DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGN	NALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LI	EADS STYLE					
Natural style, 1-level 5+crds, 8-17 PC, 2 level 6(5)+crds 12-17 PC	1	Lead	Lead		ner's Suit	CATEGORY: RED	
a) 2♣ is drury (also w/o support after 1♣ opening)	Suit	3 <sup>rd</sup> /5 <sup>th</sup>		3 <sup>rd</sup> /5 <sup>th</sup>		NCBO: Poland	
b) 2 of their suit is a cue bid w/o support	NT	3 <sup>rd</sup> /5 <sup>th</sup>		3 <sup>rd</sup> /5 <sup>th</sup>		PLAYERS: Jan Łuczeczko – Szymon Grabala	
c) New suit w/o jump is constructive, but not forcing	Subseq	Same		Same		EVENT (ALL)	
	Other: Low from non-honour doubleton, K asks for UB					$\exists$ 1	
	Sometimes K for a count discard, from xxx+ high						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 <sup>nd</sup> : 15-18 natural → transfers and transfers	Lead	Vs. Suit	s. Suit Vs. NT		1		
$4^{th}$ : 1NT − 11-14/16 after 1m/M $\rightarrow$ transfers and transfers	Ace	AKx(x)		Same		GENERAL APPROACH AND STYLE	
	King	KQ(x), AK	J, AK	Same		Polish Club	
	Queen	QJ(x), KQ1		Same		Three-way 1 *; Balanced 12-14; 15+ 5+ *; 18+ any	
	Jack	J10(x), AQJ	I, QJ9, QJ	Same		1NT = 15-17 bal (little off-shape like 5M, 6m, 5431 possible)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), AJ1	0, KJ10, J10	Same		2♣ = 11-14; 5+♣ and 4M or 6+♣	
Direct – weak	9	9xx+, A109 109	, K109, Q109,	Same		$2 \blacklozenge = \text{weak}, 6 + \checkmark / \spadesuit$	
Reopen – constructive	Hi-X	<b>X</b> xx(+)		Same		2♥/♠ = weak, 5+/4m	
	Lo-X	xX, $HxX(x)$	), Hxxx <b>X</b> (+)	Same			
	SIGNALS IN	ORDER OF P	RIORITY		A lot of transfers in competition		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	Partner's Lead Declarer's Lead Discarding				SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
[1♣/♦] – 2♦ shows 5+♠, 5+♥	1 LOV	V → ENC	LOW → EVE	N	S/P	As above	
Ghestem	Suit 2 LOV	V → EVEN	LOW → ENC	1			
	3 S/P						
Jump cuebids: ask for stopper	1 LOW $\rightarrow$ ENC LOW $\rightarrow$ EVE		N	S/P			
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 LOV	V → EVEN	LOW → ENC	:			
vs STRONG: $x = 4M 5m$ ; $2 = majors$ ; $2 = one major$ ; $2M = 5M + 4m$	3 S/P						
vs WEAK: $x = T/O 13+$ ; rest the same	Signals (include	Signals (including Trumps): S/P in trumps					
Reopen: x = T/O; 2♣ = majors; rest natural							
			DOLINI EG				
	_		DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	le; Responses;	Reopeni			
Takeout double below 4♠		12+3+other su					
Jumps are constructive, NT is natural	Resp = nat, limit, opps suit = inv+						
Leaping Michaels	After opp [1♣]	]-x-[pass]-	$1 \bullet = 0-6 \text{ PC an}$	y			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES	
vs $[1 +]$ : $x = majors$ ; $1NT = minors$	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					All GF sequences	
vs [2 $\clubsuit$ ]: x = $\clubsuit$ ; 2NT = M+m; 3 $\clubsuit$ = minors; 3 $\spadesuit$ = Majors	Negative DBL						
	Support DBL/	RDBL					
OVER OPPONENTS' TAKEOUT DOUBLE	Lightners, lead directions					IMPORTANT NOTES	
Rdbl = 10 + PC							
A lot of transfers after 1♣, 1♥, and 1♠ openings							
						PSYCHICS: Rarely	

ING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TIC			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*	X		4♥	12-14 PC bal, or 4441 ◆ 15+ PC, 5(4)+ ♣ 18+ PC, any	1 ◆ = 0-6 PC or 7-11 unbal no 4M or 16+ bal no 4M; 1 ▼/♠ = 7+ 4+ ▼/♠; 1NT = 7-10 bal; 2♣/♦ = 5+♣/♦ unbal GF; 2▼ = 13-15 bal; 2♠ = 11-12 bal; 2NT = inv bal; 3♣/♦ = 6+♣/♦ inv; 3▼/♠ = 13-15 44 minors, bad 2▼/♠	1 ♣ - 1 • - 1 • = NF, 3 + • , 12-14 bal or strong 1 ♣ - 1 • - 1NT = 18-19 bal 1 ♣ - 1 • - 2NT = 22-23 bal 1 ♣ - 1 • / ♠ - 2 • = GF, Relay, $3 + • / •$ 1 ♣ - 1 • / ♠ - 2 ♣ - 2 • = 10+ Relay Double checkback	1 * - 1NT = 9-11 PC			
1 •		4	4♥	12-17 PC 5+♦, or any 4 ♦ 441 12-14 PC, 4 ♦ 5♣	$1NT = 7-10$ ; $2 \clubsuit = GF$ , $nat$ ; $2 \spadesuit = 10 + 4 + \spadesuit$ ; $2 \blacktriangledown = weak 5 \spadesuit 4 + \blacktriangledown; 2 \spadesuit = 6 + \clubsuit, inv; 3 \clubsuit = mixed raise; 3 \spadesuit = weak$	Double checkback	$1 \cdot - 2 \cdot = 10 - 11$ $1 \cdot - 3 \cdot = 8 - 10 \cdot 5 + 4 \cdot 4 + 4 \cdot 1 \cdot - 3 \cdot = \text{pree}$			
1♥		5	4♦	12-17 PC 5+♥	1NT = nf; $2 = GF$ , relay; $2 = GF + C$ ; 2 = mixed raise; 2NT = inv with support; $3 = C + C$ ; inv; $3 = mini splinter$ ; 3NT/ $4 = C + C$	Double checkback	Drury (2 ♦ shows interests)			
1 🖈		5	4♥	12-17 PC 5+♠	1NT = nf; $2 = GF$ , relay; $2 \checkmark / \checkmark = GF 5 + \checkmark / \checkmark$ ; 2NT = inv with support; $3 = 4 \checkmark / \checkmark = 6 + 4 \checkmark \checkmark$ inv; $3 \checkmark = 6 \checkmark / \checkmark = 6 \checkmark$ mixed raise; 3NT = mini splinter; $4 \checkmark / 4 \checkmark / 4 \checkmark = 6 \checkmark$ splinter		Drury (2 ♦ shows interests)			
1NT			4♥	6m, 54, stiff)	2♣ = stayman (inviting hand with 5♠ included); 2♠ = range ask; 2NT = ♦ or weak with both minors; 3♣ = puppet; 3 ♦ = 55 minors GF; 3♥/♠ = 5431; 4♣ = 5+♥ 5+♠, game or slam in a hand; 4♦/♥ = transfer to ♥/♠		1NT - 2♥ 2♠ - 2NT = inv+, 4+♣			
2*	X	5	4♥		2 ◆ = relay; 2 $\checkmark$ / ♦ = NF, nat; 2NT = puppet to 3 *; 3 * = inv to 3NT; 3 $\checkmark$ / $\checkmark$ / ♦ = inv, nat	2♣ - 2NT - 3♣ → pass = preemptive; 3 ♦ = inv+, 5 ♥ 5♠; 3♥/♠ = GF, 5+♥/♠ 5+♦; 3NT = inv to 6NT based on clubs	2NT = invitational to 3NT 3♣ = normal raise			
2◆	X			on a 3rd hand might be 5+♥/♠	2 ♥/♠ = pass/correct; 2NT = relay; $3$ ♣ = one suit, GF; $3$ ♦ = inv, both supports; $3$ ♥ = preemptive, both supports; $3$ ♠ = nat, partner can raise; $4$ ♣ = bid your suit via transfer (then passes are forcing); $4$ ♦ = bid your suit directly	$2 \bullet - 2 \bullet - 2 \text{NT} - 3 \bullet = GF$ , nat $2 \bullet - 2 \bullet - 2 \bullet - 3 \bullet = \text{inv}$ , nat $2 \bullet - 2 \text{NT} - 3 \bullet = \text{any min}$ $2 \bullet - 2 \text{NT} - 3 \bullet / \bullet = \text{max with } \bullet / \bullet$				
2♥		5		weak, 5+♥ and 5(4)+♣/♦	$2 \triangleq$ = NF, nat; 2NT = relay; $3 \triangleq$ = pass/correct; $3 \triangleq$ = inv to $4 \checkmark$ ; $3 \triangleq$ = nat, GF					
2 🏟		5			2NT = relay; $3 = \text{pass/correct}$ ; $3 = \text{inv with support}$ ; $3 = \text{nat}$ , nf					
2NT			4♥		3♣ = puppet stayman; 3♦/♥ = transfers; 3♠ = minors; 4♣/♦/♥/♠= transfer to ♥/♠/♣/♦, shows slam interests	2NT - 3♣ → 3 ♦ = at least one 4M; 3♥ = no 4M; $3$ ♠/NT = 5♠/♥				
3 <b>.</b>		6		PRE, wide range NV	3 ◆ = puppet to 3 ♥; 3 ♥/♠= GF, nat; 4 ◆ = Optional KeyCard	$3 \clubsuit - 3 \spadesuit - 3 \blacktriangledown \Rightarrow 3 \spadesuit = NF$ , nat; $3NT = partner might$ run; $4 \blacktriangledown / \spadesuit = choice of game between 4M/5 \clubsuit$				
3♦		6		PRE, wide range NV	3 ♥/♠= GF, nat; 4♣ = Optional KeyCard					
3♥		6		PRE, wide range NV	3♠ = GF; 4♣ = Optional KeyCard					
3 🛦		6			4♣ = Optional KeyCard					
3NT	X			$3^{\text{rd}}/4^{\text{th}} = \text{to play}$	4 ◆ = asks for shortness	3NT - 4 - 5 / = suit and short in the other minor				
4 <b>.</b> *					4 ♦ = RKC	HIGH LEVEL BIDDING				
4 ♦				,	5 <b>♣</b> = RKC	RKCB 102+Q				
4♥		6		PRE, wide range NV		Exclusion Blackwood (0–1–1+Q–2)				
4 A	37	6		PRE, wide range NV	5 - 5 VIII	PEDO (pass = even, double = odd)				
4NT	X			Asking for specific aces	5♣ = no ace; 5NT = two aces	Last train				