

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Level 1 aggressive overcalls
Reopening: 1N = 11-15, 2N = 19-21, suit jump = constructive.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15+-18 then transfers (xfr opp suit = Stayman)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. On Re-open constructive.
Reopen: constructive jumps
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1C-2C = majors 5-4 or better
1C-2D = S and H/D 55
1D-2D = S and H/C 55
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong: DBL = 5m-4M, 2C = majors, 2D = one major, 2M = 5+M-4+m. PH: DBL = bal or semi-bal, 11+, 2C = majors, 2D/M = nat.
Vs. Weak: DBL = 14+, others as vs. Strong NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double, leaping and non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M opening or overcall transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2-4	3-5	
NT	2-4	3-5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A or AK	A or AK	
King	KQ(x)	Ask for count or unblock Q	
Queen	QJ(x)	QJ(x) unblock J	
Jack	J10(x)	J10(x)	
10	10(x), H109(x)	10(x), H109(x)	
9	109x(x), H9x (H98x(x))	109x(x), H9x, (H98x(x))	
Hi-X	odd	odd	
Lo-X	even	even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/disc	count	Rev direct
Suit 2	count	Lavinthal	count
3			
1	Enc/disc	Smith, count	Smith, Lavinthal
NT 2	count	Lavinthal	
3	Lavinthal		
Signals (including Trumps):			
Rev count, Smith, Lavinthal, Direct Appeal vs suit.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1C-DBL- pas- 1D = art negative			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
FIT DBL/RDBL			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: POLAND
PLAYERS: OHRYSKO-ZAWIŚLAK
EVENT ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 cM
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = weak 6M
2H = weak 5H-5(4)m
2S = weak 5S-5(4)m
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2 (2 only if 4432)	4H	12-14 or 18-19 bal, 11-21 4+C unbal	1D/H/S = nat, 1/2N = NF, 2C=weak, 2D=10+ 5+C no 4M, 2H/S = WJS, 3C=mixed, 3D/H/S = nat 7+ weak	Walsh, Double checkback afer 1N rebid	In comp 2D nat F1, 2M NF, jump 3D weak
1♦		4	4H	11-21	1H/S = nat, 1/2N = NF, 2C = GF, 2D = 10+ 4+D no 4M, 2H/S = WJS, 3C = nat inv, 3D = mixed, 3M = Splinter	Walsh, Double checkback after 1N rebid	In comp 2C nat F1, 2M NF, jump 3C weak
1♥		5	4D	11-21	1N = SF, 2C = 2+GF, 2D = 5+GF, 2S = WJS, 2N = inv H, 3m = nat inv, 3H = pre	Double checkback after 1N rebid. 1H-1S/N-2C = art, 2D = 6+H weak or 5+GF, 2H = 6+H 13-15	In comp 2m F1, 2S NF, jump 3m weak. Drury by PH
1♠		5	4H	11-21	1N = SF, 2C = 2+GF, 2D/H = 5+GF, 2N = inv S, 3m/H = nat inv, 3S = pre	1S-1N-2C = art, 2D = H, 2H = 6+S weak or 5+GF, 2S = 6+S 13-15	In comp 2m F1, 2H NF, jump 3m weak Drury by PH
INT				(14+)15-17 5M, 6m possible	2C = Stayman, 2D/H = xfer, 2S = C, 2N = inv, 3C = D weak or GF, 3D = nat inv, 3H/S = short, minors, 4C = majors, 4D/H = xfer, 4S = 44 minors, 4N = inv	1N-2C-2D/H-2S = diamonds and 4M GF 1N-2C-2H/S-3D = 4H/S, inv or GF bal 1N-2C-2H/S-3H/S = 4H/S, forcing	
2♣				22-23 bal or any GF	2D = rel, 2H = 3+ controls, 2S/3C/3D/3H = xfer, good 6+, 2N = nat 8+, no 3 controls	Kokish relay after 2C-2D.	
2♦				5-10 6M	2H/S = P/C, 2N = ask, 3C/D = nat F1, 3H = both supports, pre, 3S = nat inv, 3N = nat, 4C = bid transfer to your major, 4D = bid your major	2D-2N-3C = min, 3D = H max, 3H = S max	
2♥				5-10 5H-5(4)m	2S = nat F1, 2N = ask, 3C = P/C, 3D = inv H, 3H = pre, 3S = nat, GF	2H-2N-3m – 3H = GF, 4m = inv	
2♠				5-10 5S-5(4)m	2N = ask, 3C = P/C, 3D = inv S, 3H = nat GF, 3S = pre	2S-2N-3m – 3S = FD, 4m = inv	
2NT				20-22- 5M, 6m possible	3C = Stayman 3D/H = xfer, 3S = minors, 4C = majors, 4D/H = xfer, light slam interest, 4S = 44 minors, 4N = inv	2N-3C-3D = no M or 4S, 3H = 4-5H, 3S = 5S, 3N = 44M	
3♣				Nat pre			
3♦				Nat pre			
3♥				Nat pre			
3♠				Nat pre			
3NT				Gambling			
4♣				Nat pre			
4♦				Nat pre			
4♥				Nat pre			
4♠				Nat pre			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Cue bid , Splinter, RKCB 102	
5♥							