

DEFENSIVE AND COMPETITIVE BIDDING
Overcalls (style, responses, 1/2 level, reopening)
Natural, sound on 2-level, light on 1-level, 5(4)+cards, 8+PC, then:
a) 2♣ is a cue bid w/o support (might have after 1♣ opening)
b) 2 of their suit is a cue bid with support
c) New suit on a 1 level is constructive, but not forcing
1NT Overcall (2nd/4th live, responses, reopening)
2 nd 1NT = 15-18PC (system ON)
4th: a) 15-17PC after 1♣, might be little weaker after 1♦
b) 12-16PC after 1♥/♠
Jump overcalls (style, responses, unusual NT)
Direct – weak
Reopen – constructive
[1x] – 2NT = two lowest
Direct and jump cue bids (style, response, reopen)
[1♣/♦] – 2♦ shows 5+♥, 5+♠
[1♥] – 2♥ shows 5+♠, 5+♣/♦
[1♠] – 2♠ shows 5+♥, 5+♣/♦
Versus 1NT (strong and weak)
a) strong: x = 5+m or 4+♥, 4+♠, 2♣ = 4+♣, 4+M
2♦ = 4+♦, 4+M, 2♥/♠ = nat, 5+♥/♠
2NT = minors or any strong, very constructive two-suiter
Reopen – the same
b) weak: x = 13+PC, 2♣ = 4+♥, 4+♠, 2♦ = 6(5)+♥/♠, 2♥/♠ = 5+♥/♠, 4+m
Reopen before pass – the same
Reopen after pass – same as after strong 1NT opening
Versus preempts (doubles, cue-bids, jumps, NT bids)
Jumps are constructive, 2/3NT is natural, x is takeout below 4♠
x over 4♠ or higher opening = points, rather pass than bid
Versus artificial, strong openings – 1♣ or 2♣
Versus 1♣ 16+PC: x = ♣+♠, or ♦+♥, 1♦ = ♣+♦, or ♥+♠, 1♥/♠ are natural (and then 1NT is a cue bid), 1NT = ♣+♥, or ♦+♠
Versus 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠
Over opponent's takeout double
A lot of transfers after 1♣, 1♥, and 1♠ openings
Natural over other openings

LEADS AND SIGNALS			
Opening leads style: 2nd/4th			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4 (3/5)*	
Subseq	2/4	2/4	
Other: *in unsupported partner's suit ag. NT we lead: 3/5, Xx, xxX, etc.			
Versus NT contract king is a strong lead, asking either for unblock or a count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for an attitude	
King	AK, KQ(+), K(x)	Strong	
Queen	QJ(+); Q(x)	Asks for an attitude	
Jack	J10(+), AJ10(+), KJ10(+)	Same	
10	10x, H10x, H109(+)	Same	
9	H9x, 109+	Pretty same, (maybe J98x)	
Hi-X	HXx, HxxXx(+), xXx+	Same	
Low-X	xX, HxxX	Pretty same (maybe 10xxX)	
Signals in order of priority:			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW = ENC	LOW = EVEN	S/P (standard)
Suit 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		
1	LOW = ENC	LOW = EVEN	S/P (standard)
NT 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		
Signals (including Trumps): S/P in trumps			
Smith's Echo: LOW = ENC			
DOUBLES			
Takeout doubles (style, responses, reopening)			
Double = 11+PC (after Partner's pass, may be weaker with a good shape)			
Special, artificial, and competitive doubles and redoubles			
1♣ – [1♦] – x = 4+♥, (7)+PC 1♦ – [1♥] – x = 4+♠, (7)+PC			
1♣ – [1♥] – x = 4+♠, (7)+PC			
We play support, lightner, responsive, and card-showing doubles.			
We do SOS, card-showing, and 1 st class control redoubles.			
1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♠			
xx			
2NT [pass] 3♦/♥ [x]			
xx			

WBF CONVENTION CARD
NBO (Country): Switzerland/Poland
EVENT: Any
PLAYERS: Piotr Gawryś – Piotr Tuszyński
SYSTEM SUMMARY
General approach and style:
POLISH CLUB
1♣ opening shows:
a) 11–14PC, BAL or nat (4414, rarely 3415/4315)
a) 15+PC, 5(4)+♣ (4 only if 4414)
b) 18+PC, any shape
Then 1♦ shows one of those three types of hands:
a) 0–6PC, any shape
b) 7–10(11)PC, both minors
c) 16+PC, BAL, neither 5 card minor, nor 4 card major
1NT = 15–17PC, BAL (little off-shape like 5M, 6m, 5431 possible)
2♣ = 11–14PC, 5+♣, 4M, or 6+♣
2♦ = 3–10PC, 6+♥/♠
2♥/♠ = 3–10PC, 5+♥/♠, 5(4)+m
A lot of transfers in competition, especially after our openings and preempts
Special bids that may require defence
As above
Special forcing pass sequences
When we are in a GF situation
Important notes
Psychics: rarely

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11-14PC BAL, or 4441♦, 15+PC, 5(4)+♣, 18+PC, ANY	1♦ = 0-6PC ANY, 7-11PC minor(s), or 16+PC, BAL	1♣ - 1♦ - 1♥/♠ = NF, 3+, 12-14PC BAL, or strong 1♣ - 1♦ - 1NT = 18-19PC, BAL	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC, no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 5+♠, 4+♥, less than inv, 2♠ = GF, BAL, 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = AKDxxxx in minor	1♣ - 1♦ - 2NT = 21-23PC, BAL 1♣ - 1♥/♠ - 2♦ = GF, Relay, 18+PC, 3+♥/♠ 1♣ - 1♦/♥/♠ - 2♣ = 5+♣, 15+PC 1♣ - 1♥/♠ - 2♣ - 2♦ = GF, artificial	
1♦		4(+)	4♥	11-17PC, 5+♦, or any 4♦441, 11-15PC, 4♦ 5♣	1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 5+♠, 4+♥, less than inv, 2♠ = 5+♠, 4+♥, inv 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♠	11-17PC, 5+♥	1NT = NF, 2♣ = F1, semi nat, 2♦ = F1, nat, 2♠ = NF, weak, 2NT = GF, 4+♥, 3♣ = at least mixed raise, 3+♥, unbalanced, 3♦ = inv, 3+♥, balanced 3♠ = minisplinter, 3NT = ♠ short, 4♣/♦ = ♣/♦ short	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11-17PC, 5+♠	1NT = NF, 2♣ = F1, semi nat, 2♦ = F1, nat, 2NT = GF, 4+♠, 3♣ = inv, 3+♠, unbalanced 3♦ = inv, 3+♠, balanced, 3♥ = nat, slamish 3NT = minisplinter, 4♣/♦/♥ = ♣/♦/♥ short	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14+-17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman, 2♠ = inv, BAL sign-off ♣, or inv+♦ 2NT = inwit + ♣ or sign-off ♦, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+4+♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠	1NT - 2♣ - 2♦ - 2♥ = NF, 4+♥, 4+♠, 3415, or 1444, 8-9PC 1NT - 2♣ - 2♥/♠ - 3♣ = GF, Relay 1NT - 2♣ - 2♥/♠ - 3♦/♥ = at least ♥/♠ game try	
2♣	X	5(+)	4♥	11-14PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat	2♣ - 2NT - 3♣ - pass = preemptive, 3♦ = inv+, 5♦, 5♥, 3♥ = invit, 5+♥/♠ 3♣ - inv5+♠ 5+♦, 3NT = inv to 6NT, based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	Multi	0		3-10PC, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ - pass/correct, 2NT - relay, 3♣ - 5+♥/♠, GF, 3♦ - ♣ or ♦, GF, 3♥ - pass/correct, 4♣ - bid a transfer to your long suit, 4♦ - show your long suit naturally, 4♥/♠ - to play	2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ = max with ♥/♠	
2♥	X	5(+)		3-10PC, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, better than through 2NT, 3♠ = GF		
2♠	X	5(+)		3-10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♠, better than through 2NT, 3♥ = nat, NF, but constructive		
2NT			4♥	19+-21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣ = double transf ♥, 4♦ transf ♠, 4♥, ♠ = transfer to ♣,♦	2NT - 3♣ - 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥	
3♣		6(+)		PRE, wide range NV	3♦/♥/♠ = GF (F1), nat, 4♦ = Optional KeyCard		
3♦		6(+)		PRE, wide range NV	3♥/♠ = GF (F1), 4♣ = Optional KeyCard		
3♥		6(+)		PRE, wide range NV	3♠ = GF, 4♣ = Optional KeyCard		
3♠		6(+)		PRE, wide range NV	4♣ = Optional KeyCard		
3NT	X			1 st /2 nd = Gambling, or 7M222 3 rd /4 th = just to play	4♦ = asks for shortness, then 4♥/♠ = either 7♥/♠222, or short wih a minor	3NT - 4♦ - 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood		
4♦		6(+)		PRE, wide range NV	4NT = Blackwood	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood (1-0-2), cue bids, splinters	
4♠		6(+)		PRE, wide range NV	4NT = Blackwood	5NT Blackwood (1-0-2), Exclusion Blackwood (1-0-2)	
4NT	X			Good hand on ♣ and ♦ (6-6)	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦	PEDO (pass = even, double = odd)	