

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Nat, 5(4)+; 8+ > Drury, vul, level 2 = 10+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 14-16 nv
JUMP OVERCALLS (Style; Responses; Unusual NT)
Constructive 6+ suit, except white against red major suit jump overcalls=preemptive
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♦ = majors
(1♣)-2♥ = weak ♥
(1♣)-2♠ = weak ♠
VS. NT (vs. Strong/Weak; Reopening;PH)
VS Strong: x = 5+m-4M, 2♣ = M 4-4+, 2♦ = 6+♥/♠, 2♥/♠ = 5+-4+m
Reopen: x- 9+ 3-4 cards Ms, 2♣- majors , 2♦ = 5+♥/♠, 2♥/♠ = 5+-4+m
VS Weak: x = 13+ BAL, 2♣ = M 4-4+, 2♦ = 5+♥/♠, 2♥/♠ = 5+-4+m
Reopen: same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out, asking bid, NT = NAT,
Jumps: constructive
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1 ♣
x-54♣♣ 54♥♥ 1♦-♠54♣♣ or 54♠♥ 1♥- nat 1♠- nat 1NT-54♦♣ or 54♠♥
OVER OPPONENTS' TAKEOUT DOUBLE
1♠-(x)-1NT=♣ 2♣/♦=TRFs ♦/♥ 2♥= bad or very good raise
2♠=normal raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Same	
King	AK, 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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A, Q, x – Enc; K - C	Count, hi-low=odd	Suit Preference
Suit 2	Count, low-hi=even	SP	Count, same
3	Small encourage		
1	Enc	Smith's sign, low=enc	SP
NT 2	Count, same	Count, same	
3	SP		
Signals (including Trumps):			
Trumps Lavinthal, attitude, UDCA, reverse smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, can be weaker by passed hand, 1♦=NEG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-(1♦)-x = ♥ 1♥= ♠ 1♠= TRF to ♣ or NT			
1♣-(1♥)-x = ♠ 1♠= TRF to ♣ or NT 2♠=♦			
1♦-(1♥)-x = ♠ 1♠= TRF to ♣ or NT 2♠=7-9 3♦+			
Support double			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Poland
PLAYERS: Patreuha-Sobczak-(Majcher)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club
Three-way 1♣; Balanced 11-14, 4+♣ -15+, 18+ any
1NT = 15-17 bal ,
2♣ = 11-14; 5+♣ and 4M or 6+♣
2♦ = weak, 6+ ♥/♠
2♥/♠ = weak, 5+/5(4) m
3/4 th 2d-majors, 3/4 th 2h/s- weak 2
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
As above
SPECIAL FORCING PASS SEQUENCES
Standard
IMPORTANT NOTES
PSYCHICS :Yes

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	4♥	Balanced 11-14 or (17)18+ or 4+♣ 15+	1♦ = NEG (0-6) or minors (7-9) or 16+ BAL [1] 2♥-13+ BAL, 2♠= INV to NT	1♣ - 1♦ - 1♥ = 12-14 2♥+ or 18+ 5♥+ or 4♥+ 5♣ 15+ or 4441♦ 15+	1♣-1NT-9-11
1♦	No	4	4♥	11-17PC, 5+♦ or 4♦441 or 4♦ 5♣ 12-14	1NT = NF BAL; 2♦-12PC+4♦ 2♥=5♠+ 4♥+ 5-9 2♠= INV 6♠+ 2NT = INV BAL; 3♣=pre or shortness GF, 3♦= inv on ♦, 3♥/♠=spl		1♦-2♦=10-11, 1♦-3♣=8-10 5+♣-4+♦, 1♦-3♦=pre
1♥	No	5	3♠	11-17, 5+♥	1NT = NF 6-11; 2♣-GF 2♠-mixed raise 2NT=inv supp; 3♣/3♦ = 6+♣/♦ INV, 3♥=PRE, 3♠=void, 3NT=SPL ♠ 4♣=SPL, 4♦=SPL,		1BA = 6-9 no fit or 10-11 with stiff in M 3 rd /4 th drury
1♠	No	5	4♥	11-17, 5+♠	1NT = NF 6-11 w/o supp; 2♥=12PC+ 5♥+ 2NT = INV; 3♣/3♦ = nat 6+INV, 3♥=mixed raise 3♠ = PRE; 3NT=void, 4♣/♦=SPL, 4♥=SPL,		Drury
INT	No		3♠	15-17 14-17 nv	STAYMAN; TRFs, 2♠=TRF to ♣ 3♠-minors NF 2NT=inv 3♣-TRF to ♦, 4♣/4♦=TRF ♥/♠,	1NT-2♣-2♦-3♥/♠ shortness	
2♣	No	5	-	(10)11-14 5♣ 4♥/♠, or 6+♣	2♣=ASK 8+; 2♥/♠= NF; 3♦/♥/♠=NAT(6+) INV, relay system on	2♣-2♦: 2♥/♠=NAT (4); 2NT=6+♣ max 3♣=6+♣ min; 3♦/♥/♠=6♣+4♦/♥/♠max	
2♦	Yes	0		3-10, 6+♥/♠ or 5+♥/♠ good suit 3/4 th majors weak	2♥=for partner's suit, 2♠-pass to ♠, INV to ♥ 2NT=ASK GF+; 3♥=P/C preempt, 3♠=inv or any GF,	2♦-2NT: 3♣= weaker hand; 3♦/♥= better hand (6+♥/♠);	
2♥	No	5		5+♥ and (4)5+♣/♦, 3-10 3/4 th weak 2	2♠= for partner's suit, 2NT=ASK; 3♣=inv to possible ♠, 3♦=inv to ♥ 3♥=preemptive,		
2♠	No	5		5+♠ and (4)5+♣/♦, 3-10, 3/4 th weak 2	2NT=ASK; 3♣=P/C, 3♦=INV with 6+♥ 3♠=preempt		
2NT	No			20-21	3♣=puppet stayman 3♦/♥-TRFs 3NT-to play		
3♣	Yes	6		PRE	3♥=nat F1, 4♦=asks for stiff 4NT-Gerber on ♣		
3♦	No	6		PRE	3♥=nat F1, 4♣=asks for stiff 4NT-Gerber on ♦		
3♥	No	6		PRE	3♠=nat F1, 4♣/4♦=Cue 4NT-Gerber on ♥		
3♠	No	6		PRE	4♣/4♦=Cue 4NT-Gerber on ♠		
3NT	Yes	7		GAMBLING, no stopper	4♣=P/C, 4♦ = ASK; 4NT = ask about possible 8 th trick		3rd/4th = sign-off
						HIGH LEVEL BIDDING	
						Cue-bids,	
						Exclusion Blackwood	