DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 level: 8+ if NVUL, 10+ if VUL

Responses: 1 level = NF

       2♣ = Drury

       Jumps at 2 level = 5+ cards, GF

2+ level: 13+, 5+ cards / 10+, 6+ cards

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

15-17 bal

(1m)-1NT → Stayman + transfers

(1M)-1NT → transfers (transfer to M = asking for 4 cards in oM)

Reopen: 11-15

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive (can be 5 cards at 2 level if NVUL)

Reopen: constructive

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Micheals cuebids, all 5+5+ and unlimited

(1♣/♦)-2♦ = majors, (1♣)-2NT = minors, (1♦)-2NT = ♥+♣

Jump cuebid = full minor, stopper asking

VS. NT (vs. Strong/Weak; Reopening;PH)

Strong NT: X = 5+m 4M, 2♣ = majors, 2♦ = 6+♥/♠, 2M = 5+M 4+m

Reopen: X = two-suiter, 2♣ = majors, others = nat

Weak NT: X = 13+, 2♣ = 11+, majors, 2♦/♥/♠ = 12-16, nat

Reopen: the same

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

(3m)-4m = majors, (3m)-4om = om + M, (2/3M)-4m = m + oM

Jumps – constructive

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs Strong 1♣ : 1NT = 54 both minors or both majors

      2♦   = 5+5+ both majors

Others – NAT

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers after 1♥/♠-(X) starting from 1NT to 2♦/♥

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	2/4 but Xxx(+) if X ≤ 9
NT	2/4	As above
Subseq	2/4	As above
Other: low from xx		
5+ level contracts: A=asks for att (king), K = asks for count		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	Same as vs Suit
King	AK, KQ(+)	
Queen	QJ(+)	
Jack	J10(+), AJ10(+), KJ10(+)	
10	10x, H10x, H109(+)	
9	H9x, 109+	
Hi-X	HXx, xX+	
Lo-X	xX, HxxX(+)	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	att / count	count	lav
Suit	2	lav / count	lav	count
	3			
	1	att	count	lav
NT	2	lav / count	lav	count
	3			

Signals (including Trumps): smith echo (low=enc) vs nt from both hands

Lavinthal in trumps

 Low = encourage / even

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

12+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support double/redouble

Invitational double (e.g. 1♠-(2♥)-2♠-(3♥)-X = INV)

Snapdragon double (e.g. 1♦-1♥-2♣-X = 5♠ and 2♥)

W B F CONVENTION CARD

CATEGORY: Red

NCBO: Poland

PLAYERS: Konrad Majewski – Łukasz Trendak

All events

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Polish Club

2/1 GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ = 12-14, bal / 15+, 5+♣ / 18+, any / 11-17, 4414, 4315, 3415

2♦ = 6-10, 6(5)+♥/♠

2♦ (3ʳᵈ hand) = both majors, preemptive

2♥/♠ (1ˢᵗ & 2ⁿᵈ hand) = 6-10, 5+♥/♠ 5+minor

SPECIAL FORCING PASS SEQUENCES

1NT-(X=penalty)-P = forcing to XX (penalty / weak 2-suiter)

IMPORTANT NOTES

PSYCHICS: rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		4♥	12-14, bal / 15+, 5+♣ / 18+, any	1♦ = 0-6(7) any, 1♥/♠ = 7+, 4+♥/♠, 1NT = 7-10(11)	1♣-1M- 2♣ = 5+♣, F1; 2♦=18+, 3+M, relay	
				/ 11-17, 4414, 4315, 3415	2♣/♦ = 5+, GF, 2♥ = 6-9, 5♠ 4+♥, 2♠ = transf to NT	Double checkback	1m-(sth)-jump at 2 lev = preempt
1♦		4	4♥	11-17, 5+♦ or 4♦441	1♥/♠ = 7+, 4+♥/♠, 1NT = 7-10, 2♣ = 5+♣, GF	Double checkback	
				/ 11-14, 4♦ 5♣	2♦ = 10+, 4+♦, 2♥ = 6-9, 5♠ 4+♥, 2♠ = 6-9, 4+♦		
1♥		5	4♦	11-17, 5+♥	1NT = semiforcing, 2/1 = GF, 3♣ = 7-9, 4+ support	Double checkback	1M-(X) → transfers from 1NT
					3♦ = 4+ support, INV	1M-2♣/♦/♥-2NT = 6+M	1M (3rd hand)-(P/X/1♠)-2♣ =Drury
1♠		5	4♦	11-17, 5+♠	As above (but 2♠ = 4-7, 6+♠)		
INT			4♥	15-17, 5M possible	2♣ = Stayman, 2♦/♥/♠/3♣ = transfers, 2NT = INV	1NT-2♣-2♦-3M = 4M 5+oM, GF	Lebensohl
					3♦ = 6+♦, INV, 3♥/♠ = shortness 5+4+ both minors		
2♣		5	4♥	11-14, 5+♣ 4M / 6+♣	2♦ = relay (any strength), 2♥/♠ = 6(5)+♥/♠, NF	2♣-2♦-2NT/3♣ = 6+♣ hand good/bad to NT	
					2NT = weak w ♣ / 6+ any suit GF, 3x = INV		
2♦	X			6-10, 6+♥/♠ (can be 5 if NVUL)	2♥/♠ = P/C, 2NT = strong relay, 3♣ = own suit	2♦-2♥-2♠-2NT = 5♥, GF	2♦-(X)-XX=2+♥2+♠, not bad hand
				3rd hand: both majors	3♦ = INV to 4♥/♠, 3♥ = P/C, 3♠ = 6+♠, INV	2♦-2NT-3♣ = MAX, any suit	2♦-(2♥/♠)-X=P/C
2♥		5		6-10, 5+♥ 5+minor	2♠ = NF, 2NT = strong relay, 3♣ = P/C		
				3rd hand: 5+♥, preemptive	3♦ = INV to 4♥, 3♠ = 6+♠, INV, 4♣ = P/C	2♥/♠-2NT-3♥/♠ = MAX w ♣/♦	2♥/♠-3♣-? X = penalty; 3♦ = INV
2♠		5		6-10, 5+♠ 5+minor	As above (3♥ = 6+♥, INV)		2♥/♠-3♦-? X = INV
				3rd hand: 5+♠, preemptive			
2NT			4♥	21-22 bal	3♣ = puppet stayman, 3♦/♥ = transfers	2NT-3♦-? 3♥ = 2♥ or (3♥ and bad hand)	
					3♠ = minors / 6+♦, 4♣ = 6+♣, 4♦/♥ = transfers	3NT = 3♥, non-minimal; others - 4♥	
3♣		6		All preempts based on tricks:			
3♦		6		4332 rule, 3m promises 2 top	new suit at 3 level = NAT, forcing		
3♥		6		honours at 1/2 hand			
3♠		6					
3NT	X			Full minor 7+, no side stopper	4♣ = P/C, 4♥/♠ = to play		
4♣		7			control bids, 4NT = to play		
4♦		7					
4♥		7			control bids, 4NT = Blackwood		
4♠		7					
4NT	X			Both minors, usually 6+6+			
5♣		7				**HIGH LEVEL BIDDING**	
5♦		7				Blackwood 14 03 25 25+Q	
5♥						Exclusion blackwood 03 14 2 2+Q	
5♠							
						Kings asking – we show both number and suits of kings if there is enough space	
						Jump to 5NT = pick a slam	