

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Natural suit 5+ 8-16(17)HCP, Rubens transfers	
Opp suit on level 3 is mixed raise, in level 4 is splinter	
Double jump in new suit is colour+support	
(1♣)-2♣=NAT	
(1♦=(0)2+♦)-2♦=NAT	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
After 1♣/♦ 1NT=15-17, reopening 11-15	
After 1♥/♠ 1NT=15-17, reopening 11-15	
(1♥)-1NT-(pas)-2♦=4♣	
(1♠)-1NT-(pas)-2♠=4♥	
Transfers after overcall	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit : pre-empt	
2-Suit : pre-empt	
Leaping Micheals	
Reopen: constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1♣)-2♦=5+5+ Majors, (1♣)-2NT=5+5+ minors,	
After 1♦/♥/♠ - Ghestem	
JUMP CUE = stopper ask	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X = 5+m & 4M/(17)18+any X=(12)13+HCP	
2♣ = both majors 2♣ = both majors, constructive	
2♦ = multi 2♦ = multi, constructive	
2♥ , 2♠ = 5M 4+minor 2♥, 2♠ = 5M 4+minor, constructive	
2nt = both minors 2nt = both minors, constructive	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
2NT-(15)16-19HCP, we use Lebensohl, we play Leaping Michael's	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
After 1♣: X/1♦ - 4+♥/♠, one-suiter, 1♥ - at least 5+4+ ♠♥/♦♠, 1♠ - at least 5+4+ ♣♠/♦♥, 1BA – at least 5+4+ ♣♦/♥♠, other – NAT, weak	
After 2♣: 3♣/♦ - 5+5+ ♣♦/♥♠, 2BA – others 5+5+	
OVER OPPONENTS' TAKEOUT DOUBLE	
Trs, double jump in new suit=colour+support	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd ,4th	3rd, 5th	
NT	attitude	3rd, 5th	
Subseq	atti for NT, 2 nd , 4 th for suit	3 rd , 5th	
Other: For 5+level games A denied K, K promises A or Q			
LEADS(sometimes can be extraordinary)			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	KQ(x), AK, AKJ10(x)	KQ(x), AKJ10(x)	
Queen	QJ, KQ109(x)	QJ, KQ109(x)	
Jack	J10 or HJ10,	J10, HJ10	
10	H109() or 10x	H109() or 10x or 109(x)	
9	109x(x)	9x(x)	
Hi-X	xXx(x)	Xx(x)	
Lo-X	xX, HXx, HxxX(x)	Hx(x)X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	SP
Suit 2	Enc	SP	Count
3	SP		
1	Enc	Count	SP
NT 2	Count	SP	Count
3	SP		
Signals: Low=Enc, Upside down count, Suit preference (also in trumps)			
For 5+level games to K always count, to A enc/SP, we play primary count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard , response, after partner pass could be weak, in some positions X is bi-colour			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double over 3♣/♦/♥/♠ forces to game , does not promise the other major			
Invit double, Extra values double, redouble SOS			

W B F CONVENTION CARD
CATEGORY: RED NCBO: POLAND PLAYERS: KĘDZIERSKI MACIEJ KRAWCZYK BŁAŻEJ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♠=2+ (could be 5♠32 if 18-20)
5-card majors
5(4)-card 1 diamond
1NT (14)15-17 with possible 5M or 6m
3 level opening is light
Many transfers positions in competitive bidding
2NT is GF in 1♦-1♥/♠-2♣/♦ and 1♥-1♠-2♦/♥
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = 11-14/18-20 HCP bal, or 11+ HCP 4+♣
1♦ = 11-22 HCP 5+♦
4-4-4-1 excluded singleton
2♣ = 23-24 BAL or any GF
2♦ = weak multi
2♥/♠ = 5+♥/♠ 5(4)+ minor
3 rd hand 2♦=both majors 4+4+, 2♥/♠=NAT, 5+♥/♠, PRE
SPECIAL FORCING PASS SEQUENCES
The strongest bid is pass and then taking out the partner's double
1♣/♦-(X)-XX forces to our double or 1NT or 2♣/♦
1♥/♠-(X)-XX forces to our double or 2♥/♠ or 2NT
IMPORTANT NOTES
1♥/♠ overcall can be with 4, 3th hand opening at level 3 is random
PHYSICS: hardly ever, sometimes in 1♦-(x)-1♥/♠, 1♥-(x)-1♠

OPENING	ART.	NO. OF CARDS	NEG. DBL TO	
---------	------	--------------	-------------	--

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	BIDDING on the fourth hand
1♣	YES	2	4♥	11-14/18-20 BAL (could be 5♦332 if 18-20) 11-22 4+♠ UNBAL	1♦=0-6 any or 7-11 w/o 4M, 1♥/♠=7+, 4+♥/♠, could be longer minor, 1NT=7-10 w/o 4M, 2♠=GF, 5+♦, 2♦=GF, 5+♠, 2♥=5-9 5+♠/4+♥, 2♠=inv+ bal, 2NT=inv, bal 3♣/♦=inv, 6+♣/♦, good suit	double checkback 1♣-1♦-1♥/♠=3+♥/♠ 1♣-1♦-1NT=18-20HCP bal 1♣-1♥/♠-2♦/♥=F1 1♣-1♥/♠-2♣-2♦=ask, F to 3♣ 1♣-1♠-2♣-2♥=5+♠ 4+♥, F1 1♣-1♥/♠-2♣-3♦=7-9(10) 4♥/♠ 6+♦, SO	Without changes
1♦		4	4♥	11-14 5♦(332) 11-22 4+♦ UNBAL	1♥/♠=3+, 4+♥/♠, 1NT=7-10 w/o 4M, 2♠=GF 3+♦/GF 4+♠, 2♦=3-7, 6+♥/♠, 2♥=5-9 5+♠/4+♥, 2♠=inv 4+♦/inv 6+♠ 3♠=PRE, 4+♦/ splinter 9-11 3♦ - mixed, 3♥/♠ - splinter 12+	double checkback 1♦-1♥/♠-2NT=6+♦, GF 1♦-1♠-2♣/♦-2♥=any inv/6+♠ SO 1♦-1♠-2♣/♦-2♠/NT=any GF bad/good to NT	Without changes
1♥		5	4♦	10-22	1NT=3-12 any or 3-6 3+♥, 2♠=3-7, 6+♠, 2NT=inv 3+♥, 3♠=6-9,4+♥, 3♦=9-12, any splinter, 4+♥, 3NT=splinter ♦	two-way checkback, gazzilli (diffrent after 1♥-1♠ and 1♥-1NT), 1♥-1♠-2NT=14-16, 6+♥ 3♠, or 17+ 6+♥ 4♠/♦, 1♥-1NT-2♦=10-12 6+♥ or any GF, 1♥-1NT-2NT=11-15 0♠5♥44, 1♥-3♦-3♥=ask about shortage	2♠=9-11 3♥ 2♦=9-11 4+♥
1♠		5	4♥	10-22	1NT=3-12 any or 3-6 3+♠, 2NT=inv 3+♠, 3♠=inv, 6+♥ 0-2♠ 3♦=6-9, 4+♠ 3♥=9-12, any splinter, 3NT=splinter ♥	gazzilli, 1♠-1NT-2♦=5+♠ 4+♥, F1 (w/o 5-5 14-16), 1♠-1NT-2♥=10-12 6+♠ or any GF w/o 4+♥ 1♠-3♦-3♥=ask about shortage	2♠=9-11 3♠ 2♦=9-11 4+♠
1NT			4♥	(14)15-17 May be 6m(322) 5M(332), 5422, 5m431,4441	2♣=relay, 2♦=trs 5+♥, SO or GF/inv 4♥/GF 6+♠/GF 6+♦ 2+♠, 2♥= trs 5+♠, SO or GF/inv 4♠, 2♠=minor Stayman, 2NT=6+ any, inv, 3X=4441	1NT-2♣-2♦-2♥= SO 4+4+ ♥/♠ or 5+♥, inv 1NT-2♣-2♦-2♠= 5+♠, inv 1NT-2♦-2♥-2♠=GF, 5+♥	Without changes
2♣	YES	0		23-24 BAL or any GF	2♦=0-1 controls, 2♥=2 controls, 2♠= 3+ controls 2NT=6+ any, at least 4 honours, 3X=6+ 3 figures in colour	2♣-2♦-2♥=NAT or 23-24 BAL 2♣-2♦-2♥-2♠-2NT=23-24 BAL	Without changes
2♦	YES	0		6+♥/♠ (5)6-10(11)	2♥/♠=P/C 2NT=ASK, inv+, 3♦=inv with fits, 3♥=blocking, 4♠=show your colour by transfer 4♦=show your colour	2♦-2NT-3♠=weak; 3♦=max ♥, 3♥=max ♠. 2♦-2NT-3♠-3♥=pass/correct 2♦-2NT-3♠-3♦-3♥=♠; 3♠=♥	9-13 6+, good colour
2♥	YES	5		5+♥ (4)5+♠/♦ (5)6-10(11)	2♠=nat NF, 2NT=GF, 3♠=weak to minor 3♦=inv 3+♥/GF 6+♠ 3♠=inv, 6+♠	2♥-2NT-3♠=5♦ 2♥-2NT-3♦=5♠	9-13 6+, good colour
2♠	YES	5		5+♠ (4)5+♠/♦ (5)6-10(11)	2NT=ASK inv+ 3♠=weak to minor , 3♦=inv 3+♠/SO 6+♥/GF 6+♥, 3♥=inv, 6+♥	2♠-2NT-3♠=5♦ 2♠-2NT-3♦=5♠	9-13 6+, good colour
2NT	YES			(20)21-22	3♠-4+♠, 3♦=4+♥, 3♥=4+♥ 4♠, 3♠=one or both minors	2NT-3♠-3♦=no 5♥ 2NT-3♦-3♥=no 5♠	Without changes
3♣		6		PRE, light	3♦/♥/♠ - GF, 4♦ - Blackwood		
3♦		6		PRE, light	3♥/♠ - GF, 4♠ - Blackwood		
3♥		6		PRE, light	3♠ - GF, 4♠ - Blackwood		
3♠		6		PRE, light	4♠ - Blackwood		
3NT				Good Pre, 7+♥/♠			
4♣				PRE		HIGH LEVEL BIDDING	
4♦				PRE		Cue bids, Non-serious 3♠/3NT, Blackwood 1403+Q+K, Splinter and mini splinter Exclusion Blackwood, coloured kings when ♥ or ♠ agreed, last train, pick a slam	