


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
NAT 8-16 5+ → DRURY
1 level: New suit = F1, 2 level: New suit = NF
New jump suit = nat INV, after pass color + supp
Jump in opp suit = mixed raised
2 level: New suit = NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 nat with stoper (system on)
4 th pos 11-15 BAL doesn't promise stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suited: PRE 6+cards
2 suited: Michaels, 1m-2♦ majors -2NT unusual NT
1x – 2NT 5+♣ 5+♦
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♦ = majors
(1♣)-2♥ = nat weak
(1♣)-2♠ = nat weak
VS. NT (vs. Strong/Weak; Reopening;PH)
vs. strong
X = 5+♣/♦-4♥/♠; 2♣ = 5+ 4+♥♠; 2♦ = 6+♥/♠;
2♥/♠ = 5+♥/♠ 4+♦/♣; 2NT = 5+♣5+♦
Reopen: x = t/o 13+, 2♣ = 5+ 4+♥♠; 2♦ = ♥/♠ weak reopen, 2♥/♠ = constructive nat
vs. weak
X = 13+; other = same as reopen
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out doubles, NT=nat, Michaels, 2NT – ask for minor
Jumps: constructive
1M – 3M = ask for stopper or big hand on minor
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣ Strong:
dbl ♥+♠ 1♦/♥/♠ NAT,1NT: ♦+♣ 2♦: 5-5♥+♠
VS 2♣ Strong:
dbl 5+♣ 5+♦, 2♦ = majors, other nat
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ penalty oriented or support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4 (small from doubleton)	same	
NT	2/4 (small from doubleton)	same	
Subseq	2/4 (small from doubleton)	same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Same	
King	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	
Other:	sometimes we lead 3 rd from Hxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/disc/count	Count	Suit Preference
Suit 2	Count	Suit Preference	Count,
3	Suit Preference		
1	Enc/disc/count	Low=enc	
NT 2	Count,	Count,	Suit Preference
3	Suit Preference		
Signals (including Trumps): Suit Preference, Enc/Disc, Count			
Small: enc; Hi: disc;			
Count: high-low=odd; low-high=even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out 11+ (may be weaker when partner passed) or 17+ (1♣)-x-p-1♦ = 0-6(7)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbls – may include GF on own suit			
Lightner dbls, suport dbl&rdbl			
At level 2, support dbl&rdbl, SOS rdbl			
Lead direction			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Poland
PLAYERS: Joanna Zalewska
 Maria Niklaus

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club
1♣ = 11-14 Bal, 15+ 5+♣, 18+ any
1♦/♥/♠ = openings limited
1NT = 15-17 bal
2♣ = 11-14 6+♣/5+♠ and 4M
2♦ = 5-10, 6+♥/♠
2♥/♠ = 5-10, 5+♥/♠ + 4+♣/♦
2NT = weak or 16+, 5+♣ 5+♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ 11-14 bal, 15+any, 18+any F1
1♣ – 1♦: 0-6 any, 7-11 minor(s)
1♣ – 1♦ – 1M: 11-14 3-4♥/♠, 15-17 4♥/♠-5♣, 18-22 5+♥/♠
1♣ – 2NT = GF no 4card major
2♣ = 11-14 6+♣/5+♠ and 4M
2♦ = 5-10, 6+♥/♠
2♥/♠ = 5-10, 5+♥/♠ + 4+♣/♦
2NT = 20-21
3NT Gambling (3 rd &4 th hand to play)
Many transfers in competitive bidding
SPECIAL FORCING PASS SEQUENCES
After xx (points) till level 2 in our suit or 2NT
When we are in GF
When we bid game in attack.
IMPORTANT NOTES
3 rd hand openings may be weaker.
In non vulnerable preempts may be weaker
PSYCHICS:
rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	3♠	11-14pc balanced 15+ pc 5+♣ 18+ any 11-17pc 441♦4	1♦ = 0-6 any / 0-8 w/o 4♥/♠ / 7-11 5+ m 1♥/♠ = 4+, 7+, 1NT = 8-10, 2♣/♦ nat. GF 2♥ = 6-10, 5+♠ 4+♥ 2♠ = inv+ to 3NT, 2NT = GF 3♣/♦ = nat inv to 3NT, good suit 3♥/♠ = GF 5+♣ 5+♦ ♥/♠ shortness	1♣ -1♦ -1♥/♠ = nat 3+♥/♠ 1♣ -1♦ -1NT/2♣/2NT = 18-19 bal/acol/22-23 bal 1♣ -1x-2♣ (15+) - 2♦ = GF, ask, 1♣ -1♦ -2♥/♠/3♦ = 6+♥/♠/♦, 21+pc 1♣ -1♦ -3♣/♥/♠ = two-suiters GF 1♣ -1♥/♠-2♦ = 18+pc 3+♥/♠ 1♣ - 2♣ - 2♦ = 11-14 PC all hands, 1♣ - 2♣ - 2♥/♠/3♦ = 18+ PC, 5+♥/♠/♦	1♣-(1♠)-x-p-2♦ = ask GF; Two-way checkback
1♦		4	3♠	11-17pc 5+♦ 11-17pc 4♦441 11-14pc 4♦-5♣ (if 2245 we sometimes open 1♣)	2♣ = nat GF, 2♦ = 10+ 4+♦ w/o 4+♥/♠ 2♥ = 6-10, 5+♠ 4+♥, 2♠ = inv with ♣ 3♣ = preempt ♦ or strong splinter 5+♦ 3♦ = 6-9pc 4+♦ 3♥/♠ = 11-12pc splinter	1♦ -1♥ - 2♠ = 15-17pc 6+♦ 3♥ 1♦ -1♠ - 2♥ = 15-17pc 5+♦ 4+♥ Two-way checkback	2♦ = 6-9 4+♦ w/o 4+♥/♠ 2♥ = 6-10, 5+♥ 4+♠, 2♠ = inv with ♣ 3♣ = 6-9pc 4+♦ 3♦ = preempt 4+♦
1♥		5	3♠	11-17pc 5+♥	1♠ = 4+♠ 7+PC; 1NT = 6-11 PC NF; 2♣ = GF, any hands; 2♦ = nat, GF; 2♠ = mixed raise 2NT = inv with supp 3♣/♦ = nat inv to 3NT, 3♥ = preempt; 3♠ = any void, 3NT/4♣/♦ = splinter ♠/♣/♦	1♥ - 1♠ - 2♣ = gazilli 1♥ - 1NT - 2♠ = 15-17 6♥ 4+♣/♦	Drury 2♠ = mixed raise 3♣/♦ = color+support 3♠ = any splinter 5+♥ 3NT/4♣/♦ = void ♠/♣/♦
1♠		5	3♠	11-17, 5+♠	As above; 2NT = inv; 3♥ = mixed raise 3NT = any void	1♠ - 1NT - 2♣ = gazilli 1♠ -2♥-2♠ = 0-2♥ /2NT 3♥/3♥ = 15-17 4+♥ 3NT = 11-14pc 5♣4♥22 /4♣/♦ = 11-14pc splinter	As above, Drury 3NT = any splinter 5+♠
1NT				(14)15-17 balanced (5♥/♠ or 6♣/♦ or honor singleton is possible)	Stayman, transfers, 2♠ = or inv to 3NT 2NT = weak hand with minors/weak ♦/GF ♦ 3♣ = inv with ♦, 3♦ = asking about 5♥/♠ 3♥/♠ = GF 5+4+ ♣♦ ♥/♠ shortness	1NT - 2♣ - 2♦ - 3♦ = ask for 3-card major 1NT - 2♣ - 2♦/♠ - 3♣ = rela 1NT -2♦ -2♥ -2♠ = inv w/o 4♠/♥ GF w/o short 1NT -2♦ -2♥ -2NT = inv with 4♠	Many transfers in competitive bidding
2♣	X	5	3♠	11-14 6+♣/5+♣ and 4M	2♦ = ask for distribution, F1; 2♥/♠ = NF; 2NT = trf to 3♣ so/GF 55; 3♣ = inv; 3♥/♠ = nat inv	2♣ - 2♦ - 2NT = good hand 2♣ - 2♦ - 3♣ = weak hand 3♦ = 6♣4♦	
2♦	X	0		5-10; 6+ ♥/♠	2♥/♠ = pass/corr; 2NT = ask, inv+, 3♣ = asking 3♦ = GF ♥; 3♥ = pass/corr 3♠ = nat inv	2♦ - 2NT - 3♣ = weak hand; 2♦ - 2NT - 3♥/♠ = good w. ♥/♠	2♦ - (2♥) - x = pass/corr 2♦ - (3♦) - x = inv with supp
2♥	X	5		5-10; 5+♥-4+♣/♦	2♠ = nat, NF; 2NT = relay, 3♣ = pass or correct; 3♦ = GF ♠; 3♥ = preempt.; 3♠ = nat, inv	2♥ - 3♣ - x = pass/corr 2♥ - 3♦ - x = inv to 4♥	
2♠	X	5		5-10; 5+♠-4+♣/♦	2NT = relay; 3♣ = pass or correct; 3♦ = GF ♥; 3♥ = nat inv; 3♠ = preempt.		
2NT	X			20-21 balance	3♣ = puppet 3♠ = minors 4X= slam try transfers		
3♣/♦/♥/♠		6		Nat preempt		HIGH LEVEL BIDDING	
3NT	X	7		Full 7 card minor suit w/o side stoper	4♦ = ask about shortness 4NT = if 8 minor bid slam	Cue-bids, ROPI, DOPI RKCB 102+Q+K, Hoyt EXCL 012+Q+K	
4♣/♦/♥/♠		7		Preempt			
4NT				Color of ace asking	5♣ = 0, 5NT = A♣, 6♣ = 2A		