

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
At level 1 overcalls from 8(7)HCP with 5+ colour. At level 2 constructive	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18HCP with stop in opening's colour, pass hand= two unbid suiter	
Responses as after open 1NT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Opponent's colour- two oldest unbid suits	
2NT- two youngest unbid suits	
3♣- clubs and the oldest suit	
Reopen: to play	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue bid- two oldest unbid suits	
Jump cue bid- ask for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
WEAK	STRONG
Ktr- 14+ HCP	Ktr- 5+♣/♦ 4+♥/♠
2♣- Majors	2♣- 5+-4+ MM
2♦- natural	2♦- 6+ ♥/♠
2♥- natural	2♥- 5+♥ 4+ ♣/♦
2♠- natural	2♠- 5+♠ 4+ ♣/♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Leaping Micheals	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
CRASH	
OVER OPPONENTS' TAKEOUT DOUBLE	
After 1♥-x-? tranfer bidding	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq			
Other: vs slam rusinow			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax, Ax(+)	AK+, Ax(+)	
King	AK, KD(+), Kx	AK, KD(+), Kx	
Queen	QJ(+), Qx	QJ(+), Qx	
Jack	J10(+), AJ10(+), KJ10(+) Jx	J10(+), AJ10(+), KJ10(+) Jx	
10	10x, H10x, H109(+)	10x, H10x, H109(+)	
9	H9x, 109(+)	H9x, 109(+)	
Hi-X	Hxx, xxx(+)	Hxx, xxx(+)	
Lo-X	xx, Hxxx(+)	xx, Hxxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	lavinthal
Suit 2	attitude	attitude	
3			
1	count	count	lavinthal
NT 2	attitude	attitude	
3			
Signals (including Trumps): Againts NT contracts to A and Q count and to K and J attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Reopening: may be 9+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Strenght double			
Reopen after 1NT: 10-13 with semi-fit in both Major			

W B F CONVENTION CARD
<p>CATEGORY: Red</p> <p>NCBO: Poland</p> <p>PLAYERS: Kacper Blasiak Jakub Franczak</p> <p>EVENT</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
– 1 level opening in strength 12-21HCP
– 1♦/♥/♠ opening are unbalanced i.e. they exclude hands 5332 (unless in strength 18-19)
– 1♣, 1NT and 2NT include 5332 hands with 5M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣– Majors
2♦- multi or acol
SPECIAL FORCING PASS SEQUENCES
When we are in GF
In sequence 1Y-1NT-X pass is forcing to redouble
IMPORTANT NOTES
PSYCHICS: rare

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2		-12-21HCP, 4+♣ -12-14HCP bal (include any 5332) -18-19HCP bal	1♦- 4+♥, 1♥-4+♠, 1♠- no 4M, 1NT- invite, no 4M, 2♣/♦-GF 2♥-5+♠ 4+♥ 4-9HCP 2♠- 5+♣ 5+♦ GF, 2NT- 5-9HCP 5+♣ 5+♦	1♣-1♦/1♥-? -1♥/1♠- 3♥/♠ 12-21HCP, 2♣- 5+♣ 11-15HCP 1NT- 2-♥/♠,12-14HCP 2♦- reverse with ♦ or sub-GF hand on ♣ 1X-1Y-1Z-? 2♣- invite or sign off on ♦ 2♦- GF	
1♦		4		12-21HCP, 4+♦	1♥/♠/1NT- nat, 2♣-GF, 2♦-10+HCP, 4+♦ 2♥- 5+♠ 4+♥ 4-9HCP, 2♠-invite 6+♣ 3♣- mix raise		
1♥		5		12-21HCP, 5+♥, unbal	1♠- forcing NT, 1BA- any GF, 2♣- invite 5+♠ 2♠- mix raise, 2BA- invite 4+♥, 3♣/♦- invite 6♣/♦	1♥-1♠-? 1NT- 4+♠, 12-15HCP 2♣- any 16+HCP or 12-15 z 6+♥ 2♦- 4+♦, 12-15HCP 2♥- 4+♣, 12-15HCP 2♠- 4+♠, 16+HCP	2♣- drury 1NT- 2-♥ 2NT- invite 4+♥
1♠		5		12-21HCP, 5+♠, unbal	1BA- forcing NT, 2♣- any GF, 2BA- 10-11HCP 4+♠, 3♣/♦- invite 6♣/♦, 3♥- mix raise	1♠- 1NT-? 2♣- any 16+HCP or 12-15 z 6+♠ 2♦- 4+♦ 12-15HCP 2♥- 4+♥ 12-15HCP, 2♠- 4+♣ 12-15+HCP	2♣- drury 1NT- 2-♠ 2NT- invite 4+♠
INT				15-17HCP bal	2♠- invit or ♣, 2BA- minors 55, 3♣- transfer to ♦ 3♦- puppet stayman	1NT-2♣-2♦-? -3♥-5+♠ 4+♥ GF -3♠- 5+♥ 4+♠ GF	
2♣	x	0		5-9HCP Majors (vul. Min 54)	2♦- ask, 2♥/♠- sign-off, 2BA- 15+HCP 3♣- invite to ♠, 3♦- invite to ♥	2♣- 2NT-? 3♣- max, 3♦/3♥- longer suit♥/♠ 3NT- , 44 in Majors	
2♦	x	0		-6-10HCP, 6+♥/♠ -ACOL	2♥- pass or correct, 2♠- invit, 4+♥, 2BA- 15+HCP 3♦- invite	2♦-2NT-? 3♣- max, 3♦/3♥- transfers	
2♥		5		6-10HCP, 5+♥, 4+♣/♦	2NT- GF 3♦- invite		
2♠		5		6-10HCP, 5+♠, 4+♣/♦	2NT- GF 3♦- invite		
2NT				20-21HCP, bal (include any 5332)	3♣- puppet stayman, 3♦/♥- transfers 4♣/♦/♥/♠- slam try on 6+♥/♠/♣/♦	2NT-3♣-? 3♦-min. one 4M, 3♥- without 4M, 3♠- 5♠, 3NT-5♥	
3♣		6		Preemptive			
3♦		6		Preemptive			
3♥		7		Preemptive			
3♠		7		Preemptive			
3NT				Gambling	4/5♣- pass or correct 4♦- slam try 4NT- invite		
						HIGH LEVEL BIDDING	
						Cue bids, exclusion blackwood, turbo, blackwood 102, last train, 5 NT,,pick a slam”	