♠ 4+♣/♦
 2NT = 5+♦ 5+♣

Re-open: X = T/O; 2♣ = 4+4+ ♥+♠; 2NT = 5+5+ ♦+♠; 2♦ = 3-8, (5)6♥/♠; others = NAT
VS. 1NT (9-14 or reopening)

DBL = points
 2♣ = 4+4+ ♥+♠; 2♦ = multi; 2♥/♠ = NAT, constructive
 2NT = 5+5+ ♦+♠
 Others = NAT

VS. PREMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL = T/O or 18+ ANY
 NT = BAL, NAT, with stopper (transfers)
 Jumps = constructive
 Leaping Michaels after preemptive openings and precision 2♣ e.g. 2/3♠-4♣ = 5+♣-5+♥

VS. ARTIFICIAL STRONG OPENINGS

VS. Strong 1♣: (CRASH) DBL = ♠+♣/♦+♥; 1♦ = ♦+♣/♥+♠; 1NT = ♠+♥/♣+♥; Others = NAT
 VS Strong 2♣: DBL = ♣; 2♦ = ♥+♠; 2NT = ♦+♠; Others = NAT
 VS Strong 2♦: DBL = ♥+♠; 2NT = ♦+♠; Others = NAT

OVER OPPONENTS TAKE-OUT DOUBLE AND OTHER COMPETITIVE BIDS

RDBL = 10+, without support
 1♣ - DBL - ?? = TRANSFERS
 1♥/♠ - DBL - ?? = TRANSFERS
 1♥/♠ - DBL - 3NT = Splinter (after 1♥ => 0-1♦, after 1♠ => 0-1♥), TRANSFERS

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th	2nd/4th
NT	2nd/4th	2nd/4th
Subseq.	2nd/4th	2nd/4th

Trump lead: Lavinthal.

Upside-down signals.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A(x), AKx(x)	Ax, AKx(x)
King	KQ(x), Kx; AK	Kx, AKJ10x(x); AK
Queen	QJ(x), Qx	QJ(x), Qx, AQJx(x), KQ109(x)
Jack	J10(x), KJ10(x), AJ10(x), Jx	J10(x), KJ10(x), AJ10(x), Jx
10	10x, 109, F109(x), F10x	10x, 109, F109(x), F10x
9	F9x, 109x(x)	F9x, 109x(x)
Hi-x	xXx(x), HXx, 10Xxx(x)	xXx(x), HXx, 10Xxx(x)
Lo-x	xX, HxxX(x), HHX(x)	xX, HxxX(x), HHX(x)

SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's Lead	Discarding
Suit	1 Attitude	Count	Italian
	2 Count	Lavinthal signal	Count
	3 Lavinthal signal		
NT	1 Attitude	Lavinthal signal	Italian
	2 Count	Count	Count
	3 Lavinthal signal		

Signals: low-high = even, low-high = encouraging

*Contracts above 4th level: count.

DOUBLES

TAKE-OUT DOUBLES (Style; Response; Reopening)

T/O DBL: 13+, 3+ support in unbid M, 2+ support in m(s) or 18+, ANY

1♣ - DBL - pass - 1♦ = 0-6; 1♠/♥ - 1♥/♥ - DBL = 4+ ♥/♠ (TRANSFERS)

Responses: limit raise

Reopen: 8+

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES (REDOUBLES)

Support DBL/RDBL

Lightner's DBL

Invitational DBL

Lead directing DBL

Anti-lead direction DBL

„I want to defend higher" DBL

Conventional DBLs with the honour



WBF Convention Card



Category

NCBO:

PLAYERS:

RED - Polish Club

Poland

EVENT: ALL

Dominika Ocylok

POL15259

Ewa Morawska

POL18645

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Polish Club: 1♣ = 12-14, BAL
 three-suiter without ♦
 15+, (4)5+♠;
 18+, ANY
 1♦ = 12-17, three-suiter with ♠ or 5♣4♦ or 55+♦
 1♥/♠ = 12-17, 5+♥/♠; 1NT response = 7-11 NF without support
 1NT = 15-17, BAL

2 over 1 = GF

1♣/♥/♥-1♥/♠-1♠/NT-2♣/♦ = Two-way Checkback

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Transfers in competitive bidding
 4-way 1♣ (as above); 1♣ - 1♦ = 0-6, ANY | 7-11, minor(s) | 16+, BAL
 1♦ - 3♣ = 0-6, 4+ support | GF 4+ support and shortage
 2♣ (Precision) = 11-14, 5+♣ 4♥/♠ or 6+♠
 2♦ (Multi) = 5-10(11), 6+♥/♠ (I, II); 2♦ = both majors (III)
 2♥/♠ = 5-10(11), 5+♥/♠ (4)5+♣/♦ (I, II)
 2NT = 21-22, BAL
 3NT = solid minor (AKQJxxx) without stopper
 1♥-2♣ = mixed raise with ♥ supp; 1♠-3♥ = mixed raise with ♠ supp; 1♦-2♠ = inv with ♣
 1♥/♠-2NT = INV with 3+♥/♠ supp
 1♥/♠-3♣/♠ = INV 6+♣/♦; 1♥/♠-4♥/♠ = limit raise with 3+♥/♠ supp
 Lebensohl

SPECIAL FORCING PASS SEQUENCES

When we bid game in the attack

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

We think for some time after the first lead.
 III hand openings and overcall bidding (1lv) after partner's pass may be weak (7-17, 4+)
 Overcall or III hand preemptive bidding (nonvul) may be destructive (0+)
 1♣-1♥/♠-2♦ = artificial GF (18+), 3+♥/♠ supp

PSYCHICS: RARELY

OPENING	ARTIFICIAL TICKET IF	MINOR OF CARDS	NEGATIVE DOUBLE THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	(11)12-14, BAL (11)12+, three-suiter without ♦ 15+, NAT 18+, ANY (without 21-22 BAL)	1♣ = 0-6 ANY 7-11 with minor(s) 16+ BAL 1♥/♠ = 7+, 4+ ♥/♠ 1NT = 7-10 BAL; 2NT = 11-12 BAL; 3NT = 13-15 BAL 2♣/♦ = 12+, 5+♣/♦ (4♥/♠ possible) 2♥ = 7-9, 5♠ 4♥ 2♠ = 11+, transfer to NT 3♠/♣ = 9-11, min. KQxxxx suit 3♥/♠ = 4-6, 6+ suit 4♥/♠ = SO	1♣ - 1♦ - 1♥/♠ - NF, 3+ suit 18+, weak 5+♥/♠ 15+ 5+♣, 4♥/♠ 1♣ - 1♦ - 2♦ - GF (18+) ANY => 2♥ = negative 1♣ - 1♦ - 1NT = 18-20, BAL (then as after 1NT opening); 1♣ - 1♦ - 2NT = 23-24, BAL 1♣ - 1♥ - 1NT = 12-14, BAL 1♣ - 1♥/♠ - 2♦ = GF (18+), asking bid, 3+♥/♠ (then 2♥ = weak 4♥/♠; 2♠ = strong 4♥/♠; 2NT = weak 5♥/♠; 3♠ = strong 5♥/♠; 3♦ = weak 6♥/♠; etc.) 1♣ - 2♣ - ? => 2♦ = 12-14, BAL; 2♥/♠ = 18+, 5+♥/♠; 2NT = 18+, BAL; 3♣ = 15+, 5+♣ 1♣ - 1♥/♠ - 2♣ - 2♦ = GF	
1♦		4	4♥	I, II - (11)12-17(18), 5+♦ or 5♣4♦ or 4♦441 III - 7-17(18), (4)5+♦ or 5♣4♦ or 4♦441 IV - 10-17(18) 5+♦ or 5♣4♦ or 4♦441	1♥/♠ = NAT; 1NT = 7-10; 2NT = 11-12, BAL; 3NT = 13-15, BAL 2♣ = 12+, 5+♣ (4♥/♠ possible) 2♦ = 10+, 4+♦, w/o 4♥/♠ 2♥ = 7-9, 5♠ 4-5♥ 2♠ = inv with ♣ 3♣ = 0-6, 4+♦ 13+ any Splinter 3♦ = 7-9, 4+♦; 3♥/♠ = Splinter (11-14)	1♦ - 1♥/♠ - 2NT = 15-17, 6+♦ and 3♥/♠ (then 3♣ = SO, trsrfr to 3♦; 3♦ = GF, supp.) 1♦ - 1♥/♠ - 3♦ = 15-17, 6+♦ w/o 3+♥/♠ 1♦ - 2♣ - 2/3NT = 4441♣, 12-14/15-17 1♦ - 2♣ - 2♦ = 12-14, ANY	
1♥		5	4♥	I, II - (11)12-17, 5+♥ III - (7)12-17, (4)5+♥ IV - 10-17, 5+♥	1NT = 7-11, w/o support; 1♠ = 7+, 4+♠ 2♣ = artificial GF; 2♦ = GF, 5+♦ 2♥ = 6-9, 3+♥; 2♠ = mixed raise 3♣/3♦ = 9-11, 6+♣/♦ 2NT = 10-11, 3+♥; 3/4♥ = preemptive 3NT = Splinter ♦ 4♠ = limit raise		2♣ = Drury with ♥ support (then 2♦ = 12-14; 2♥ = <12) 2NT- 3♣ = asking about shortage
1♠		5	4♦	I, II - (11)12-17, 5+♠ III - (7)12-17, (4)5+♠ IV - 10-17, 5+♠	1NT = 7-11, w/o support; 2♣ = artificial GF; 2♦ = GF, 5+♦ (4♥ possible) 2♥ = GF, 5+♥; 3♥ = mixed raise 2♠ = 6-9, 3+♠; 3/4♠ = preemptive 2NT = 10-11, 3+♠; 3♣/3♦ = 9-11, 6+♣/♦ 3NT = Splinter ♥ 4♥ = limit raise		2♣ = Drury with ♠ support (then 2♦ = 12-14; 2♠ = <12) 2NT- 3♣ = asking about shortage
1NT			4♥	(14)15-17, BAL 5♥/♠, 6♣/♦ possible	2♣ = Stayman; 2♥/♥/♠/3♣ - transfers to ♥/♠/♣/♦ 2NT = invitational; 3♦ = invitational, NAT 3♥/♠ = 5431♥/♠ 4♣/♠ = transfer to ♥/♠ 4NT = invitational	1NT - 2♣ - 2♥/♠ - 3♦/♥ = GF, with ♥/♠ support 1NT - 2♣ - 2♦ - 2♥ = NF, 4+4+ ♥/♠; 1NT - 2♣ - 2♦ - 2♠ = invitational, 5♣ 4♥ 1NT - 2♣ - 2♦ - 3♣ = GF, shortness in ♣/♦ (then 3♦ = asking) 1NT - 2♣ - 2♦ - 3♦ = GF, 5+4+ ♥/♠ (asking for 3♥/♠) 1NT - 2♣ - 2♦ - 3♥/♠ = shortage with 4♠/♥	
2♣	X	5	4♥	I, II, IV - 11-14, 6+♣ or 5+♣ 4♥/♠ III - 9-14, 6+♣ or 5+♣ 4♥/♠	2♥ = INV+, relay; 2♥/♠ = NF; 3♠/♥/♠ - INV; 3♦ = GF, 6+♦ 2NT = transfer to 3♣ (0-9) 5+♥ - 5+♠, 10-11(12) GF, on two suits w/o ♣	2♣ - 2NT - 3♣ (automatic bid) - 3♦ = GF, 5+♥-5+♠; 3♥ = 10-11(12), 5+♥-5+♠; 3♠ = GF, 5+♥-5+♠; 3NT = 5+♥-5+♠;	
2♦	X	0		I, II - 5-10(11), 6+ ♥/♠ III - 5-10(11), Ms IV - 12-15, 6+♦	2NT = INV+, relay; 2♥/♠ = p/c INV+, 6+♥/♠ 3♥ = preemptive; support in both Ms; 3♣/♦ = GF, 6+♣/♦	2♦ - 2NT (then 3♣ = weak; 3♦ = ♥; 3♥ = ♠)	
2♥	X	5		I-II - 5-10, 5+♥ - 5+♠/♦ III - 0-12, (5)6+♥	2♠ = NF; 2NT = relay, GF; 3♠ = GF, 6+♠; 3♦ = INV; ♥ supp; 3♥ = PRE, ♥		
2♠	X	5		I-II - 5-10, 5+♠ - 5+♣/♦ III - 0-12, (5)6+♠	2NT = relay, GF; 3♠ = p/c; 3♦ = INV, ♠ support; 3♥ = 6+♥, INV		
2NT				21-22, BAL; 5♥/♠, 6♣/♦ possible	3♣ = Muppet GF ♣; 3♦/♥/4♠ = transfers; 3♠ = GF, 5+4+ ♣/♦; 3NT = SO	2NT - 3♣ - 3♦ = 4♥/♠; 3♥ = w/o 4♥/♠; 3♠ = 5♠; 3NT = 5♥; 2NT - 3♣ - 3♦/♥/♠/NT - 4♣ = GF, ♣	
3♣/♦/♥/♠		6		preemptive, III - flexible			
3NT	X			Gambling, AKQJxxx in minor, no side stopper	4♦ = relay (4♥/♠ = ♥/♠ shortage; 4NT w/o shortage) 5♣/♠ - ♠/♣ shortage		
4♣/♦/♥/♠		7		preemptive		Roman Key Card Blackwood - 1-4, 0-3, 2, 2+Q, 2+Q+...(number of Kings); 5NT = Blackwood if bidding is above 4NT; Hoyt Splinters; Cuebids; Exclusion Blackwood - 0, 1, 2, 3; Colour Kings responses after agreeing Major	
4NT	X			6+5+♣/♦, preemptive	5♣/♦ = SO	Asking for trumps AKQ; Last-Train; DOPI/ROPI/DEPO	

HIGH LEVEL BIDDING