

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Sound at 2-level, up about 17 HCP; Drury, CUE
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 INT included)
Jump in OPPS suit shows 4+ SUPP (mixed) in COMP
Reopening: DBL to trapping; Jump = INTERM; 2NT = 19-21;
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18, NAT; TRF's, TRF to NAT OPP suit = STAY
4 th after 1♣-1M (7+ HCP): both minors
After PEN DBL = RDBL - TRF to ♣ or two-suiter
Reopening: 10-14, doesn't promise stopper, TRF's same as Live
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suited:, NV - can be very light; V - CONST
Reopen: MICHAELS CUE in DIRECT and over 1NT RESP
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
(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;
3 level CUE: asking for stop, usually solid 7+ suit somewhere
VS. NT (Vs. Strong / Weak; Reopening; PH)
Vs. Strong: DBL - two-suiter w/♠, 2♣ - two-suiter w/♥;
2♦/♥ - TRF, 2♠ - TRF ♣/♦ - CONST
Vs. Weak: DBL = STR; 2♣ = 4+♠-4+♥; 2♦/♥/♠ = TRF
Reopening (all): DBL = T/O, 10+HCP, 2♣ = 4+♠-4+♥;
Others = NAT
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O, Lebensohl, 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
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1/2NT: minors, DBL: two suiter w/o two minors; others: NAT
Pass might be strong
OVER OPPONENTS' TAKE OUT DOUBLE
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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th (unSUPP: 1 st /3 rd)	
NT	same	same	
Subseq	same	same	
Other: vs NT K or Q ask unblock or count'			
Rusinow in AK vs 5+ lvl contracts, NAT in pd's unsp suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	same	
King	AK(+); KQ(+); Kx	same, AKJ10(+)	
Queen	(A)QJ(+); Qx	same, KQ10(9)(+)	
Jack	(A/K)J10(+); Jx	same	
10	109(xx); H109(+); H10x	same	
9	109x; 109xxx; H9x	same	
Hi-X	HSx; xSx(+)	same	
Lo-X	HxxS(+), xS ; [H10x; H9x]	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 st	Lo = ENC	S/P
	2 nd	Lo = EVEN	Lo = EVEN
	3 rd	S/P	S/P
NT	1 st	Lo = ENC	Lo = SMITH
	2 nd	Lo = EVEN	Lo = EVEN
	3 rd	S/P	S/P
Signals (including Trumps):			
Smith Signal vs NT (low both hands encourages), Lavinthal, UD count,			
S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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 doubled			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL's and RDBL's up to 2♥, NEG DBL's up to 4♥,			
LIGHTNER vs hi-level, 3NT, and by preempting hand			
2-WAY, OPT vs PRE			
MAX DBL 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 = bid 2♥			

W B F CONVENTION CARD
Category: RED
NCBO: POLAND
Players: Roman KIERZNOWSKI – Zbigniew ROGOWSKI
Event: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club, 3-way 1♣ opening: 11+ BAL or NAT UNBAL or 19+
(exclusions in others openings, especially in 1♦, 2♣ and 1/2NT)
1♦ - 5+, except unbalanced w/4 : 5♣-4♦ or (4441)
1M - 5+, 1NT response SF, 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
1NT Openings: (14+)15-17 HCP, odd shapes possible
2 OVER 1 Responses: FG unless minor repeated by RESP
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
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 rd 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, non-leaping) Michaels, Lebensohl, Rubensohl
Many transfer sequences, transfers in competition
SPECIAL FORCING PASS SEQUENCES
In FG situations, often in VUL vs NV while game is reached
In 1X-(DBL)-RDBL new suit 2nd level is F1R
IMPORTANT NOTES
Over passed partner: take out double may be weaker
3rd hand openings may be weaker, sometimes 4-card suit
PSYCHICS: Rare

OPENING	ARTIFICIA	MIN. CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	4♥	11(+)-14, BAL or 11(+)-14, 4414 or 18+ BAL (ex. 2NT op.) or 15-18 NAT or 19+ any	1♦: 0-6 any or 7-11 unBAL w/o 4M; 1M: 7+ NAT F1, 4M-5+m possible if not FG; 1NT/2♠/NT: 7-10/11-12, BAL, w/o 4M; 2♥: 13-15 or 18+ w/o 4M/5m; 3♠/NT: 16-17, BAL, w/o 4M/5m; 2m: 5+, FG, 4M possible; 3♣/♦: NAT 6+ INV; 3♥: SOL m	1♣-1♦-1M: 3+, NF; 1♣-1♦-1/2NT: 18-20/22-23, BAL; 1♣-1♦-2M/3m: 19+, 1♣-1♦-2♦: FG; 1♣-1♥-1♠: 4+, F1; 1♣-1M-2♣(15+)-2♦: ART, FG; 1♣-1M/NT-3♣: 5+♦-4+♣ FG; 1♣-1M-2♦: FG w/ fit3+ - ART RESP 1♣-1M-2NT: FG w/o fit3+, then TRF's 1♣-1M-1♠/NT-2♣/♦: CB;	1♣-2♥: minors, INV;
1♦		4	4♥	10(+)-18, 5+♦ or 4♦(441) or 5♣-4♦ (10(+)-14)	1M: 4+ F1, 4M-5+♣ possible if not FG; 2♣: NAT, F3♣; 2♦: F1, 10+, fit4, w/o 4M; 2♥: 4+♥-5+♠, 6-9; 3♦: mixed; 1NT/2♠/NT/3NT: BAL, w/o 4M, 7-10/11-12/11-12/13-15; 3♣: WK w/fit or FG SPL FG; 3♥/♠: WK SPL, 10-12, (F3NT/4♦)	1♦-1M-1♠/NT-2♣/♦: CB; 1♦-2♣-2/3NT: 4441 WK/MID, then NAT/TRF; 1♦-1♥/♠-2♠/♥ MAX, NAT or 6+♦: w/ fit3 or 4+♣ 1♦-1♥/♠-2N/3♦: MAX, 6+♦ 1♦-2♦-2♥/♠/NT/3♣/3♦/3M: MIN-MAX SPL/FG/NF/waiting/NF/MID SPL; 1♦-2♥-2NT/3M: INV+(ASK, then TRF's)/Fit, FG	2♥/♠/3♣ NAT w/ fit ♦
1♥		5	4♦	10(+)-18, 5+♥	1♠: 4+, F1, 4♣-5+m possible if not FG, then Gazzilli; 2♣: 2+ (R); 1NT: 6-11 semiF, then Gazzilli; 2m: FG, except RESP rebid 3m; 2♦: 5+; 2♠: 6+, WK; 2NT: fit3+, unBAL INV; 3♣: 6-9 w/fit4+; 3♦: w/fit3 BAL INV; 3/4♥: WK/tactic; transfer SPL's from 3♣	1♥-1♠-2NT/3♣-?: TRF's; 1♥-2♣-2♦-4♦: fit & S/S ♥; 1♥-2♣-3♠: 5♣, WK; 1♥-2♣/♦-2♠/3♣: MAX, 4+♣/4♠ (reversed BLACK); 1♥-2♣/♦-2♥-2NT(FG)- 3 unNAT suit: 6+♥ and fit 3+	2♣: Drury
1♠		5	4♦	10(+)-18, 5+♠	as above, 3♣: 6+♥, INV; 3♦: 6-9 w/fit4+; 3♥: w/fit3 BAL INV; transfer SPL's from 3N	1♠-2♣-3♠: 5+♣ WK; 1♠-2♣-2♦-4♦: fit & S/S ♠; 1♠-2♣/♦-2♠-2NT(FG)- 3 unNAT suit: 6+♠ and fit 3+;	2♣: Drury
1NT			3♣	15(14+)-17 BAL 6m, 5M, 54 possible	2♣: NF STAY w/4M; JTB; 2♠: INV BAL or TRF ♣; 2NT: 5♣-5♦ WK or TRF ♦; 3♣: Muppet STAY; 3♦: 4441 w/mm; 3♥/♠: S/S, 5431 w/o 4M; 4♣: Gerber; 4♦/♥: TRF's;	1NT-2♣-2♦-2♥ = NAT, WK, most others – TRF's (may be WK w/m) 1NT-2♣-2M-?-? - TRF's (may be WK w/m), RESP describe hand 1NT-2♦/2♥-2♥/2♠-2NT/3♥: 4♠-5♥/5♠-4♥ INV (FG w/ STAY) Over JTB – TRF's, generally, RESP describe hand	Same/context
2♣		5	4♥	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;	2♣-2♦-2M: 3+M, then 2♠: 5♠-4♥ INV, 2NT: (R), 3♣ INV, 3♦/oM – NAT FG; 2♣-2♦-3♦/♥/♠: 6-4, MAX; 2♣-2♦-2NT/3♣: MAX/MIN, then 3♦: (R), 3M: NAT; 2♣-2♦-2♥-; 2♣-2M-3M/3♦: fit only/fit and MAX;	2♣-2♦-2M: 4M, 2♣-2N: INV w/o 4M
2♦	√			5-10; 6M; 3 rd /4 th : NAT, 4 th : CONST	2♥/♠: P/C; 2NT: ASK; 3♦: INV w/ M's fit; 3♠: INV; 3♥: P/C; 3♣: FG, I have suit - bid 3♦; 4♣/♦: bid your suit - by TRF/directly	2♦-2NT-3♣/♦/♥: MIN/MAX ♥/MAX ♠; 2♦-3♣: PUP to 3♦, then FG	NAT
2♥		5		5-10 5♥-5♠/5(4)m 3 rd /4 th : NAT, 4 th :CONST	2NT: FG ASK; 2♠: P/C, 3♣ INV to ♠; 3♦: INV to ♥; 3♥: tactic; 3♠: NAT, INV	2♥-2NT-3♣-? 3♥/4♣ = S/T, 3♦/♠ - NAT STR	NAT
2♠		5	3♦	5-10; 5♠-5(4)m, 3 rd /4 th : NAT, 4 th :CONST	2NT: FG ASK; 3♣: P/C; 3♦: INV to ♠; 3♥: NAT, INV; 3♠: tactic.	similar as above	NAT
2NT				20-21 BAL	Muppet, STAY, TRF's		same
3♣/♦		6		PRE	3♦/4♣: ASK for a singleton, 3M: ASK for a fit	3♣/♦-3M-?: 1 st = x, 2 nd = xx, 3 rd = Hx; 4 th = xxx, 5 th = Hxx	
3♥/♠		6		same as above	Game bids NAT; 4NT: KCB; new suit: F1 S/T		
3NT	√	7		SOL m; 3 rd /4 th : to play	4♣: P/C, 4♦ ASK for a S/S, Game bids are to play/to suit	3NT-4♦-4N: no S/S, 5m – S/S om	
4♣/♦		7		PRE, 4 th : KCB in ♥/♠	Game bids are NAT	HIGH LEVEL BIDDING	
4♥/♠		6		PRE NAT	new suit: S/T	SPL RAISES: double jump shift, single jump in 4TH suit, "auto-splinters", special shifts in specific positions; Slam methods: KCB (1430), 6KCB; Exclusion Blackwood; Last Train; Gerber/1NT; pick-a-slam (5NT); ROPI/DOPI; DEPO; Pass and pull: STR in forcing auction;	
4NT	√		minors (6-5)	5M: ASK for oM			
5m		6		PRE NAT	new suit: S/T		
5M		7		Natural, S/T	Asks responder to bid 6M with A or K of M; 7M with both		