DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGNA	LS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE				
Natural suit 5+ 7-16(17)HCP, 2♣=drury,10+PC with support, Opp suit=GF (support possible)		Lead	Ι	n Partner's Suit	CATEGORY: RED	
new suit forcing on 1 st and 3 rd level.	Suit	2nd ,4 th	2	nd ,4th	NCBO: POLAND	
	NT	2nd ,4 th	2	nd ,4th	PLAYERS: POL-14522 BYRA ALEKSANDRA	
	Subseq	2nd ,4th	2	nd ,4th	POL-15800 SUPERSON BARBARA	
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS(som	etimes can be ex	traordinary)		SYSTEM SUMMARY	
After 14/ 1NT=15-17, reopening 11-14 (can be without stopper)	Lead	Vs. Suit	V	/s. NT		
After 1♥/♠ 1NT=15-17, reopening 11-14 (can be without stopper)	Ace	Ax(+), AKx	(+) A	Ax, AKx(+)	GENERAL APPROACH AND STYLE	
	King	AK, KQ(J)x	(+) A	KJT(+), KQJ(+), KQT9	5-card majors and 1 diamond 12 – 21 HCP	
	Queen	QJ(T)x(+), F	KQ (QJ(T)x, AQWx(+)	1 club artificial	
	Jack	KJT(+), JT(9)x(+)	AJT(+), KJT(+), JT9(+)	1NT -> 15 - 17 HCP balanced	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9(+)	H	HT9x(+), HTx	2/1 -> 12+ HCP	
1-Suit : pre-empt	9	H9x or T9x	H	19x, T9x(+)		
2-Suit : pre-empt						
Reopen: constructive	SIGNALS I	NORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		tner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT CUE = Michaels Convention		W=ENC	Upside down con		1 = 12-14 balanced, 18+any, 15+ clubs	
JUMP CUE = stopper ask		side down count		Upside down count	$1 \neq 12-21$ with $5+ \diamond$	
	3 SP				12-21 with 4441 (without ♦ singleton); 5♣,4 ♦	
		W=ENC	Upside down con	int SP	1221 with the (without v singleton), $52,10$	
VS. NT (vs. Strong/Weak; Reopening; PH)		side down count	•		2 = 11-14, $5+ = and 4M$ or $6+ = (Precision)$	
X = 5 + m & 4M $X = 10 + HCP$	3 SP				$2 \bullet =$ weak multi	
2 = both majors $2 = both majors$		ding Trumps): Si	uit preference		$2 \neq =$ weak 5+ \neq and 5+other	
$2 \neq =$ multi $2 \neq / \neq / =$ natural		ung munps). s			$2 \bullet = \text{weak } 5 + \bullet \text{ and } 5 + \text{minor}$	
$2 \checkmark , 2 \bigstar = 5M 4 + minor$ $2nt = both minors$					2NT = 21-22 balanced	
2nt = both minors	DOUBLES				1 \bullet response over 1 \bullet = any 0 – 6HCP or 7 – 11 HCP unbalanced without 4M or 16+ HCP without 4M	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Styl	le; Responses; Re	opening)	$2 \approx \text{ response over } 1 \neq 4 \approx \text{ semi NAT: } 2 + \text{clubs GF}$	
2NT-(15)16-18HCP, we use Lebensohl,	Standard, su	pport double, reop	pening might be w	eaker		
Color = natural, constructive						
Double = takeout						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+] [SPECIAL FORCING PASS SEQUENCES	
After strong 1 & natural, take out double	SPECIAL, A	RTIFICIAL &	COMPETITIVE	DBLS/RDLS	The strongest bid is pass and then taking out the partner's double	
After strong 2♣ double with clubs, 2NT every 5+5+,	Negative double over 4 vusually forces to game, does not promise the other major					
		double support, In	nvitation double, r	edouble SOS		
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
After 1 colour redouble with force, new suit forcing on 1 st and 3 rd level, not on 2 nd level					Majors suit preference under 11HCP	
Single jump = preemptive					1♥/♠ overcall 4+cards	
Double jump = splinter					PSYCHICS: sometimes	

OPENING	ART.	MIN. NO. OF CARDS	NEG.DBL TO							
L 2			Ë	D3ESCRIPTION	RESPONSES	SUBSEQUENT ACTION	BIDDING on the fourth hand			
1♣	YES	0		12-14 PC balanced (4441 with singleton ♦), 15+PC 5+♣, 18+ PC any	$1 \blacklozenge = 0.6PC$ any, 7-11PC no 4m, 16+PC, no 4M and 5m (later bid 2nt with that hand); $1 \checkmark / \bigstar = 4 + \checkmark / \bigstar$, 7+PC; 1nt = 7-10PC; 2over1 GF; $2 \checkmark = 4 \checkmark$, $5 \bigstar$, 6-9PC; $2 \bigstar / nt = inv$, bal, $3 \bigstar / \blacklozenge = inv$, $3 \checkmark / \bigstar = 6+$, pre	1 - 1 + 2 = acol:2 = weak; 2 = trs. to nt; 2nt = minors; 1 - 1 + 2nt:3 = puppet stayman; 3 + = trs. + 4, 3 = minors; 1 - 2 - 2 + 2 = strong club (2 + weak);	Without changes			
1 •		4		5+♦ (4441 without singleton ♦; 5♣,4♦), (11)12-21PC	$1 \checkmark 4 = 4 + 4 \Rightarrow 4 + PC; 1nt = 7-10PC, 2 \Rightarrow 5 + 3 \Rightarrow 6-9;$ GF; $2 \Rightarrow 4 + 3 \Rightarrow 10+PC no 4+M; 2 \checkmark 5 \Rightarrow 4 \Rightarrow 6-9;$ $2 \Rightarrow = inv. to nt; 3 \Rightarrow inv. 6 + 3 \Rightarrow = pre; 3 \checkmark 4 \Rightarrow 6+,$ pre	$1 \diamond -1 \checkmark -2 \checkmark -2 \diamond = \text{inv. (2nt GF)};$ $1 \diamond -1 \checkmark / \diamond -4 \diamond = \text{better hand with } 4 \checkmark / \diamond \text{ than}$ $4 \checkmark / \diamond \text{ first;}$ $1 \diamond -1 \checkmark / \diamond -2nt = \text{GF (can be } 3 \checkmark / \diamond)$	Without changes			
1♥		5		5+♥, (11)12-17PC	1 = 4 + 4, 7+; 1nt = 7-10 no 3+ 4 no 4+ 4; 2over1 GF; 2 = inv. 3+ 4 and shortage, 2nt = inv. 3+ 4 no shortage; 3 = inv. nat.; 3 = preemptive; 3 = splinter; 3nt = splinter 4	$1 \lor -2 \lor -2 \diamondsuit / 2nt = inv.;$ $1 \lor -2 \And -2 \lor -2 \lor = the strongest, 3 \lor better hand;$ $1 \lor -2 \And -2/3 \blacklozenge = 5 + \lor 4 + \diamondsuit; 15 + ,5 + \lor 5 + \diamondsuit = PC$ in colors	Without changes			
1		5		5+ • , (11)12-17PC	1nt = 7-10 no $3+4$; 2over1 GF; 2nt = inv. $3+4$ and Shortage; $34/4 = inv.; 34 = inv.3+4$ no shortage; 34 = preemptive; 3nt = splinter 4	1 - 2 - 2 - 2 - 2 = the strongest, $3 - 2 + 2 = $ the strongest, $3 - 2 + 2 = $ the strongest, $3 - 2 + 2 =$	Without changes			
1nt	YES			(14)15-17 PC, balanced (possible 5major, 6minor, Ace singleton)	2 = stayman; 2 = trs.;	1nt-2 - 2 - 2 - 2 = to play; $1nt-2 - 2 - 3 - 3 = GF, 4 - 5 - 5 = 0;$ $1nt-2 - 2 - 3 - 3 = -6F, 4 - 5 = -7 = -7 = 0;$ $1nt-2 - 3 - 5 = -7 = -7 = -7 = -7 = -7 = -7 = -7$	Without changes			
2*	YES	5		(10)11-14PC, 5+♣ and 4♥/♠ or 6+♣	$2 \blacklozenge = ask, 10+PC$ (can be bluff); $2 \checkmark / 2 = to play; 2nt$ = two meanings; $3 \ge = inv.$ to nt; $3 \checkmark / \checkmark / 2 = inv.$ $6 + \checkmark / \checkmark / 2; 3nt = to play; 4 \checkmark / 2 = to play$	2 -2 nt: bid 3 -2 or two suited=> 3 -2 and now 3 $+=5$, inv.; 3 $+=5$, GF; 3 -2 = 5 -2 , GF; 3nt = 5 -2 , GF; after 2 -2 => 2nt = 6+ -2 , stronger hand; 3 -2 = 6+ -2 , weak hand	Without changes			
2 •	YES	0		(5)6+♥/♠, preemptive	$2 \checkmark 4 = $ to suit; $2nt = ask; 3 \Rightarrow = any GF; 3 \diamond = inv; 3 \checkmark = preemptive; 3nt = to play; 4 \Rightarrow 4 \Rightarrow = bid trs./color$	$2 \diamond - 2nt: 3 \diamond = max; 3 \diamond = min \diamond; 3 \diamond = min \diamond;$	Without changes			
2♥	YES	5		$5+\Psi$ and $5+\frac{1}{2}/\frac{1}{2}$, preemptive	2 = p/c; $2nt = ask GF$; $3 = 6 + A$, GF ; $3 = inv.$ to 4 = 3; $3 = 0$ to play; $3 = 6 + A$, GF ; $3nt = to play$;	$2 \bullet - 2nt =$ sometimes can be bluff	Without changes			
2	YES	5		5+4 and $5+4/4$, preemptive	2nt = ask GF; $3 = p/c$; $3 = inv.$ to $4 = 3 = 6 + \forall$, GF; $3 = to$ play; $3nt = to$ play;	2 - 2nt = sometimes can be bluff	Without changes			
2nt				21-22PC, balanced (possible 5major, 6minor)	$3 \bigstar =$ puppet stayman; $3 \bigstar / \checkmark =$ trs. \checkmark / \bigstar , $3 \bigstar =$ minors; $3 \text{ nt} = 5 \bigstar 4 \checkmark$		Without changes			
3♣		6		PRE	$3 \blacklozenge =$ natural; $3 \checkmark / \blacklozenge =$ nat. forsing; $3nt =$ to play;	After intervening bid doubles are penalties	Without changes			
3 ♦		6		PRE	$3 \checkmark / \bigstar =$ nat. forsing; $3nt =$ to play;	After intervening bid doubles are penalties	Without changes			
3♥		6		PRE	3 = nat. forsing; $3nt = to play;$	After intervening bid doubles are penalties	Without changes			
3🛧		6		PRE	3nt = to play;	After intervening bid doubles are penalties	Without changes			
3nt				Gambling 7 tricks on ♣/♦	4/5 = p/c, 4 = asking about shortage	$4 \blacklozenge -4 \blacktriangledown / \bigstar =$ shortage, $4nt =$ no shortage;	Without changes			
4 ♣	YES	0		PRE			Without changes			
4 ♦	YES	0		PRE			Without changes			
4♥		7		PRE		HIGH LEVEL B				
4		7		PRE		Blackwood 102 of 5; Exluscion Blackwood; cu	ie-bids; splinters; minisplinters			