DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening	7)
Nat, 4+; 8+ PC > Drury, level 2 = 5+; 10+	<u>5/</u>
(da, 11, 0110) Dialy, 10.012 0., 10.	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
INT overcall NAT (system ON)	
reopen = 12-14	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Preemptive	
Reopen: constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ = weak, 5+4+ ♥/♠	
(1♣)-2♦ = weak, M 6+	
(1♣)-2♥ = weak 5♥-4+m	
(1♣)-2♠ = weak 5+♣-5+m	
VS. NT (vs. Strong/Weak; Reopening;PH)	
vs. strong	
X = 5 + 4/4 - 4 $4/4$; $24 = 5 + 4 + 4$; $4/4$; $4/4$; $4/4$;	
2♥/♠ = 5+♥/♠-4+♦/♠; 2 NT = 5+-5	
Reopen: $x = \text{nat.}$, reopen; $2 = 5 + 4 + 4 = 3 + 4$	
vs. weak	
$X = 13+$; $2 \clubsuit = 5+4+ \checkmark \spadesuit$ other = nat; Reopen: same	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Гаke-out, asking bid, NT = NAT,	
Jumps: constructive	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	
After $1 - X = \forall$; $1 - 4 = 4$; $1 = \forall + 4 + 4 = 4$; $1 = \forall + 4 + 4 = 4$;
INT = ♠+♥/♦+♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
1 ♥/♠ - (x) - 1NT = 7-9 + supp	
$1 \checkmark / 4 - (x) - 2 \checkmark / 4 = 4 - 6 + supp$	
1 V / 4 - (x) - xx = 10+	

ODENIE	CIEA		DS AND SIGN	ALS	
OPENIN	G LEA	DS STYLE		I D	
Suit		Lead 2/4		In Par	tner's Suit
NT				-, -	
Subseq		2/4		2/4	
Other:		2/4		2/4	
Other.					
LEADS					
Lead		Vs. Suit		Vs. N	Γ
Ace		AK(+), Ax		Same	
King		Kx, KQ(+), I	KQ10x	AKJ10	Ox, KQx
Queen		QJ(+), Qx, A		KQ10	
Jack			J10(+), KJ10x	Same	
10		10x, H10x(+		Same	
9		H9x(+),J98(-	+) 109x	Same	
Hi-X		HXx, JXx(+)), xXx(+)	Same	
Lo-X		xX, HxxX		Same	
SIGNAL	S IN O	RDER OF PE	RIORITY		
	Partner	's Lead	Declarer's Lea	ıd	Discarding
1	A, Q, x	- Enc; K - C	Count, hi-low=	=odd	Suit Preference
		low-hi=even	SP		Count, same
3	SP				
1	1 Enc		SP, low=enc		SP
NT 2 Count, same		same	Count, same		
	SP				
Signals (ii	ncluding	g Trumps): SP)		
Trumps L	avintha	l			
			DOUBLES		
TAKEOU	J T DOU	JBLES (Style	; Responses; F	Reopeni	ng)
Take-out o					
(1♣)-x-p-	$1 \blacklozenge = 0 - \epsilon$	5(7)			
SPECIAI	L, ART	IFICIAL & (COMPETITIV	E DBL	S/RDLS
1 ♣ -(1♦)-x	= 4+ ♥	<u>*</u>			
1 ♣ -(1 ♥)-x	x = w/o	4♠			
					•
	support	t double and re	edouble		

CATEGORY: Red NCBO: Poland PLAYERS: Krzysztof Cichy 17161 Kacper Kopka 15511 SYSTEM SUMMARY GENERAL APPROACH AND STYLE Polish Club $1 \clubsuit = \text{Bal } 12\text{-}14, 12\text{+} 5\text{+} \clubsuit 4\text{+} \blacktriangledown/ \spadesuit \text{ or } 6\text{+} \clubsuit , 15\text{+} 5\text{+} \clubsuit , 18\text{+ any}$ 1NT = 15-17 bal2♣ = 5-10, 5+ 4+♥♠ 2♦ = 5-10, 6+ ♥/♠ $2 \checkmark / = 5 - 10, 5 + \checkmark / + 4 + 4 /$ 2NT = 5-10, 5-5+ mSPECIAL BIDS THAT MAY REQUIRE DEFENSE As above SPECIAL FORCING PASS SEQUENCES When we bid game in attack. IMPORTANT NOTES 3rd hand openings may be weaker. PSYCHICS: rare

W B F CONVENTION CARD

OPENING	ICAL	MIN. NO. OF CARDS	RU				
	TICK IF ARTIFICAL		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	X	0	3♣	Bal 12-14, 12+ 5+ \clubsuit 4+ $\blacktriangledown/\spadesuit$ or 6+ \clubsuit , 15+ 5+ \clubsuit , 18+ any	1♦ = 0-6 any, 0-8 w/o 4♥/♠ 7-11 5+ m, 1♥/♠ = 4+, 7+, 1NT = 9-10, 2♣/♦ nat. GF 2♥ = 5-8, 5+♥ 4+♠, 2♠ = inv+ to 3NT, 2NT = inv 3♣/♦ = inv to 3NT, good suit	1♣ - 1♦ - 1♥/♠ = nat 3+♥/♠, 1NT = 18-20, 2♣ = 15+, 2♦ = GF, ask, 2♥/♠ = 6+♥/♠, 21+ PC, 2NT = 21-23 PC, 3♣/♦ = 6+♠/♦ 18+ PC, 3♥/♠ = two-suiter GF 1♣ - 2♠ - 2♦ = 12-14 PC all hands, 2♥/♠/3♦ = 18+ PC, 5+♥/♠/♦	1♣-(1♠)-x-p-2♦ = ask GF; checkback
1♦		4	3♠	11-17, 5+ or 4 (4-4-4-1, 4♦-5♣)	NAT, $1 • - 2 • = 10 + \sup$, $1 • - 3 • = preempt$	Checkback	
1♥		5	3♠	11-17, 5+	1♠ = 4+♠ 7+PC; 1NT = 7-11 PC w/o supp, NF; 2♠ = GF, any hands; 2♠ = nat, GF; 2♠ = inv w. shortness 2NT = inv w/o shortness; 3♠/♦ = inv to 3NT, good suit; 3♥ = preempt; 3♠/NT/4♠ = splinter ♠/♦/♠ 4♦ = limit raise	$ 1 \forall -2 \spadesuit - 2NT = \text{ask for shortness} : 3 \spadesuit / ♦ / ♥ = \text{shortness} $	Drury
1♠		5	3♠	11-17, 5+	As above; 2NT = inv w. shortness; 3♥ = inv w/o shortness	1 ★ - 2 NT - 3★ = ask for shortness : 3♦/ \checkmark /★ = shortness ♦/ \checkmark /★	Drury
INT				15-17 BAL	Stayman, transfers, $1NT-3 \blacklozenge = nat inv$, $1NT-3 \blacktriangledown / \triangleq = 5-4-3-1$	1NT - 2♣ - 2♦ - 3♦ = ask for 3-card major	
2*	X	5	3♠	6-10PC 5+-4+ ▼ ♠	$2 \spadesuit = \text{ask for longer suit, F1; } 2 \blacktriangledown / \spadesuit = \text{better suit; 2NT} = \text{Strong ask; } 3 \clubsuit = \text{inv w. supp in one suit; } 3 \spadesuit = \text{inv w. supp in two suites; } 3 \blacktriangledown / \spadesuit = \text{preempt; } 4 \blacktriangledown / \spadesuit = \text{to play}$	2♣ - 2NT - 3♣ = good hand, at least 5-4	
2♦	X	0		5-10; 6+ ♥/♠	$2 \checkmark / 4 = \text{to play}$; $2NT = \text{ask, inv+}$, $3 4 = \text{GF w. good suit}$ 3 4 = inv w. supp; $3 4 = preempt.$;	$2 \spadesuit - 2NT - 3 \clubsuit = good hand; 3 \spadesuit / ♥ = weak w. ♥ / ♠$	
2♥	X	5		5-10; 5+♥-4+♣/♦	$2 \triangleq$ = nat, NF; 2NT = relay, $3 \triangleq$ = pass or correct; $3 \triangleq$ = inv to $4 \forall$; $3 \forall$ = preempt.; $3 \triangleq$ = nat, GF		
24	X	5		5-10; 5+♠-4+♣/♦	2NT = relay; 3♣ = pass or correct; 3♦ = inv to 4♠; 3♥ = nat, GF; 3♠ = preempt.		
2NT	X	5-5		5-10; 5+♣/♦	3♥ = relay		
3♣		6		Preempt			
3♦		6		Preempt			
3♥		6		Preempt			
3♠		6		Preempt			
3NT	X	7		Full 7 card minor suit w/o side stoper	4♦ = ask about shortness		
4.		7		Preempt			
4♦		7		Preempt			
4♥		7		Preempt			
4 ♠ 4NT		7		Preempt			
4IN I						HIGH LEVEL BIDDING	
						Cue-bids, ROPI, DOPI	
						RKCB 102+Q+K, Hoyt	