

W B F CONVENTION CARD	
CATEGORY: RED NCBO: POLAND PLAYERS: POL-14522 BYRA ALEKSANDRA POL-15800 SUPERSON BARBARA	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card majors and 1 diamond 12 – 21 HCP	
1 club artificial	
INT -> 15 – 17 HCP balanced	
2/1 -> 12+ HCP	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣ = 12-14 balanced, 18+any, 15+ clubs	
1♦ = 12-21 with 5+♦	
12-21 with 4441 (without♦ singleton); 5♣,4♦	
INT = 15 – 17 balanced	
2♣ = 11-14, 5+♣ and 4M or 6+♣ (Precision)	
2♦ = weak multi	
2♥ = weak 5+♥ and 5+other	
2♠ = weak 5+♠ and 5+minor	
2NT = 21-22 balanced	
1♦ response over 1♣ = any 0 – 6HCP or 7 – 11 HCP unbalanced without 4M or 16+ HCP without 4M	
2♣ response over 1♥/♠ = semi NAT: 2+clubs GF	
SPECIAL FORCING PASS SEQUENCES	
The strongest bid is pass and then taking out the partner's double	
IMPORTANT NOTES	
Majors suit preference under 11HCP	
1♥/♠ overcall 4+cards	
PSYCHICS: sometimes	

OPENING	ART.	MIN. NO. OF CARDS	NEG.DBL TO				
				D3DESCRIPTION	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♦ = 0-6PC any, 7-11PC no 4m, 16+PC, no 4M and 5m (later bid 2nt with that hand); 1♥/♠ = 4+♥/♠, 7+PC; 1nt = 7-10PC; 2over1 GF; 2♥ = 4♥, 5♠, 6-9PC; 2♠/nt = inv, bal, 3♣/♦ = inv, 3♥/♠ = 6+, pre	1♣-1♦-2♦ = acol:2♥ = weak; 2♠ = trs. to nt; 2nt = minors; 1♣-1♦-2nt:3♣ = puppet stayman; 3♦/♥ = trs. ♥/♠, 3♠ = minors; 1♣-2♣-2♥/♠ = strong club (2♦ weak);	Without changes
1♦		4		5+♦ (4441 without singleton ♦; 5♣,4♦), (11)12-21PC	1♥/♠ = 4+♥/♠, 4+PC; 1nt = 7-10PC, 2♣ = 5+♣, GF; 2♦ = 4+♦, 10+PC no 4+M; 2♥ = 5♣4♥, 6-9; 2♠ = inv. to nt; 3♣ inv. 6+♣; 3♦ = pre; 3♥/♠ = 6+, pre	1♦-1♥-2♥-2♠ = inv. (2nt GF); 1♦-1♥/♠-4♦ = better hand with 4♥/♠ than 4♥/♠ first; 1♦-1♥/♠-2nt = GF (can be 3♥/♠)	Without changes
1♥		5		5+♥, (11)12-17PC	1♠ = 4+♠, 7+; 1nt = 7-10 no 3+♥ no 4+♠; 2over1 GF; 2♠ = inv. 3+♥ and shortage, 2nt = inv. 3+♥ no shortage; 3♣/♦ = inv. nat.; 3♥ = preemptive; 3♠ = splinter; 3nt = splinter ♦	1♥-2♥-2♠ / 2nt = inv.; 1♥-2♣-2♦-2♥ = the strongest, 3♥ better hand; 1♥-2♣-2/3♦ = 5+♥4+♦; 15+,5+♥5+♦=PC in colors	Without changes
1♠		5		5+♠, (11)12-17PC	1nt = 7-10 no 3+♠; 2over1 GF; 2nt = inv. 3+♠ and Shortage; 3♣/♦ = inv.; 3♥ = inv.3+♠ no shortage; 3♠ = preemptive; 3nt = splinter ♥	1♠-2♣-2♦-2♠ = the strongest, 3♠ better hand;	Without changes
1nt	YES			(14)15-17 PC, balanced (possible 5major, 6minor, Ace singleton)	2♣ = stayman; 2♦ = trs. ♥; 2♥ = trs. ♠; 2♠ = trs. ♣ or inv to nt.; 2nt = trs. ♦; 3♣/♦ = inv. 6+♣/♦; 3♥/♠ = 5431 GF; 4♣ = gerber; 4♦/♥ = big trs. ♥/♠;	1nt-2♣-2♦-2♥/♠ = to play; 1nt-2♣-2♦-3♥/♠ = GF, 4♥/♠ - 5♠/♥; 1nt-2♣-sth-3♣/♦ = 5+♣/♦ 4M, GF; 1nt-2♠/nt-3♣ - stronger hand; 1nt-2♣-2♥/♠-2♠/3♥ = GF with 4+♥/♠	Without changes
2♣	YES	5		(10)11-14PC, 5+♣ and 4♥/♠ or 6+♣	2♦ = ask, 10+PC (can be bluff); 2♥/♠ = to play; 2nt = two meanings; 3♣ = inv. to nt; 3♦/♥/♠ = inv. 6+♦/♥/♠; 3nt = to play; 4♥/♠ = to play	2♣-2nt: bid 3♣ or two suited=> 3♣ and now 3♦ = 5♥/♠, inv.; 3♥ = 5♥/♦ GF; 3♠ = 5♠/♦ GF; 3nt = 5♥/♠ GF; after 2♦ => 2nt = 6+♣, stronger hand; 3♣ = 6+♣, weak hand	Without changes
2♦	YES	0		(5)6+♥/♠, preemptive	2♥/♠ = to suit; 2nt = ask; 3♣ = any GF; 3♦ = inv; 3♥ = preemptive; 3nt = to play; 4♣/♦ = bid trs./color	2♦ - 2nt: 3♣ = max; 3♦ = min ♥; 3♥ = min ♠;	Without changes
2♥	YES	5		5+♥ and 5+♣/♦/♠, preemptive	2♠ = p/c; 2nt = ask GF; 3♣ = 6+♣, GF; 3♦ = inv. to 4♥; 3♥ = to play; 3♠ = 6+♠, GF; 3nt = to play;	2♥ - 2nt = sometimes can be bluff	Without changes
2♠	YES	5		5+♠ and 5+♣/♦, preemptive	2nt = ask GF; 3♣=p/c; 3♦ = inv. to 4♠; 3♥ = 6+♥,GF; 3♠ = to play; 3nt = to play;	2♠ - 2nt = sometimes can be bluff	Without changes
2nt				21-22PC, balanced (possible 5major, 6minor)	3♣ = puppet stayman; 3♦/♥ = trs. ♥/♠, 3♠ = minors; 3nt = 5♠ 4♥		Without changes
3♣		6		PRE	3♦ = natural; 3♥/♠ = 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	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♦ -4♥/♠=shortage, 4nt = no shortage;	Without changes
4♣	YES	0		PRE			Without changes
4♦	YES	0		PRE			Without changes
4♥		7		PRE		HIGH LEVEL BIDDING Blackwood 102 of 5; Exlusion Blackwood; cue-bids; splinters; minisplinters	
4♠		7		PRE			