

DEFENSIVE AND COMPETITIVE BIDDING
Overcalls (style, responses, 1 / 2 level, reopening)
Natural , 5(4)+cards, 8+PC, then:
a) 2♣ is a cue bid w/o support (might have after 1♣ opening)
b) 2 of their suit is a cue bid with support
c) New suit on a 1 level is constructive, but not forcing
1NT Overcall (2nd/4th live, responses, reopening)
2nd 1NT 15-18 (system ON)
4th: 15-17PC after 1♣, might be little weaker after 1♦ 12-15 after 1♥/♠
Jump overcalls (style, responses, unusual NT)
Direct: weak
Reopen: constructive
Direct and jump cue bids (style, response, reopen)
[1♣/♦] – 2♦ shows 5+♥, 5+♠
[1♥] – 2♥ shows 5+♠, 5+♣/♦
[1♠] – 2♠ shows 5+♥, 5+♣/♦
Versus 1NT (strong and weak)
a) strong: x = 5m 4+M, or strong, BAL, 2♣ = 5+M, 4+M 2♦ = 6(5)+♥/♠, 2♥/♠ = 5+♥/♠, 4+minor 2NT = minors or any strong, very constructive two-suiter
Reopen = dbl shows two places to play, does not promise 54 shape
b) weak: x =13+PC, other bid are the same as after 15-17PC
Reopen = the same, x = two places to play After pass = x shows two places to play, other are the same
Versus preempts (doubles, cue-bids, jumps, NT bids)
Jumps are constructive, 2/3NT is natural, x is takeout below 4♠ x over 4♠ or higher opening = points, rather pass then bid
[2♦/♥/♠] - 4♣/♦ - Leaping Michaels, then passes are forcing
Versus artificial, strong openings - 1♣ or 2♣
Versus 1♣ 16+: x shows 4+♥, 4+♠, 1♦/1♥/♠ are natural (and then 2♣ is a cue bid), 1NT shows both minors, 2 of a suit is natural
Versus 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠
Over opponent's takeout double
A lot of transfers after 1♣, 1♥, and 1♠ openings
Natural over other openings

LEADS AND SIGNALS			
Opening leads style: 2 nd /4 th			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4 (3/5)*	
Subseq	2/4	2/4	
Other: *in unsupported partner's suit we lead: 3/5, Xx, xxX, etc.			
Versus NT contract king is a strong lead, asking either for unblock or a count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for an attitude	
King	AK, KQ(+), K(x)	Strong	
Queen	QJ(+); Q(x)	Asks for an attitude	
Jack	J10(+), AJ10(+), KJ10(+)	Same	
10	10x, H10x, H109(+)	Same	
9	H9x, 109+	Pretty same, (maybe J98x)	
Hi-X	HXx, HxxXx(+), xXx+	Same	
Lo-X	xX, HxxX	Pretty same (maybe 10xxX)	
Signals in order of priority:			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW =ENC	LOW =EVEN	LOW=ENC
Suit 2	LOW =EVEN	LOW = ENC	LOW =EVEN
3	S/P (standard)		
1	LOW =ENC	LOW =EVEN	Lavinthal
NT 2	LOW =EVEN	Lavinthal	LOW = EVEN
3	Lavinthal		
Signals (including Trumps): lavinthal			
Smith's Echo: LOW=ENC			
DOUBLES			
Takeout doubles (style, responses, reopening)			
Double = 11+PC (after Partner's pass, may be weaker with a good shape)			
Special, artificial, and competitive doubles and redoubles			
1♣ – [1♦] – x = 4+♥ (7)+PC 1♦ – [1♥] – x = 4+♠, (7)+PC			
1♣ – [1♥] – x = 4+♠, (7)+PC			
We play support, lightner, and card-showing doubles.			
We do SOS, card-showing, and 1 st class control redoubles.			
1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♠			
xx			
2NT [pass] 3♦/♥ [x]			
xx			

WBF CONVENTION CARD
NCBO: Poland
PLAYERS: Piotr Marcinowski – Justyna Żmuda
SYSTEM SUMMARY
General approach and style:
POLISH CLUB
1♣ opening shows:
a) 11-14PC, BAL or nat (4414, rarely 3415/4315)
b) 15+PC, 5(4)+♣ (4 only if 4414)
c) 18+PC, any shape
Then 1♦ shows one of those three types of hands:
a) 0-6PC, any shape
b) 7-9(10)PC, minor(s)
c) 16+PC, BAL, neither 5 card minor, nor 4 card major
1NT = 15-17PC, BAL (little off-shape like 5M, 6m, 5431 possible)
2♣ = 11-14PC, 5+♠, 4M, or 6+♠
2♦ = 3-10PC, 6+♥/♠
2♥/♠ = 3-10PC, 5+♥/♠, 5(4)+m
A lot of transfers in competiton, especially after our openings and preempts
Special bids that may require defence
As above
Special forcing pass sequences
When we are in a GF situation
When we have bid leaping michaels, or [3M] – 4M
Important notes
Psychics: rarely

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11-14PC BAL or 4441♦ 15+PC, 5(4)+♣, 18+PC, ANY	1♦ 0-6PC ANY, 7-11PC minor(s) or 16+PC BAL	1♣ - 1♦ - 1♥/♠ = NAT, 3+, NF, 11-14BAL or strong 1♣ - 1♦ - 1NT = 18-19PC, BAL	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10, no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♣ = minors, inv 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144 3♠ = AKDxxxx in minor	1♣ - 1♦ - 2NT = 21-23PC, BAL 1♣ - 1♥/♠ - 2♦ = 18+PC, 3+♥/♠, GF relay 1♣ - 1♦/♥/♠ - 2♣ = 5+♣, 15+PC 1♣ - 1♥/♠ - 2♣ - 2♦ = GF, artificial	
1♦		4(+)	4♥	11-17PC, 5+♦, or any 4♦441, 11-15PC, 4♦ 5♣	1NT NAT, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 4(5)♥, 5♠, weak, 2♠ = 6+♠, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♠	11-17PC, 5+♥	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2♠ = mixed raise, 2NT = inv, 4+♥, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void, 3NT = ♥ support + 1♠, 4♣/♦ = ♥ support + 1♣/♦	Double checkback, Extra lenght transfers	Drury (2♦ shows interests)
1♠		5(+)	4♥	11-17PC, 5+♠	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♠ or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥	Double checkback, Extra lenght transfers	Drury (2♦ shows inrerests)
1NT			4♥	14+-17PC, can be offshape (5M, 6m, 54, stiff H)	2♣ = stayman (inviting hand with 5+♠ included), 2♠ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+ 4+ ♣♦, 4♣ = 5+♥ 5+♠, rather not a slam try, 4♦/♥ = transfer to ♥/♠, 4♠ = to play	1NT - 2♣ - 2♦ - 2♥ = NF, 4+♥, 4+♠, 3415, or 1444 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5+♠ 1NT - 2♣ - 2♦/♥/♠ - 3♣ = GF, relay 1NT - 2♣ - 2♥/♠ - 3♦/♥ = at least ♥/♠ game try We play double transfers, next bid between 2NT-3♥ is next trf, example: 1NT-2♥-2♠-2NT = GF, 4+♣	1NT – 2♥ 2♠ – 2NT = inv+, 4+♣
2♣	X	5(+)	4♥	11-14PC, 5+♣ 4M or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat	2♣ - 2NT - 3♣ - pass = preemptive, 3♦ = inv+, 5♥, 5♠, 3♥/♠ = GF, 5+♥/♠ 5+♦ 3NT = inv to 6NT, based on partner's clubs	2NT = inv to 3NT 3♣ = normal raise
2♦	X	0		3-10PC, 6+♥/♠ on a 3rd hand can be 5+♥/♠	2♥/♠ = pass/correct, 2NT=relay, inv+, 3♣ = inv to 4M, GF, 5+♣, 5+other, or choice between 3NT and 4M 3♦ = GF, 5+♦, 5+M 3♥ = preemptive, both supports 3♠ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly	2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ - max with ♥/♠	
2♥	X	5(+)		3-10PC, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, worse than 2NT, 3♦ = inv to 4♥, worse than through 2NT, 3♠ = GF	2♥ - 2NT - 3min - 3♠ = GF on ♥, 2 nd minor = GF on minor 2♥ - 2NT - 3min - 3♥ = NF, 2♥ - 2NT - 3min - 4min = NF	
2♠	X	5(+)		3-10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = ♥, 3♥ = inv to 4♠, worse than through 2NT	2♠ - 2NT - 3min - 3♥ = GF on ♠, 2 nd minor = GF on minor 2♠ - 2NT - 3min - 3♠ = NF, 2♠ - 2NT - 3min - 4min = NF	
2NT			4♥	19+-21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT - 3♣ - 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥ 2NT - 4♣ - 4♦ = worse than 4♥, 2N - 4♦ - 4♥ = worse than 4♠	
3♣		6(+)		6+♣, wide range NV	3♦ = puppet to 3♥, 3♥/♠ = GF (F1), nat, 4♦ = KeyCard	3♣ - 3♦ - 3♥ - 3♠ = NF, nat, 3NT = partner might run, 4♥/♠ = choice of games between 4M and 5♠	
3♦		6(+)		6+♦, wide range NV	3♥/♠ = GF (F1), 4♣ = Optional KeyCard	3♣ - 4♦, 3♦ - 4♣, 3♥ - 4♠, 3♠, 4♣ - see below	
3♥		6(+)		6+♥, wide range NV	3♠ = GF, 4♣ = Optional KeyCard	Answers are different, depending from a vulnerability	
3♠		6(+)		6+♠, wide range NV	4♣ = Optional Keycard		
3NT	X			1 st /2 nd = Gambling, no side stop 3 rd /4 th = just to play	4♦ = asks for shortness	3NT – 4♦ – 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ Blackwood, 0-1-2 answers 4NT to play		
4♦		6(+)		PRE, wide range NV	4NT to play, 5♣ Blackwood, 0-1-2 answers	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood 102+Q, 012+Q, or 0-0.5-1-1.5	
4♠		6(+)		PRE, wide range NV	4NT = Blackwood	Exclusion Blackwood (0, 1, 2, 3)	
4NT	X			♣ and ♦ (usually 6–6)	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦	PEDO (pass = even, double = odd)	