DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LI	OPENING LEADS STYLE				
Level 1. 7-16PC 5+, sometimes from very good 4-card suit.		Lead		In Partner's Suit	CATEGORY: Red NCBO: Poland	
new suit forcing, cue-bid on level 3. is mixed raise	Suit	2 <sup>nd</sup> / 4 <sup>th</sup>		2 <sup>nd</sup> / 4 <sup>th</sup>		
Level 2. Solid 11+PC (5)6+ new suit forcing	NT	2 <sup>nd</sup> / 4 <sup>th</sup>		2 <sup>nd</sup> / 4 <sup>th</sup>	PLAYERS: Przemysław Kurzak	
	Subseq	2 <sup>nd</sup> / 4 <sup>th</sup>		2 <sup>nd</sup> / 4 <sup>th</sup>	Maciej Kędzierski	
Reopening – weak up to ~ 3PC	Other: low fro	m doubleton	non-honour			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
Natural 15-17(18)PC, on 4 <sup>th</sup> hand 11-15PC, with stopper in opener's	Lead			Vs. NT	SISIEW SUMMAKI	
Suit (re-open not necessarily)	Ace			AKx(x), Ax(x)	GENERAL APPROACH AND STYLE	
Raptor by passed hand.		17. 17.		( ) ( )	Openings 12+PC to Acol	
Kaptoi by passed nand.			(x), Kx, AKQx AK, KQx(x), Kx, AKQx			
	Queen	KQ, QJx(x	x), Qx, QJ,	KQ, $QJx(x)$ , $Qx$ , $QJ$ ,	1♣ – 12–14PC balanced, may have 5♦ 12+PC 5+♣ 18-20PC balanced, may have 5♦, 12+ 4=4=1=4	
		AQJ		AQJ	$1 \clubsuit - 1 \spadesuit - 0$ -6 PC any, 7-11 PC 5+4+♣/♦/ 16+PC balanced	
	Jack	Jx, J109(x	), A/KJ10(x)	Jx, J109(x), A/KJ10(x)	1 ♦ – always unbal 5+♦ or 4441 with 4 ♦	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H10x	/ /	10x, H10x	2♣ - GF or 23+ balanced	
Preemptive, 1♣ - 2♦ majors	9	109x(x), H		109x(x), H9x	2 ♦ - Multi 4-10PC 6+♥/♠	
2NT – unusual, 1♦ - 2♦ majors	Hi-X $HXx, xXx($			HXx, xXx(x)	$2 \checkmark - 5 + \checkmark 4 + \text{minor } 4 - 10\text{PC}$	
21(1 unusuui, 1 v 2 v mujois	Lo-X	xX, HxxX		xX, HxxX(x)	24 - 5+4 4+ minor 4-10PC	
Reopen: strong, 2NT - strong	SIGNALS IN ORDER OF PRIORITY			$\lambda \lambda$ , $\Pi \lambda \lambda \lambda(\lambda)$	2/1 – GF	
			1	1 D: 1:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead		Declarer's Le		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
On level 2: Michaels	1 Obvious Shift		lavinthal	courage	2 ♦ - Multi 4-10PC 6+♥/♠	
On level 3: ask for stopper	Suit 2 courage		length	length	2♥ - 5+♥ 4+ minor 4-10PC	
	1 Obvious Shift		1 1 1 1		2 • - 5+• 4+ minor 4-10PC	
	I Obv	ious Shift	lavinthal	lavinthal	1♣ - 12-14PC balanced, may have 5♦ 12+PC 5+♣ 18-20PC balanced, may have 5♦, 12+4=4=1=4	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 courage		length	length	1 <b>*</b> - 1 <b>♦</b> - 0-6 PC any, 7-11 PC 5+4+ <b>♦</b> /♦/ 16+PC balanced	
Dbl 5+m, 4+M (vs. weak – penalty) PC – 11+	3				2♦ - 3 <sup>rd</sup> hand – weak with both M	
2 <b>4</b> - 5+4+M	Signals (includ	ling Trumps): l	avinthal, low - e	ncourage, high - discourage,		
2 ♦ - Multi 6+♥/♠	High-low – od	d, low-high - e	ven			
2M – 5+M 4+m			DOUBLES			
2NT - 5 + 5 + m						
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	le; Responses;	Reopening)		
Leaping Michaels, cue-bid - asks for stopper, dbl. Take-out, NT				er doubles are not t/o neither		
Natural, Lebensohl	strictly penalty		- / 8			
VC ADTICIOLAL CTRONG ODENINGS : - 14 -:: 24					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 with strong, good suit, PC are not needed	SPECIAL AL	RTIFICIAL &	COMPETITION	VE DBLS/RDLS	SI ECIAL FUNCING FASS SEQUENCES	
vs. strong 1♣ - dbl ♥, 1♦ - ♠, 1♥ - ♣♥/♠♠, 1♠ - ♣♠/♦♥,				S redouble, responsive, inviting		
vs. strong 12 - dol √, 1√ - 2, 1√ - 2√√2, 12 - 22/√√, 1NT - 2√√2, 2x - nat.	Dbl. sometime		., Lighther, SOS	5 redouble, responsive, inviting		
OVER OPPONENTS' TAKEOUT DOUBLE	Doi. Sometime	s uui. as iexas			IMPORTANT NOTES	
	1					
Rdbl 10+PC without support, 12+PC with support, +/- balanced					Various pre-empts after partner's pass	
Texas structure (not after 1♦)					DCVCHICC	
					PSYCHICS: rare	

75	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	х	2	3♠	12-14PC balanced 12+PC	1 ♦ - 0-6 PC any, 7-11 PC 5+4+♣/♦/ 16+PC bal.	1♣ - 1♦ - 1NT 18-20PC	Could be weaker 3rd hand		
				5+♣ 18-20PC balanced may have 5 ♦ (5332, 5422)	1♣-2m - GF with minor, 2♥ - INV with minors, 2♠ - bid NT, INV+	double checkback, texas after 1♣ - 1M - 2NT	Texas after some overcalls		
1 ♦		4	3♠	11+PC 5+♦ unbal	2 ♦ - inver. raise, 2 ♥ - 5+ ♠, 4+ ♥, weak, 2 ♠ - clubs	1 + -1M - 1NT 17 + F1, 1 + -1 - 2 - 2	Could be weaker 3rd hand		
				11+PC 4-4-4-1 with 4◆	S/O or INV, 3♣ – weak or GF 4+♦ 3♦ - MR	Meckwell	Texas after some overcalls		
1 🗸		5	3♠	11+ PC 5+♥	1NT – semiforcing, 2 - GF, 2 - , 2 - weak 6 -	Texas after 1 ♥ - 1 ♠/NT	Could be weaker 3 <sup>rd</sup> hand		
					2NT, 3 ♦ - Bergen style, 3 ♣ - weak w 4+♥, 3 ♥ MR	double checkback	2m - Two-way Drury Texas after some overcalls		
1 🌲		5	3♠	11+PC 5+ <b>A</b>	1NT – semiforcing, 2♣ - GF, 2+♣, 3♣ INV 6+♥ 2NT, 3♦ - Bergen style, 3♥ - weak w 4+♠, 3♠ MR	Texas after 1 ♠ - 1NT	Could be weaker 3 <sup>rd</sup> hand 2m - Two-way Drury		
INT			3♠	15-17PC, balanced, could have 5M, 6m, 5-4 distribution	2♣ - Stayman, 2♠/♥ texas, 2♠ INV or texas ♣, 2NT – texas♠	artificial over Stayman response	Texas after some overcalls		
2*	X	0		GF or 23+ balanced	2♦ – waiting	Kokish structure			
		^							
2♦	X	0		2 ♦ – Multi 4-10PC 6+♥/♠	2 ♥/♠ - pass or correct, 2NT - relay, 3♣ INV to M		3 <sup>rd</sup> hand weak both M		
		_			4♣/♦ – art. GF				
2♥	X	5		2♥ – 5+♥ 4+ minor 4-10PC	2♠ - forcing w ♠, 2NT – relay, 3♣ p/c,		3 <sup>rd</sup> hand nat. pre-empt		
					3 ♦ – INV w support in ♥				
24	X	5		2♠ – 5+♠ 4+ minor 4-10PC	2NT – relay, 3♣ p/c, 3♦ – INV w		3 <sup>rd</sup> hand nat. pre-empt		
					support in ♠ or texas ♥				
2NT			3♠	21–23 PC balanced, could have	3♣ – Muppet Stayman, 3♦/♥/♠ - texas				
				5M, 6m, 5-4 distribution	N. I. CD				
3.		6		6+♣ 6–10 PC sound preempt	Natural, new suit - GF				
3 ♦		6		6+♦ 6-10 PC sound preempt	Natural, new suit - GF Natural, new suit - GF				
3 <b>∨</b>		6		6+♥ 6-10 PC light preempt	Natural, new suit - GF				
3NT	X	O		6+♠ 6–10 PC light preempt Better 4M opening	Natural, flew suit - GF				
4 <b>.</b>	X	7		7+♣ 6–10 PC preempt	Natural, new suit - GF				
4♦		7		7+♦ 6–10 PC preempt	Natural, new suit - GF				
4 <b>∀</b>		7		7+♥ light	Natural, new suit - cue-bid				
<b>4</b> ♠		7		7+♠ light	Natural, new suit - cue-bid				
						HIGH LEVEL B			
						Splinter, cue-bids, last train, non-serious 3 \( \)/3NT, Roman Key Card Blackwood after RKCB response asks for trump queen and for kings, 5NT "pick a slam"			
ı						aπer κκυβ response asks for trump queen and	for kings, SNT "pick a slam"		
						J			