

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
lvl 1 overcall = 8-17 pc, standard
1 lvl new suit = FI; 2 lvl new suit = NF
reopening: Nat 8-16 pc => drury; jumps = constructive
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-17 pc with stopper; responses after 1m opening the same as after 1NT opening, after 1♥ - 1NT - pass - ? 2♣=♦, 2♦=4♣ inv+, 2♥=♠, 2♠=♣, 2NT=inv, after 1♠ - 1NT - pass - ? 2♣=♦, 2♦=♥, 2♥=♣, 2♠=4♥ inv+, 2NT=inv
4 <sup>th</sup> 12-14 pc, doesn't promise stopper; responses: same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2 suited (6-10 or 18+; standard): Michaels; 1m - 2♦ = ♥+♠,
1♠ (nat) - 2NT = ♦+♥, 1♣ (2+♠) - 2NT = ♣+♦, 1♦ - 2NT = ♣+♥
1M - 2NT = ♣+♦,
Reopen: constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
style: standard
1♦/1♣(2+♠) - 2♦ = majors 5+-5+ (weak or 18+)
1♣(nat) - 2♣ = majors 5+-5+ (weak or 18+) => 2♦ = choose major
1♦ - 2♥/♠ = nat, weak; 1♣(nat) - 2♦/♥/♠ = nat, weak
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS strong: dbl = 5+m 4M; 2♣ = majors 5+-4+;
2♦ = 6+♥/♠; 2♥/♠ = 5+♥/♠ 4+m; 2NT = minors 5+-5+; 3♣/♦/♥/♠ nat; all constructive
Reopening: same
VS Weak: dbl = 13+pc, nat constructive
Reopening: same
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles take out, NT mostly strong with a stop,
jumps constructive, Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural weak, NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
rdbl = 10+ penalty oriented

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2nd 4th best	2nd 4th best	
NT	2nd 4th best	2nd 4th best	
Subseq	high = nothing in suit	high = nothing in suit	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) / single A	AK(Q/J/10)(+)	
King	KQ(+) / Kx	KQ(W/10)(+) / Kx	
Queen	QW(+) / Qx	AQW / Qx / QJ(10/9)(+)	
Jack	J10(+) / Jx / HJ10(+)	J10(9/8)(+) / Jx / HJ10(+)	
10	10x / H10x / H109(+)	10x / H10x / H109(+)	
9	H9x	H9x	
Hi-X	xXx(+) / HXx	xXx(+) / HXx	
Lo-X	HxxX(+) / xX	HxxX(+) / xX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	enc/disc	count	suit preference
Suit 2	count	suit preference	
3	suit preference		
1	enc/disc	count	suit preference
NT 2	count	suit preference	
3	suit preference		
Signals (including Trumps): Lavinthal; UDCA (Small encourages and High discourages; count: Small = even, High = odd)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
After a minor opening should have 3 in both majors			
After a major opening should have a 4 in other major			
1♣ - dbl - pass - 1♦ = 0-6 pc any			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣/♦ - Pass - 1♥/♠ - 2 in a suit or 1♠ - X = 3 in the ♥/♠			
1♣/♦ - Pass - 1♥/♠ - X - XX = 3 in the ♥/♠			
Negative doubles			
Lead direction doubles			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: Poland</b>
<b>PLAYERS:</b>
<b>Kacper Kisielewski POL19721-Jakub Michalski POL20706</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Prepared club
1♣ = 12 - 14 BAL or 18-20 PC BAL or 11+ UNBAL clubs
1♦ = 12+, 5♦+ or 4♦ 441
2♣ = 24+ PC or 8.5 tricks, GF
2♦ = 6-10 PC 6♠/♥
2♥ = 6-10 PC 5♥ and 5♣/♦/♠
2♠ = 6-10 PC 5♠ and 5♣/♦
2NT = 21-23 PC BAL
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ = 12 - 14 BAL or 18-20 PC BAL or 11+ UNBAL clubs
2♣ = 24+ PC or 8.5 tricks, GF
2♦ = 6-10 PC 6♠/♥
2♥ = 6-10 PC 5♥ and 5♣/♦/♠
2♠ = 6-10 PC 5♠ and 5♣/♦
2NT = 21-23 PC BAL
3NT = 7♦/♣ with AKD10 or AKDW w/o side stopper
1♣ - pass - 1♦ = 0-6 PC any or 7-11 minors
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we are in GF
After rdbl (points) till 2NT
<b>IMPORTANT NOTES</b>
3rd hand opening can be weaker.
<b>PSYCHICS: rare</b>

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	12 - 14 BAL or 18-20 PC BAL or 11+ UNBAL clubs	1♦ 0-6 PC any or 7-11 minors/on minor; 1♥/♠ 4+♥/♠ F1; 1NT 7-10; 2♣ GF ♣/BAL; 2♦ GF 5+♦; 2♥ 6-9pc 5♠4♥; 2♠ transfer NT inv+, 2NT nat inv; 3♣/♦ nat inv to 3NT	1♣ - 1♦ - 1NT = 18-20 pc, bidding the same as after 1NT opening 1♣ - 1M - 1X - 2♣/♦ = any inv / any GF 1♣ - 1M - 2♣ - 2♦ = any GF	
1♦		4	4♥	12+, 5♦+ or 4♦ 441	1♥/♠ 4+♥/♠ F1; 1NT 7-10; 2♣ GF ♣/BAL; 2♦ GF 4+♦; 2♥ 6-9pc 5♠4♥; 2♠ transfer NT inv+, 2NT nat inv; 3♣/♦ nat inv to 3NT	1♦ - 1M - 1X - 2♣/♦ = any inv / any GF	
1♥		5	4♥	12+ 5♥	1♣ 4+♣ F1; 1NT semiforcing; 2♣ = GF 2+♣; 2♦ GF 5+♦; 2♥ nat; 2♠ inv to 4♥ with shortness ♣/♦/♠; 2NT inv to 4♥; 3♣ 7-9 pc 4♥; 3♦ 10-11pc 4+♥ short ♣/♦/♠; 3♥ 4-6 pc preempt; 3♠ any void 12+ pc; 3NT splinter ♠ 12+ pc	1♥ - 1♣ - 1NT - 2♣/♦ = any inv / any GF	Drury; 3♣/♦ = ♣/♦ + 3+♥
1♠		5	4♥	12+ 5♠	1NT semiforcing; 2♣ = GF 2+♣; 2♥/♠ GF 5+♥/♠; 2♠ nat; 2NT inv to 4♠ with shortness ♣/♦/♥; 3♣ 7-9 pc 4♠; 3♦ 10-11pc 4+♠ short ♣/♦/♥; 3♥ inv to 4♠; 3♠ 4-6 pc preempt; 3NT any void 12+ pc		Drury; 3♣/♦/♥ = ♣/♦/♥ + 3+♠
1NT			4♥	15-17 bal, 5M possible	Stayman, transfers, 2♣ = ♣ or inv to 3NT, 2NT = ♦, 3♣ = puppet, 3♦ = 5+5+ majors, inv+, 3♥/♠ minors + shortness ♥/♠, 4♣/♦ = transfer to ♥/♠, 4♥/♠ to play	1NT - 2♣ - 2NT/3♣ = not accept inv / accept inv 1NT - 2NT - 3♣/♦ = accept inv / not accept inv	
2♣	X	0		24+ PC or 8.5 tricks, GF	2♦ less than 3 controls		
2♦	X	0		6-10 PC 6♠/♥	2♥ pass or correct; 2♠ pass or correct or SO ♣; 2NT ask inv+; 3♣ GF with any suit; 3♦ less than inv, bid your suit; 3♥/♠ inv with ♥/♠; 4♣ bid your suit transfer (forcing pass); 4♦ bid your suit (no forcing pass); 4♥/♠ to play	2♦ - 2♠ - 2NT = ♥, next 3♣ = SO♣, 3♦ = inv to 4♥, 3♥ to play 2♦ - 2NT - 3♣/♦/♥ = strong / weak ♥ / weak ♠ 2♦ - 3♣ - 3♦ = automatic	
2♥	X	5		6-10 PC 5♥ and 5♣/♦/♠	2♠ pass or correct; 2NT ask inv; 3♠ preempt	2♥ - 2NT - 3♥ = ♥+♠	
2♠	X	5		6-10 PC 5♠ and 5♣/♦	2NT ask inv; 3♣ pass or correct; 3♥ preempt		
2NT	X			21-23 PC BAL	3♣ puppet stayman, transfers	2NT - 3♣ - 3♦ = 4M, next: 3♥ = 4♠; 3♠ = 4♥; 4♣ = both 4M, slam aspirations; 4♦ = both 4M, w/o slam aspirations	
3♣/♦		6		nat preempt	new suit GF nat; 4♣/♦ preempt		
3♥/♠		(6) 7		nat preempt	new suit GF nat; 4♥/♠ preempt / to play		
3NT	X			7♦/♣ with AKD10 or AKDW w/o side stopper	4/5/6♣ pass or correct	Cuebids, Splinters, 4NT Blackwood 102 + Q + K	
4♣/♦		7		nat preempt			
4♥/♠		7		nat preempt			
4NT	X			minors	5♣/♦ choose contract		
5♣/♦		8		nat preempt			