

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>
Sound at 2-level, up about 17 HCP; CUE = 10+ w/ fit (ex.: 1♣ op.); new suit: 1-level = F1, 2-level = NF, jump: NAT, FG
2♣: ART, F1 w/o fit (ex.: 1♣ op.); RESP DBL: values or T/O
RESP TRF's lead directing (only after DBL 1NT included)
Jump in OPPS suit shows 4+ SUPP (mixed) in COMP
<b>Reopening:</b> DBL to trapping; Jump = INTERM; 2NT = 19-21;
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18, NAT; TRF's, TRF to NAT OPP suit = STAY
4 <sup>th</sup> after 1♣-1M (7+ HCP): both minors
After PEN DBL = RDBL - TRF to ♣ or two-suiter
<b>Reopening:</b> 10-14, doesn't promise stopper, TRF's same as Live
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suited: PRE but sound, NV vs V can be very light;
Responses: 2NT = ASK; other = NAT, NF
<b>Reopen:</b> MICHAELS CUE in DIRECT and over 1NT RESP:
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>
(1♣)-2♣: NAT; (1M)-2M: oM+m (5-5); (1M)-2NT: 5♦-5♣
1♦-2♦: 5♠-5♥; 1♦-2NT: 5♥-5♣;
2NT: ASK, other BID: NAT/NF;
Jump CUE: asking for stop, usually solid suit somewhere
<b>VS. NT (Vs. Strong / Weak; Reopening; PH)</b>
<b>Vs. Strong:</b> DBL = any two-suiter, 2X = NAT
<b>Vs. Weak:</b> DBL = STR; 2♣ = 4+♠-4+♥; 2♦ = 6♠/♥;
2♥/♠ = 5+♥/♠-4+m
<b>Reopening (all):</b> DBL = T/O, 10+HCP, 2♣ = 4+♠-4+♥;
Others = NAT
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
Dbl = T/O, Lebensohl if possible, CUE = STOP ASK, 2/3NT = NAT
4m = CONSTR 2 suiter, jump 4NT = mm 2 suiter if possible
Vs Multi: dbl is 12-15 T/O of ♠ or 17+; Jumps are CONST
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1/2NT: minors, DBL: another two suiter; others: NAT
Pass might be strong
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
RDBL 10+ HCP, PEN oriented;
2NT usually shows SUPP and UNBAL
In 1X-DBL-? we use TRF's, but: 1♦-DBL-1M/NT = NAT, F1/NF;
1M- DBL = jump is NAT w/fit

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
	<b>Lead</b>	<b>In Partner's Suit</b>		
<b>Suit</b>	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup> (unsupported: 1 <sup>st</sup> /3 <sup>rd</sup> )		
<b>NT</b>	same	same		
<b>Subseq</b>	same	same		
<b>Other:</b> vs NT K or Q ask unblock or count				
Rusinow in AK vs 5+ lvl contracts, NAT in pd's unsupp suit				
<b>LEADS</b>				
	<b>Vs. Suit</b>	<b>Vs. NT</b>		
<b>Lead</b>				
<b>Ace</b>	AKx(+), Ax(+)	same		
<b>King</b>	AK; KQ(+); Kx	same, AKJ10(+)		
<b>Queen</b>	(A)QJ(+); Qx	same, KQ10(9)(+)		
<b>Jack</b>	(A/K)J10(+); Jx	same		
<b>10</b>	109(xx); H109(+); H10x	same		
<b>9</b>	109x; 109xxx; H9x	same		
<b>Hi-X</b>	HSx; xSx(+)	same		
<b>Lo-X</b>	HxxS(+), xS ; [H10x; H9x]	same		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
<b>Suit</b>	1 <sup>st</sup>	Lo = ENC	S/P	
	2 <sup>nd</sup>	Lo = EVEN	Lo = EVEN	
	3 <sup>rd</sup>	S/P	S/P	
<b>NT</b>	1 <sup>st</sup>	Lo = ENC	Lo = SMITH	S/P
	2 <sup>nd</sup>	Lo = EVEN	Lo = EVEN	Lo = EVEN
	3 <sup>rd</sup>	S/P	S/P	
<b>Signals (including Trumps):</b>				
Smith Signal vs NT (low both hands encourages), Lavinthal, UD count, S/P in trumps				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
12+ HCP, emphasize major(s), minors unclear; 17+ any				
Might be light with classic shape and over passed partner				
Over 1♣ op. 1♦ RESP = NEG				
Penalty Pass while sitting over the suit dble				
<b>SPECIAL,ARTIFICIAL &amp; COMPETITIVE DUBLE/REDOUBLES</b>				
SUPP dbles and rdbles up to 2♥, NEG dbles up to 4♥,				
LIGHTNER vs hi-level, 3NT, and by preempting hand,				
2-WAY, OPT vs PRE				
MAX dble only when no other possibility				
Reopening DBL is almost mandatory with the right distribution				
RDBL = usually strong except in obvious SOS positions				
2♦-DBL-RDBL = ASK				

WBF CONVENTION CARD
<b>Category:</b> RED
<b>NCBO:</b> POLAND
<b>Event:</b> All 10.01.2021
<b>Players:</b> Adolf BOCHEŃSKI – Mirosław CICHOCKI –
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Polish Club,</b> 3-way 1♣ opening: 11+ BAL or NAT UNBAL or 19+ any
1♦, 5+, except unbalanced w/4 : 5♣-4♦ or (4441)
1M shows 5+ cards, 1NT response NF, 2♣ = ART, FG or NAT F3♣
Preempts might be undisciplined
1M RESP may be canape (WK), Many jump responses ART;
Frequent use of NON-PEN DBL and ART 2NT in COMP
<b>1NT Openings:</b> (14+)15-17 HCP, odd shapes possible
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Multi-way 1♣ and responses:
1♦ = 0-6 any or 7-11 UNBAL minors
1M = 4+M, 7+ HCP, may be WK canape
2♦: 6M, WK; 2♥: 5♥-5 any, WK; 2♠: 5♠-5 m, WK
3 <sup>rd</sup> hand 2♠/♥/♠ OPP are natural 5+ PRE, might be very light
GAMBLING 3NT: solid m, no outside stopper
2♣ (Precision)-2NT: multi-way response (may be WK w/ fit)
(leaping, nonleaping) Michaels, Lebensohl, Rubensohl
Transfers in competition
<b>SPECIAL FORCING PASS SEQUENCES</b>
In FG situations, often in VUL vs NV while game is reached
In 1X-(DBL)-RDBL new suit 2nd level is F1R
<b>IMPORTANT NOTES</b>
Over passed partner: take out double may be weaker
OPP 1♣ = better minor is treated as non-showing suit: (1♣)-2♣ = NAT
3rd hand openings may be weaker, sometimes 4-card suit
<b>PSYCHICS:</b> Rare

OPENING	ARTIFICIAL	MIN. CARDS	NEG. DBL	OPENING BID DESCRIPTIONS			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	√	0	4♥	11(+)-14, BAL or 11(+)-14, 4414 or 18+ BAL or 15-18 NAT or 19+ any	1♦: 0-6 any or 7-11 minor(s); 1M: 7+ NAT F1, 4M-5+m possible if not FG; 1NT/2♠/3NT: 7-10/11-12/13-15, BAL, w/o 4M; 2♥: 4+♥-5+♠, 6-9; 2NT: 16+, BAL, w/o 4M/5m; 2m: 5+, FG, 4M possible; 3♣/♦: NAT 6+ INV; 3♥: 6+m-5+m, INV; 3♠: SOL m; 4♠/♦: KCB (♣/♦); 4♥/♠: to play;	1♣-1♦-1M: 3+, NF; 1♣-1♦-1/2NT: 18-20/21-23, BAL; 1♣-1♦-2M/3♦: STR, 5+, NF 1♣-1♦-3M/4♠/♦: 5+5+, FG, M-m(R)/MM(TRF)/mm(TRF); 1♣-1♦-2♦: FG [#1] 1♣-1♥-1♠: 4+, F1; 1♣-1M-2♠(15+)-2♦: ART, FG; 1♣-1X-3♣: 5+♦-4+♠ STR 1♣-1M/NT-2♦: FG w/fit3+[#2]/shape ASK; 1♣-1NT-2M(5+, FG)-(R): fit3; 1♣-1M-2NT: FG w/o fit (then TRF's); 1♣-1M-1♠/NT-2♠/♦: CB; 1♣-1M-1♠/NT-3LS: 5-5 INV	1♣-2♥: minors, INV;
1♦		4	4♥	10(+)-18, 5+♦ or 4♦ (441) or 5♠-4♦ (10-14)	1M: NAT F1, 4M-5+♠ possible if not FG; 2♣: BAL FG or NAT F3♠; 2♦: 6-9, fit3+, w/o 4M; 2♥: 4+♥-5+♠, 6-9; 3♦: limit; 1NT/2♠/NT/3NT: BAL, w/o 4M, 7-10/11-12/11-12/13-15; 3♠: WK w/fit or SPL FG; 3♥/♠: WK SPL, (10-12, F3NT/4♦)	1♦-1♥/♠-2NT/3♠: MAX, without fit 3+/with fit 3 1♦-2♠-2/3NT: 4441 WK/MID, then NAT/TRF; 1♦-2♥-3M: INV; 1♦-2♥-2NT: bid your better minor (3♣ if equal), then 3M - FG 1♦-1M-1♠/NT-2♠/♦: CB;	2♥/♠/3♣ NAT w/ fit ♦
1♥		5	4♦	10(+)-18, 5+♥	1♠: 4+, F1, 4♠-5+m possible if not FG; 1NT: 6-11 w/o fit 2♠: FG, 2+ NAT or (R); 2♦: FG, 5+; 2♣: 6+, WK; 2NT: fit3+, INV; 3♣/♦: NAT INV; 3/4♥: WK/tactic; 3♠: any weak SPL; 3NT/♠/♦: SPL	1♥-2♠-3♠: 5+♠, WK; 1♥-1♠-2NT/3♠-?: TRF's; 1♥-2♠-2♦-4♦: fit & S/S ♥; reversed BLACK: 1♥-2♠/♦-2♠/3♠ - MAX, 4+♠/4♠; 1♥-2♠/♦-2♥-2NT(FG) - 3 unnatural suit: 6+♥ and fit 3+	2♠: Drury
1♠		5	4♦	10(+)-18, 5+♠	similar as above, but: 3NT – any weak SPL and 4♠/♦/♥ - SPL	1♠-2♠-3♠: 5+♠ WK; 1♠-2♠-2♦-4♦: fit & S/S ♠; 1♠-2♥-3♥: MID w/ fit; 1♠-2♥-3NT: WK SPL; 1♠-2♥-4♠/♦: STR SPL; 1♠-2♠/♦-2♠-2NT(FG)- 3 unnatural suit: 6+♠ and fit 3+;	2♠: Drury
1NT			3♠	15(14+)-17 BAL 6m, 5M, 54 possible	NF STAY; JTB; 2♠: TRF ♠; 2NT: INV; 3♣: TRF ♦; 3♦: ASK for 5M; 3M: S/S (5+m-4+m); 4♠: Gerber, 4♦/♥: TRF; 4♠: grand slam try w/o 4M; 4NT: INV	1NT-2♠-2♦-3M: S/S; 1NT-2♠-2♥/♠-3♦/♥: FG w/fit4+; 1NT-2♠-2♦-4♠: 5+♠-5+♥; 1NT-2♦/2♥-2♥/2♠-2NT/3♥: 4♠-5♥/5♠-4♥ 1NT-2♦/2♥-2♠/NT: MAX, fit3, then 3m: NAT to find 4+4 fitting, reTRF, SPL's; 1NT-2♦/2♥-2NT/3♠: fit4+ (we play suit), then 2 retransfers to choice and SPL's 1NT-2♦/2♥-2NT/♠-3♠/♦: INV; 1NT-2♦/2♥-2NT/3♠-3♦/♥: S/O or mild slam-try;	similar
2♣		5		10-14, 6+♠ or 5♠-4M, no (5440)	2♦: (R); 2NT: WK w/ fit or INV 5♥-5♠ or FG 5♦-5M or BAL 15 HCP; 2♥/♠: NF; 3♥/♠: INV; 4♠: WK; Game bids: to play; 4♦: KCB	2♠-2♦-2M: 4M, then 2NT/3♠: NF, others: (semi) NAT; 2♠-2♦-3♦/♥/♠: 6-4, MAX; 2♠-2♦-2NT/3♠: MAX/MIN, then 3♦: (R); 2♠-2M-3M/3♦: fit only/fit and MAX	3M: SPL
2♦	√			5-10; 6(5)+ ♥/♠ 3 <sup>rd</sup> /4 <sup>th</sup> : NAT, 4 <sup>th</sup> : CONST	2♥/♠: to suit; 2NT: ASK; 3♦: INV w/ M's fit; 3♥/♠: WK w/ M's fit; 4♠/♦: Bid your suit TRF/DIR; 4♥/♠: to play 3♠: bid 3♦, can be FG in own suit	2♦-2NT-3♠/♦/♥: MIN/MAX ♥/MAX ♠; 2♦-2♠-2NT(♥)-3♠/♦/♠: NAT, NF 2♦-3♠-3♦: then any bid is FG	
2♥	√	5		5-10; 5+♥-5+(4)♠/♦ 3 <sup>rd</sup> /4 <sup>th</sup> : NAT, 4 <sup>th</sup> : CONST	2♠: P/C (to suit), 3♠ INV to ♠ (NF); 3♦: INV to ♥; 2NT: ASK for other,	2♥-2NT-3♠-3♥/♠/4♠ = NF/STR(CUE w/ ♥)/STR	
2♠	√	5	3♦	5-10; 5+♠-5(4)+♠/♦ 3 <sup>rd</sup> /4 <sup>th</sup> : NAT, 4 <sup>th</sup> : CONST	2NT: ASK for m, INV+; 3♦: INV to ♠; 3♠: to suit; 3♥: NAT, INV	similar as above	
2NT				5-10; 5+♠-5+♦ 4 <sup>th</sup> : 20-21 BAL	3♥: ASK; 3♠: INV in m (RESP = TRF's)	2NT-3♥-3♠/NT: short ♠/♥; 2NT-3♠-3NT(♠)/4♠(♦)-4/5♠/♦: GAME/SLAM INV	After 4 <sup>th</sup> : JACOBY Muppet STAY
3♣/♦		6		PRE, vs passed partner might be very light	3♦/4♠: ASK for a singleton, 3M: ASK for a fit	3♠/♦-3M-?: 1 <sup>st</sup> = x, 2 <sup>nd</sup> = xx, 3 <sup>rd</sup> = Hx; 4 <sup>th</sup> = xxx, 5 <sup>th</sup> = Hxx	
3♥/♠		6		same as above	Game bids are NAT; 4NT: KCB; new suit: F1		
3NT	√	7		SOL m; 3 <sup>rd</sup> /4 <sup>th</sup> : to play	4♠: P/C, 4♦ ASK for a S/S, Game bids are to play/to suit		
4♣/♦		7		PRE, 4 <sup>th</sup> : KCB in ♥/♠	Game bids are NAT	HIGH LEVEL BIDDING	
4♥/♠		6		PRE NAT	new suit: ASK	<b>SPL RAISES:</b> double jump shift, single jump in 4TH suit, "auto-splinters", special shifts in specific positions; <b>Slam methods:</b> KCB (1430), Exclusion Blackwood; Last Train; Gerber/1NT; pick-a-slam (5NT); ROPI-DOPI; DEPO; Pass and pull: STR in forcing auction; Picture jumps in forcing situations;	
4NT			minors (6-5)	5M: ASK for oM			
5♣/♦		6		PRE NAT	new suit: ASK		
5♥/♠		7		Natural, strong	Asks responder to bid 6M with A or K of M; 7M with both		

## Supplementary notes

Note: #1. FG after 1♦ RESP: 1♣-1♦-2♦-?

1♣	1♦	
2♦	?	
	2♥	TRF: 4+♠, any distribution. Opener w/ fit4+ always bid spades, but w/ fit3 also can bid 2♠, if hand is suit-oriented (e.g. <3154>). Continuation is then naturally to find suit to play. Another options for Opener are bid 2NT (with continuation similar to that after opening strong 2NT) or bid his good suit.
	2♠	TRF to NT, w/o 4+♠. Opener can bid 2NT with not obligatory balanced hands (as waiting)
	3♣/♦	5+ ♣/♦, good suit 5+
	2NT	„transfer” for 5+ good hearts (with 5-5 distribution, hearts can be weaker)
	3M	S/S (5+m-4+m), 6+ HPC. If less 6 HCP, start with TRF 2♠

Note #2. FG w/fit3+ after 1M RESP: 1♣-1M-2♦-?

1♣	1M	
2♦	?	
	2♥	over 1♠ RESP, natural: 4+♥, over 1♥ RESP: TRF for 4♠ (could be 5+♥)
	2♠	transfer to NT, 4M only, positive hand
	2NT	5+M, positive hand (points or distribution) w/o 4+ oM
	3m	4M-5+m,
	3♥	5M, WK
	3♠	4M, WK
	3NT	6+M, BAL
	4m	6+M, WK, S/S