


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; ½ Level; Reopening)
1 level = light overcalls (8)10-17, 5+ suit (4 rarely)
After 1 level overcall new suit response on 2 level is constructive = (10)12+, (5)6+
Jump bids = preemptive (4-11)
Drury = (9)10+, support
Responses: 1 level: new suit = F1, 2 level: new suit = NF,
3 level: new jump suit = GF or color + support (3+)
1NT OVERCALL (2nd/4 <sup>th</sup> Live; Responses; Reopening)
1NT overcall: (15)16-18, BAL with stopper in opponent's suit
Reopen: 11-14, doesn't promise stopper in opponent's suit
Then transfers (*1♥ - 1NT – pass - 2♣ = Stayman; 1♠ - 1NT – pass - 2♠ = Stayman)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls = preemptive (4-11)
2NT = both minors (but after: 1♦ = ♣ and ♥)
1♣ (4+♣) = ♦ and ♥
After artificial 1♣: 2♥/♠ = NAT, preemptive (4-11); 2♦ = PRE, Ms
Reopen: constructive
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)
After natural (4+♣) 1♣: 2♣ = 5+♥ - 5+♠; 2♦ = 0-9, 6+♦; 2NT = 5+♦ - 5+♥
After 1♣ (0-3♣): 2♣ = NAT; 2♦ = 5+4+ ♥/♠; 2NT =5+♣ - 5+♦
After natural (3+♠) 1♠: 2♦ = 5+♥ - 5+♠; 2NT = 5+♣ - 5+♥
Jump cue-bid after natural 1♣/♦/♥/♠ = asking for stopper, GF on one suit
VS. 1NT (14-17)
DBL = 5+♣/♦ 4♥/♠
2♣ = 4+5+ ♥+♠
2♦ = 6+ ♥/♠
2♥ = 5+♥ 4+♣/♦
2♠ = 5+♠ 4+♣/♦
2NT = 5+5+ ♦+♠
Re-open: X = T/O; 2♣ = 4+4+ ♥+♠; others = NAT
VS. 1NT (9-14 or reopening)
DBL = points
2♣ = 4+4+ ♥+♠
2NT = 5+5+ ♦+♠
Others = NAT
VS. PREMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O or 17+ ANY
NT = BAL, NAT, with stopper (then 3♣ = ask for Ms, transfers)
Jumps are constructive
Leaping Michaels after preemptive openings e.g. 2♣-4♣ = 5+♣-5+♥
VS. ARTIFICIAL STRONG OPENINGS
VS. Strong 1♣: DBL = ♣+♠/♦+♥; 1♦ = ♦+♣/♥+♠; 1NT = ♠+♦/♠+♥; Others = NAT
VS Strong 2♣: DBL = ♣; 2♦ = ♥+♠; 2NT = ♦+♠; Others = NAT
VS Strong 2♦: DBL = ♥+♠; 2NT = ♦+♠; Others = NAT
OVER OPPONENTS TAKE-OUT DOUBLE AND OTHER COMPETITIVE BIDS
RDBL = 10+, without support or 13+, with support
Over 1♥/♠ opening and suit overcall: opponent's suit = INV with support, NT = GF, with support
Over intervention: 1 <sup>st</sup> level = F1, 2 <sup>nd</sup> level = NF, 3 <sup>rd</sup> level = invite
1♥/♠ - DBL – 1/2NT = with support
1♥/♠ - DBL – 3NT = Splinter (after 1♥ => 0-1♦, after 1♠ => 0-1♥)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	2nd/4th	
NT	2nd/4th	2nd/4th	
Subseq.	2nd/4th	2nd/4th	
Trump lead: Lavinthal.			
Upside-down signals.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x), AK(x)	Ax, AKx(x)	
King	AK(x), KQ(x), Kx	AK, KQ(x), Kx, AKJ10(x)	
Queen	QJ(x), Qx	QJ(x), Qx, AQJx(x), KQ109(x)	
Jack	J10(x), KJ10(x), AJ10(x), Jx	J10(x), KJ10(x), AJ10(x), Jx	
10	10x, 109, F109(x), F10x	10x, 109, F109(x), F10x	
9	F9x, 109x(x)	F9x, 109x(x)	
Hi-x	xXx(x), HXx, 10Xxx(x)	xXx(x), HXx, 10Xxx(x)	
Lo-x	xX, HxxX(x), HHxX(x)	xX, HxxX(x), HHxX(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declerer's Lead	Discarding
Suit	1 Attitude	Lavinthal signal	Direct attitude
	2 Count	Count	Count
	3 Lavinthal signal		
NT	1 Attitude	Lavinthal signal	Lavinthal signal
	2 Count	Count	Count
	3 Lavinthal signal		
Signals: low-high = even, low-high = encouraging			
In first lead to color contracts: to A and Q- quality, to K – quantity.			
*Contracts above 4 <sup>th</sup> level: count preference.			
Lead in opponents suit – Lavinthal			
DOUBLES			
TAKE-OUT DOUBLES (Style; Response; Reopening)			
T/O DBL: 12+, 3+ support in unbid M, 2+ support in m(s) or 17+, ANY			
1♣ - DBL – pass - 1♦ = 0-6; 1♠ - 1♦ - DBL = 4-4 ♥+♠			
1♣♦ - DBL – pass – 1♥♠ - pass - 2♦ = 18+, 3+♥♠			
1♣♦ -1♥ - DBL = 0-3♠, without stopper in ♥			
Responses: limit raise			
Reopen: 8+			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES (REDOUBLES)			
Support DBL/RDBL			
Negative DBL			
Responsive DBL			
Lightner's DBL			
SOS RDBL			
Invite DBL			
Penalty DBL			
Lead directing / Anti-lead direction DBL			
Snapdragon DBL			

		WBFC Convention Card			
Category		RED – Polish Club			
NCBO:		Poland		EVENT: ALL	
PLAYERS:		Joanna Kokot		POL16255	
		Dominika Ocylok		POL15259	
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
Polish Club: 1♣ = 12-14, BAL   three-suiter without ♦   3-1-4-5					
15+, NAT;					
18+, ANY					
1♦ = 12-21, three-suiter with ♦ or 5+♦					
1♥/♠ = 12-17, 5+♥/♠, response 1NT = 7-11 NF without support					
1NT = 15-17, BAL					
2 over 1 = GF					
1♣/♦-1♥/♠-1♠/NT-2♦/♠ = Two-way Checkback					
SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
5-way 1♣ (as above)					
1♣ - 1♦ = 0-6, ANY   7-11, minor(s)   16+, BAL					
1♦ - 3♣ = 0-6, 4+ support / GF 4+ support and shortage					
2♣ (Precision) = 11-14, 5♣ 4♥/♥/♠ or 6+♣ or 1-3-4-5					
2♦ (Multi) = 5-10(11), 6+♥/♠					
2♥ = 5-10(11), 5+♥ (4)5+ other					
2♠ = 5-10(11), 5+♠ (4)5+♣/♦					
2NT = 21-22, BAL					
3NT = solid minor (AKQxxxx) without stopper					
1♦ - 1♣ - 2♣/♦ - 2♥ = transfer to 2♣ (7-9, 6+♠ or GF, ANY)					
Lebensohl					
SPECIAL FORCING PASS SEQUENCES					
When we bid game in attack.					
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
We think for a long time after first lead.					
III hand openings and overcall bidding (1lv) after partner's pass may be weak (7-17, 4+)					
Overcall or III hand preemptive bidding (non vul) may be destructive (0+)					
1♣-1♥/♠-2♦ = artificial GF (18+), 3+♥/♠ support					
PSYCHICS: RARELY					

OPENING	ARTIFICIAL TICK IF	OF MINOR CARDS	NEGATIVE DOUBLE THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	(11)12-14, BAL (11)12+, three-suiter with 0-1 ♦ 15+, NAT 18+, ANY (w/o 18-21+ 5+♦ and 21-22 BAL)	1♦ = 0-6 ANY / 7-11 with minor(s) / 16+ BAL 1♥/♠ = 7+, 4+ ♥/♠ 1NT = 7-10 BAL; 2NT = 11-12 BAL; 3NT = 13-15 BAL 2♣/♦ = 12+, 5+♣/♦ (4♥/♠ possible) 2♥ = 7-9, 5♣ 4-5♥ 2♠ = 11+, transfer to NT 3♠/♠ = 9-11, min. KQxxxx suit 3♥/♠ = 4-6, 6+ suit 4♥/♠ = SO	1♣ - 1♦ - 1♥/♠ - NF, 3+ suit    18+, weak 5+♥/♠    15-17 5+♣, 4♥/♠ 1♣ - 1♦ - 2♦ - GF, ANY => 2♥ = negative 1♣ - 1♦ - 1NT = 18-20, BAL (then as after 1NT opening) 1♣ - 1♦ - 2NT = 23-24, BAL 1♣ - 1♥/♠ - 2♦ = GF (18+), asking bid, 3+♥/♠ (then 2♥ = weak 4♥/♠; 2♠ = strong 4♥/♠; 2NT = strong 5+♥/♠; 3♠/♠ = 9-11, 4♥/♠5+m; 3♥ = weak 5♥/♠ non-BAL; 3♣ = weak 5♥/♠ BAL; 3NT weak 6+♥/♠, Splinter ♦/♥) 1♣ - 2♣ - ? => 2♦ = 12-14; 2♥/♠ = 18+, 5+ ♥/♠; 2NT = 18+, BAL; 3♣ = 15+, 5+♣ 1♣ -1♥/♠ - 2♣ - 2♦ = GF	
1♦		4	4♥	I, II - (11)12-17, 5+♦ or 4♦441 III - (7)12-17, (4)5+♦ or 4♦441 IV – 10-17, 5+♦ or 4♦441	1♥/♠ = NAT; 1NT = 5-10, BAL; 2NT = 11-12, BAL; 3NT = 13-15, BAL 2♣ = 12+, 5+♣ (4♥/♠ possible) 2♦ = 10+, 4+♦, w/o 4♥/♠ 2♥ = 5-9, 5♣ - 4-5♥ 2♠ = 11+, transfer to NT 3♣ = 0-6, 4+♦   13+ any Splinter 3♦ = 7-9, 4+♦; 3♥/♠ = Splinter (11-14)	1♦ - 1♥/♠ - 2NT = 18-21: 6+♦, 5+♦ 4♣, 5+♦ 4♥/♠ 1♦ - 1♥/♠ - 3♦ = 15-17, 6+♦, w/o 3♥/♠ 1♦ - 2♣ - 2/3NT = 12-14 or 18+15-17, 4441♣ 1♦ - 2♣ - 2♦ = 12-14, ANY 1♦ - 2♥ - 2NT =12-14 or 18-21, 6+♦ / 5+♣ 5+♦ or GF supp ♥/♠ 1♦ - 1♠ - 2♣/♦ - 2♥ = transfer to 2♠ (7-9, 6+♦ or GF, ANY) 1♦ - 1♥ - 2♠ = 18+ 5♦ 4♣, 15-17 6♦ 3♥; 1♦ - 1♠ - 2♥ = 15+ 5♦ 4♥, 15-17 6♦ 3♣	
1♥		5	4♥	I, II - (11)12-17, 5+♥ III – (7)12-17, (4)5+♥ IV – 10-17, 5+♥ 6+♣/♦ possible	1NT = 7-11, w/o support; 1♠ = 7+, 4+♠ 2♣ = artificial GF (4♠ possible); 2♦ = GF, 5+♦ 2♥ = 6-10, 3-4♥; 2♠ = mixed raise 3♠/♦ = (8)9-11, 6+♠/♦, w/o support 2NT = 10-11, 3+♥; 3/4♥ = preemptive (0-8) 3NT = Splinter ♦ 4♦ = limit raise (11-14, BAL with support 3-4) to 4♥		2♣ = Drury with ♥ support (then 2♦ = 12-14, 2♥ = 9-11) 2NT- 3♣ = asking about shortage
1♠		5	4♦	I, II - (11)12-17, 5+♠ III – (7)12-17, (4)5+♠ IV – 10-17, 5+♠ 6+♣/♦ possible	1NT = 7-11, w/o support; 2♣ = artificial GF 2♦ = GF, 5+♦; 2♥ = GF, 5+♥ 2♠ = 6-10, 3-4♠; 3/4♠ = preemptive (0-8) 2NT = 10-11, 3+♠; 3♠/♦ = (8)9-11, 6+♠/♦, w/o support 3♥ = mixed raise; 3NT = Splinter ♥ 4♥ = limit raise (11-14, BAL with support 3-4) to 4♠		2♣ = Drury with ♠ support (then 2♦ = 12-14 or 7-9 ; 2♠ = 9-11) 2NT- 3♣ = asking about shortage
1NT			4♥	(14)15-17, BAL 5♥/♠, 6♣/♦ possible	2♣ = Stayman; 2♦/♥/NT - transfers to ♥/♠/♦ 2♠ = transfer to ♣ or invite (8-9) 3♠/♦ – (6)8-9; 3♥/♠ = 543♥/♠1 4♠/♠ = transfer to ♥/♠ 4NT = invite (15-17), BAL	1NT – 2♣ - 2♥/♠ - 3♦/♥ = GF, with ♥/♠ support 1NT – 2♣ - 2♦ - 2♥/♠ = NF, 5+4+ ♥/♠ 1NT – 2♣ - 2♦ - 3♣ = GF, ask for distribution 1NT – 2♣ - 2♦ - 3♦ = GF, 5+4+ ♥/♠ (ask for 3♥/♠) 1NT – 2♣ - 2♦ - 3♥/♠ = shortage with 4♠/♥	
2♣	X	5	4♥	11-14, 6+♣ or 5+♠ 4♦/♥/♠ or 1345	2♦ = 0+, relay; 2♥/♠ = NF; 3♠/♥/♠ - invite; 3♦ = GF, 6+♦ 2NT = transfer to 3♠ (0-10) / 5+♥ - 5+♠, 10-11(12)/GF, on two suits w/o ♣	2♣ - 2NT – 3♣ (automatic bid) – 3♦ = GF, 5+♦-5+♥; 3♥ = 10-11(12), 5+♥-5+♠; 3♠ = GF, 5+♦-5+♠; 3NT = GF, 5+♥-5+♠	
2♦	X	0		I, II, III - 5-10(11), 6+ ♥/♠ IV – 12-15, 6+♦	2NT = 10+, relay; 2♥/♠ = NF / 10+, with other ♥/♠ / 10+, 6+♥/♠ 3♥ = preemptive (0-12) support in both Ms; 3♠/♦ = GF, 6♠/♦	2♦ - 2NT = inv+ (then 3♣ = weak; 3♦ = ♥; 3♥ = ♠)	
2♥	X	5		I-III - 5-10, 5+♥ - (4)5+other IV –12-15, 6+♥	2♠ = p/c; 2NT= relay, inv+; 3♠ = GF, 6+♠; 3♦ = inv with supp; 3♥= 0-12		
2♠	X	5		I-III - 5-10, 5+♠ - (4)5+♠/♦ IV – 12-15, 6+♠	2NT = relay, inv+; 3♠ = p/c; 3♦ = 10+, with support; 3♥ = 6+♥, inv		
2NT				21-23, BAL; 5♥/♠, 6♠/♦ possible	3♣ = Muppet; 3♦/♥/4♠ = transfers; 3♠ = GF, 5+4+ ♠/♦; 3NT = SO	2NT - 3♣ - 3♦ = 4♥/♠; 3♥ = w/o 4♥/♠; 3♠ = 5♠; 3NT = 5♥; 2NT –3♣ - 3♦/♥/♠/NT - 4♠ = GF, ♠	
3♠/♦/♥/♠		6		preemptive (4-9), III - flexibly		HIGH LEVEL BIDDING	
3NT	X			Gambling, AKQxxxx in minor, no side stopper	4♦ = relay (4♥/♠/ = ♥/♠/ shortage; 4NT w/o shortage)		
4♠/♦/♥/♠		7		preemptive (4-9)			
4NT	X			6+5+♠/♦, preemptive (4-11)	5♠/♦ = SO	Roman Key Card Blackwood – 1-4, 0-3, 2, 2+Q, 2+Q+...(number of Kings); 5NT = Blackwood if bidding is above 4NT; Hoyt Splinters; Cuebids; Exclusion Blackwood - 0, 1, 2, 3 Asking for trumps AKQ; Last-Train; DOP/ROPI/DEPO	