

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Natural suit 5+ 8-16(17)HCP, 2♣=drury,10+PC with support, Opp suit=GF without support, after pas is good hand with support	
New suit is F1	
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	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
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	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit : pre-empt	
2-Suit : pre-empt	
Leaping Micheals	
Reopen: constructive	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
(1♣)-2♦=5+5+ Majors, (1♠)-2NT=5+5+ minors,	
DIRECT CUE = Micheals, 2NT – 2 lowest unbidden suits	
JUMP CUE = stopper ask	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
2NT-(15)16-19HCP, we use Lebensohl, Opp suit = Michael's, we play Leaping Michael's	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
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+	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Trs, double jump in new suit=colour+support	

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2nd ,4th	2nd, 4th
NT	2nd ,4th	2nd, 4th
Subseq	2nd ,4th	2nd, 4th
Other: For 5+level games A denied K, K promises A or Q		
<b>LEADS(sometimes can be extraordinary)</b>		
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
9	109x(x)	109x(x)
Hi-X	xXx(x)	xXx(x)
Lo-X	xX, HXx, HxxX(x)	xX, HXx, HxxX(x)
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	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		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Standard , response , after 1♣ and our double 1♦ is 0-6 HCP any or natural		
7+HCP, after partner pass could be weak, in some positions X is bi-colour		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Negative double over 3♣/♦/♥/♠ forces to game , does not promise the other major		
Double support, Invit double, Extra values double, redouble SOS		

W B F CONVENTION CARD
<b>CATEGORY: RED (POLISH CLUB)</b>
<b>NCBO: POLAND</b>
<b>PLAYERS: SZYMAŃSKI MARCIN</b>
<b>KRAWCZYK BŁAŻEJ</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club, 2/1 F1 (exception after 1♣)
5-card majors
5(4)-card 1 diamond
1NT (14)-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♦/♥
Extra length transfer bid in some positions after 2NT=GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ = 11-14/17-20 HCP bal, 11+ HCP 4+♠, or 18+any
1♦ = 11-17HCP natural
4-4-4-1 excluded singleton
4+♣4+♦(11-15HCP)
2♣ = both majors, at least 5(4)+4+
2♦ = weak multi
2♥/♠ = 5+♥/♠ 5(4)+ minor
2NT = (20)21-22 balanced could be with 5M or 6m
2♣ response over 1♥/♠ = semiNAT : 2+clubs GF or inv 6+♣
2♦/♥/♠ on 3 <sup>th</sup> hand is NAT, weak 5+ card
<b>1NT-2♦=trs 5+♥ or inv bal or semi-bal hand with 4♥ and 0-3♠</b>
<b>After 1NT-2♣-2♦/♥/♠ we play transfers</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
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
<b>IMPORTANT NOTES</b>
1♥/♠ overcall can be with 4, 3th hand opening at level 3 is random
<b>PHYSICS: hardly ever, sometimes in 1♦-(x)-1♥/♠, 1♥-(x)-1♠</b>

OPENING	ART.	MIN. NO. OF CARDS	NEG.DBL TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	BIDDING on the fourth hand
1♣	YES	0	4♥	11-13/17-19 NV bal 12-14/18-20 V bal 11+ 4+♣ (17)18+any	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+♣/♦ w/o 4M, 2♥=5-9 5+♣ 4+♥, 2♠=inv+ bal, 2NT=inv, bal 3♣/♦=inv, 6+♣/♦, good suit	1♣-1♦-1♥/♠=3+♥/♠ 1♣-1♦-1NT=17-20HCP bal 1♣-1♦-2♦=GF, any hand 1♣-1♥/♠-1♠/NT-2♣/♦=double checkback 1♣-1♥/♠-1♠/NT-2NT=SO, 6+♣ 1♣-1♥/♠-2♣=11-17, 5+♣, NF 1♣-1♥/♠-2♦=3+♥/♠, GF, ask	Without changes
1♦		4	4♥	11-13 NV 5♦(332) 12-14 V 5♦(332) 11-14(15) 5♣ 4♦ 11-17 4+♦ unbal	1♥/♠=7+, 4+♥/♠, could be longer clubs, 1NT=7-10 w/o 4M, 2♣=4+♣ GF or 9-11, 6+♣ inv, 2♦=10+ 4+♦, F1 2♥=5-9 5+♠/4+♥, 2♠=inv+bal, 3♠=6-9, 4+♦	1♦-1♥/♠-1NT-2♣/♦=double checkback 1♦-1♥/♠-2♣=5+♦4+♣ or 5+♣ 4+♦, 1♦-1♥/♠-2NT/3♦=inv w/o 3♥/♠, good/bad hand to NT 1♦-1♥-2♣=6+♦ 3♥ inv 1♦-1♠-2♥=6+♦ 3♠ inv/5+♦ 4♥ F1 1♦-1♠-2♣/♦-2♥=any inv/6+♠ SO 1♦-1♠-2♣/♦-2♥/NT=any GF bad/good to NT	Without changes
1♥		5	4♦	9-17 NV 11-17 V	1NT=NF, 2♠=inv 3♥, 2NT=inv 4+♥, 3♠=6-9,4+♥, 3♦=9-12, any splinter, 4+♥, 3NT=splinter ♦	1♥-2♥-2♠/3♠/♦=inv 1♥-3♠-3♦=inv 1♥-3♦-3♥=ask about shortage	2♠=inv 4+♥ with short 2NT/3♠/3♦=colour+sup 3♠/3NT/4♠= void spl
1♠		5	4♥	9-17 NV 11-17 V	1NT=NF, 2NT=inv 3♠, 3♥=inv 4+♠. 3♠=6-9,4+♠, 3♦=9-12, any splinter, 4+♠, 3NT=splinter ♥	1♠-2♠-3♠/♦/♥ invit asking for support 1♠-3♠-3♦=inv 1♠-3♦-3♥=ask about shortage	2NT=inv 4+♠ with short 3♠/3♦/3♥=colour+sup 3NT/4♠/4♦= void spl
1NT			4♥	(13)14-16 NV (14)15-17 V May be 6m(322) 5M(332), 5422, 5m431,4441	2♣=Stayman, 2♦=trs or inv bal with 4♥ and 0-3♠, 2♥=trs 2♠=inviting or transfer to clubs, 2NT=transfer to diamonds or weak 5+5+ minors,3♣/♦=inv 6+♣/♦	1NT-2♣-2♦-2♠/3♠/3♥=trs ♣/♦/♥/♠ 1NT-2♣-2♥-2♠/3♠/♦=trs ♣/♦/♥ 1NT-2♣-2♠-2NT/3♠/3♦=trs ♣/♦/3-suiter 1444 1NT-2♦-2♥-2♠=inv bal 4♥/inv 5+♥ 4+♠	Without changes
2♣	YES	0		4+4+ ♥/♠ (3)4-8(9) NV 5+4+ ♥/♠ (5)6-10(11) V	2♣=relay, 2♥/♠=to play, 2BA =ASK, GF 3♠=GF with minor/-s, 3♦=inv with fits , 3♥/♠=pre, 4♣=show your colour by transfer 4♦=show your colour	2♣-2NT-3♠=weak; 3♦=max 5♥4♠; 3♥=max 5♠4♥; 3♠=max 5♥5♠; 3NT=max 4♥4♠ 2♣-2BA-3♠-3♦-3♥=5♠4♥; 3♠=4♠5♥; 3BA=5♠5♥,	9-13 6+, good colour
2♦	YES	0		(5)6+♥/♠ (3)4-8(9) NV 6+♥/♠ (5)6-10(11) V	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+♠/♦ (3)4-8(9) NV 5+♥ 5+♠/♦ (5)6-10(11) V	2NT=ASK inv+, 2♠=nat NF,3♠=weak to minor 3♦=inv with 4+♥	2♥-2NT-3♠=4+♠; 3♦=4+♦ w/o 3♠; 3♥=4-5♦ and 3♠; 3♠=5+♠, good hand, 3NT=5+♦, good hand	9-13 6+, good colour
2♠	YES	5		5+♠ 4+♠/♦ (3)4-8(9) NV 5+♠ 5+♠/♦ (5)6-10(11) V	2NT=ASK inv+ 3♠=weak to minor , 3♦=transfer 6+♥ inv+, 3♥=inv with 4+♠	2♠-2NT-3♠=4+♠; 3♦=4+♦ w/o 3♥; 3♥=4-5♦ and 3♥; 3♠=5+♠, good hand ; 3NT=5+♦, good hand	9-13 6+, good colour
2NT	YES			(20)21-22	3♠=Stayman, 3♦/♥=trs, 3♠-5+4+, minors, 4♠/♦/♥/♠=double trs, slam try	2BA-3♠-3♦=one or both 4M; 3♥=no M; 3♠=5♠; 3BA=5♥	Without changes
3♣		6		PRE, light	3♦/♥/♠ - GF, 4♦ - Blackwood	3♠-3♥-3♠=three ♠	
3♦		6		PRE, light	3♥/♠ - GF, 4♠ - Blackwood	3♦-3♥-3♠=three ♠	
3♥		6		PRE, light	3♠ - GF, 4♠ - Blackwood		
3♠		6		PRE, light	4♠ - Blackwood		
3NT				Gambling 7tricks on ♣/♦	4♣=pass/correct, 4♦=ask, 4♥/♠=to play	3NT-4♦-4♥/♠=short ♥/♠; 4NT=7222; 5♠/♦=short ♦/♠	
4♣				PRE		<b>HIGH LEVEL BIDDING</b>	
4♦				PRE		Cue bids, Non-serious 3♠/3NT, Blackwood 1403+Q+K, Splinter and mini splinter Exclusion Blackwood, coloured kings when ♥ or ♠ agreed	

