

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
lvl 1 overcall = 7-17 pc, standard
1 lvl new suit = F1; 2 lvl new suit = F1
reopening: Nat 8-16 pc => drury; jumps = constructive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 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 th 12-14 pc, doesn't promise stopper; responses: same
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 suited (6-10 or 18+; standard): Michaels; 1m - 2♦ = ♥+♠, 1♣ (nat) - 2NT = ♦+♥, 1♣ (2+♣) - 2NT = ♣+♦, 1♦ - 2NT = ♣+♥
1M - 2NT = ♠+♦,
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
style: standard
1♦/- 2♦ = majors 5+-5+ (weak or 18+)
1♣ - 2♣ = majors 5+-4+ (weak or 18+) => 2♦ = choose major
1♦ - 2♥/♠ = nat, weak; 1♣(nat) - 2♦/♥/♠ = nat, weak
VS. NT (vs. Strong/Weak; Reopening;PH)
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 = 15+pc, nat constructive
Reopening: same
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles take out, NT mostly strong with a stop,
jumps constructive
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural weak, NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
rdbl = 10+ penalty oriented

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd 4th best	2nd 4th best	
NT	2nd 4th best	2nd 4th best	
Subseq	2nd 4th best	2nd 4th best	
Other: Trump leads are suit preference			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ / single A	AK(+)	
King	KQ(+) / Kx / AK sec	KQ(W/10)(+) / Kx	
Queen	QJ(+) / 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 / (Q/J)98(+)	
Hi-X	xXx(+) / HXx	xXx(+) / HXx	
Lo-X	HxxX(+) / xX	HxxX(+) / xX	
SIGNALS IN ORDER OF PRIORITY			
	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)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
After a minor opening should have 3 in both majors			
After a major opening should have a (3)4 in other major			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles			
Lead directing doubles			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: Poland
PLAYERS: Błażej Mróz POL21880-Marcel Prokopowicz POL23209
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♠ = 12-14 BAL or 18-20 PC BAL or 11+ UNBAL clubs
1♦ = 12+, 5+♦ or 4♦441
1NT = 15-17
2♣ = Kokish Acol
2♦ = nat preemptive
2♥ = nat preemptive
2♠ = nat preemptive
2NT = 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♠ = 12 - 14 BALor 18-20 PC BAL or 11+ UNBAL clubs
2♣ = Kokish Acol
2NT = 20-21
3NT = better 4M opening
1♣ - pass - 1♦ = 0-6 PC any or 7-11 minor(s)
SPECIAL FORCING PASS SEQUENCES
When we are in GF
After rdbl (points) till 2NT
IMPORTANT NOTES
3rd hand opening can be weaker.
PSYCHICS: rare

OPEN ING	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♥	11 - 14 BALor 18-20 PC BAL or 11+ UNBAL clubs	1♦ 0-6 PC any or 7-11 minor(s); 1♥ / 1♠ 4+♥/♠ F1; 1NT 7-10; 2♣ GF ♣/BAL; 2♦ GF 5+♦; 2♥ 7- 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♥	11+, 5♦ + or 4♦ 441	1♥ / 1♠ 4+♥/♠ F1; 1NT 7-10; 2♣ GF ♣/BAL; 2♦ inv+ 4+♦; 2♥ 6-9pc 5♠4♥; 2♠ inv 6+♠; 2NT nat inv; 3♣ = 4+♦, weak / strong splinter; 3♦ = mixed raise	1♦ - 1M - 1X - 2♣/♦ = any inv / any GF	
1♥		5	4♦	11+ 5♥	1♠ 4+♠ F1; 1NT semiforcing; 2♣ = art GF; 2♦ GF 5+♦; 2♥ nat; 2♠ inv to 4♥ with shortness ♣/♦/♠; 2NT inv to 4♥; 3♣ 7-9 pc 4♥; 3♦ 10-11pc 4+♥ shortness in ♣/♦/♠; 3♥ 0-6 pc preempt; 3NT splinter ♦ 13-15 pc, 4♦ 7-9 5♥	1♥ - 1♠ - 1NT - 2♣/♦ = any inv / any GF 1♥ - 1X - 2♣ 5+♠4+♠ 11-15 or 16+ any	Drury
1♠		5	4♥	11+ 5♠	1NT semiforcing; 2♣ = art GF; 2♦/♥ GF 5+♦/♥; 2♠ nat; 2NT inv to 4♠ with shortness ♣/♦/♥; 3♣ 7-9 pc 4♠; 3♦ 10-11pc 4+♠ shortness in ♣/♦/♥; 3♥ inv to 4♠; 3♠ 0-6 pc preempt; 3NT spl♥, 4♥ 7-9 5♠	1♠ - 1NT - 2♣ 5+♠4+♠ 11-15 or 16+ any	Drury
1NT			4♥	(14)15-17 bal, 5M/6m possible	Stayman, transfers, 2♠ = ♣ or inv to 3NT, 2NT = ♦, 3♣ = puppet, 3♦ = 5+-5+ majors, inv, 3♥/♠ minors + shortness ♥/♠, 4♣ 5+-5+ majors GF, 4♦/♥ transfer to ♥/♠, 4♠ to play	1NT - 2♠ - 2NT/3♣ = not accept inv / accept inv 1NT - 2NT - 3♣/♦ = accept inv / not accept inv	After 2♣ overcall - system on After 2♦ / 2♥ / 2♠ overcall: 2M = NF, 2NT+ = transfers to minors inv+, transfers to majors gf
2♣	X	0		kokish acol (GF / 23-24 BAL)	2♦ = 0-1 controls, 2♥ = 2, 2♠ = 3, 2NT+ = transfers, 6+ cards, 2+ controls with solid suit / 3 controls	2♣ - 2♦ - 2♥ = forcing to 2♠ => 2NT = 25+ BAL, else = nat with ♥, 2♣ - 2♦ - 2NT = 23-24	
2♦		(5)6		nat preempt, non vul 3rd seat may be 5 cards	2NT ask(feature); 3♦ preempt	2♦ - 2NT - 3♣ = weak hand, else values, good hand	
2♥		(5)6		nat preempt, non vul 3rd seat may be 5 cards	2NT ask(feature); 3♠ preempt	2♥ - 2NT - 3♠ = weak hand, else values, good hand	
2♠		(5)6		nat preempt, non vul 3rd seat may be 5 cards	2NT ask(feature); 3♥ preempt	2♠ - 2NT - 3♠ = weak hand. else values, good hand	
2NT				21-22 PC BAL	3♣ puppet stayman, transfers, 3♠ both minors	2NT - 3♣ - 3♦ = 4M, next: 3♥ = 4♠; 3♠ = 4♥; 4♣ = both 4M, slam aspirations; 4♦ = both 4M, w/o slam aspirations	
3♣/♦		(6)7		nat preempt	new suit GF nat		
3♥/♠		(6)7		nat preempt	new suit GF nat		
3NT	X			Better 4 M opening(vul 8.5 tricks, not vul 7.5 tricks)	4m cue, 4♥ p/c	HIGH LEVEL BIDDING	
4♣/♦		7		nat preempt		Cuebids, Splinters, 4NT Blackwood 102 + Q + K, 3♠ / 3NT non-serious	
4♥/♠		7		nat preempt			
4NT	X			minors			
5♣/♦		8		nat preempt			