

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range; 4 Card 1-level OK;
4m over 3M=5oM5om; 4♣/3m=55MM, 4♦/3m=6+M;
Reponses: Transfers, 2N usually F1; non-transfer F1;FSJ;
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Live 15-18; Reop 11-14 1m, 11-17 1M, Reop J2N 18-20;
Resp like PH vs NT;
Vs reop: 2♣-asks 4M/strength 2N;
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE; INT Vul v NV or Reop;
J2N live = 2 lowest;
2N/NS Resp F1;
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2m/1m(2+)=55MM; 2M/1M=55 oMM
3M/1M or 2M = SOL+ Stop Ask; 4M/2M or 3M=55mm
3m/2m=55MM; 4♣/3m=55MM;4♦/3m=Long M;
3m/1m=PRE
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong: 2♣=54MM; 2♦=6M; 2M=5M4m; 2N=55mm; X=4M5m
Strong=15+ or 14+Vul;
Vs WK:Penalty FP->2♦; 2♣=54MM, 2♦=6M, 2M=5M4m;
2N=6Any INT; PH=vs STR
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O → 4♥/4♠+=cards; TR LEB 2N T/O X; 4N=1m <5m;
NT=NAT w/ Stayman & TRFs; 4♣/3m=55MM;4♦/3m=1M;
CUE/2M=asks STOP; CUE/3M=55mm, good; 4m/3M=55oMom
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: DBL = good hand; any NT=(♣+♥)/(♦+♠); other = next suit or other 2; EG 2♣=♦ or ♥+♠; same over 1♣-1♦;
VS 2♣ and PH/1♣: X=♦ or ♥+♠; any NT = ♣+♥/♦+♠
PH/1♣-1♦; or 2♦ strong: X=♥ or ♣+♠; any NT = (♣+♥)/(♦+♠)
OVER OPPONENTS' TAKEOUT DOUBLE
SysON + (P=0-4)/1♣; TRF 1N to 2(M-1) after 1M; FSJ 1M & 2m;
Over 1♦ and 2m XX+=TRF;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Odd low, 2 Hi, 4 3 rd , 6+4th	Xxx if raised	
NT	ATT (Lo = ENC)	CT (Lo = odd) if no raise	
Subseq	CT (may be ATT or S/P)	CT (may be ATT or S/P)	
Other: Honor leads off in Part/Opp 4+ suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x)	
King	AK(x) KQJ (S/P or CT)	KQ ^T 9 AKJT (UB/CT)	
Queen	KQx	KQx	
Jack	QJx	QJx AQJ(x)	
10	JTx A/KJT(x)	JTx A/KJT(x)	
9	T9x A/K/QT9(x)	T9x A/K/QT9(x)	
Hi-X	2 or less (Occ bad suit)	Raised no H, short	
Lo-X	Odd (3 rd 4, 4 th 6+ even)	H if raised	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Lo Enc)	CT (Lo Even)	Lowest Odd=Enc Even Disc, S/P ?
Suit 2	CT (Lo Even)	S/P	CT (Lo Even)
3		S/P	S/P
1	ATT (Lo=Enc)	ATT OL* (Lo=Enc)	As above
NT 2	CT (Lo Even)	CT (Lo Even)	CT (Lo Even)
3	S/P	S/P	S/P
Signals (including Trumps):			
Trump S/P (Occ Echo for ruff); Remainder CT Lo=ODD; 5+ Card suit M=Enc, other S/P; * Rev Smith; Signal priority subject to circumstances.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Light, usually shape-orient (SUPP for unbid m/♣ suspect); more card-showing /FAV (0-2)+ 1m op bids, esp. strong 1♣			
Responses: NS/JS = NAT, NF; CUE = F1; TR-LEB over X of NAT 2M open; ♦over♣ neg			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Supp X/XX after 1R/2m opening (thru 2♥/3m);			
X of 3+Qbid in 5+ suit = "don't lead it"; 1M-(P)-1N-(2m/OM)-X = T/O			
1♦(1♥) X=4/5♠; 1♠=8-10/14+ <4♠ or ♣ wk; 2♠=♦;2♦=mm; 2♥=♠;			
2♣=♣; 2N=5♠5m Inv; 3m=6om+4♠ INV+;X cue my suit->lead other.			
X SPL Sav? Fav, else lead Low suit. Pass/X Inv; 3(M-1) X = GT			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Canada
PLAYERS: Zygmunt Marciński / Michel Lorber
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣ [TRF/coded/3-suited GF responses], 16+ HCP
GF Relays; 4♦/4♠ = PUP[+1], usually sign-off; Spiral asks.
Some Support Asks [only by 1♣ Opener]
1♦ = 0+♦'s, <17 HCP; 5-card M (1NT/1♥ 4/5♠ NF)
1NT = 14-16 1 st /2 nd ; 15-17 if VUL vs. NV and 3 rd /4 th
Singleton H, 5M(332), 5m(422) common
2m=6+m,10-16 HCP; 2M=5-7M<11 HCP [differs @ NV vs VUL]
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. Opening bids: 1♣ = 16+, ART, F1; 1♦ = 0+♦, 10-16 HCP, ART, NF;
2NT = 55mm, <12 HCP; 3NT (only 1/2) = solid 7/8m+A/K
2. ART responses to 1♣: 1♥+ = GF
3. ART responses (not PH) to 1♦ opening: 1M, 2♦+
4. 2♣ FG (R) response to 1♦/1M opening
5. 1♥-2♠ (not PH) = F1, xx55 INV+
6. 1♠-2♦ (not PH) = F1, 5+♥, (A) 5+♥ INV+; (B) 6+♥ <INV
7. 1M-2(M-1) = F1, (A) 3M, <9 HCP / LIM; (B) INV, <3M
8. COMP TRFs & coded jumps: X+1♣; 1M/1♦; 2m/1♦; 2M/1♦;
3m/1♦; X/1M; Overcall/1M
9. ART raises: FSJ; 2N often M INV+; SPL
10. P/C bids: when partner has 2 possible hand types
11. 2NT opening bid = 5+5+mm, <12 HCP, usually CONST
12. 1M-2NT = (A) <INV 6+m or (B) INV, 4+M or (C) GF+, 4+M, SPL
13. 1♦-2NT = (A) <INV 6+m or (B) GF+ 7+M
SPECIAL FORCING PASS SEQUENCES
1♣-(4NT+); 1♣-(P)-1♥+-(any); 1♦/1M-(P)-2♣ GF relay - (any);
(1NT)-X and (1NT)-P-(P)-X penalty X, FP →2♦
1M (X) XX or (1m) 1M (X) XX, FP →2M
IMPORTANT NOTES
PSYCHICS: Rare; Tactical

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♠	16+ HCP, ART, F1. <i>All HCP's can be adjusted in any situation</i>	All ART. 1♦=any 0-7; Many relays coded asking bids;	1♣-1♦: 1♥=Nat/20+ F1; 1♠=4+NF; 2♣=6+♣/♦ or 55mm; 2♥=5♥+4+♣ 16-19; 2♦=(16-19), 1444/04(54)/14(35)/34(15)	Some Trf in COMP
1♦	X	0	4♥	10-16 HCP, NF	1♥=4+♠; 1♠=4+♥<4♠; 2♦=5♥+4♠wk or INV <4M; 2N=PRE m or M SI; 3♠SOL m; 3♥=55mm; 2♥=6+♣ INV+; 2♠=6+♦ INV+	1-1-1: 2♣->2♦ (or INV); 2♦ Art GF; 1♦-2♣ Many relays coded asking bids;	NAT by PH; TRF in Comp;
1♥		5	4♦	Over 1♥ only	1♠ = not4/5♠F1; 1N=4/5♠NF; 2♠=55mm INV;		
1M		5	4♦	10-16 (maybe 4M in 3 rd /4 th)	3oM/1M = SOL♣/♦ or ♣SPL; 3m = INV; 2N=(A) PRE m or (B) INV+ 4+M; 2M=8-10 3M; 3M=7-9 4M; 2(M-1)=(A) 3M not const. or (B) <2M INV	After 1M-2♣ many relays coded asking bids;	2N sometimes Raise;
1♠		5	4♦	Over 1♠ only	3♠(NV vs. V)=Weak; 2♦=5+♥		
1NT			4♥	14-16 (1/2); 15-17(3/4, V v NV); 1'nTH, /6m/5m(422)/5M ok	2♣=Stayman; 2♦=5+♥; 2♥=5+♠; 2♠=♣/size ask; 2N=♦/mm; 3♣=GF Puppet Stayman; 3♦=GF, (31)/(30)M's; 3M=SPL <3oM; 4Red = 6+(Red+1)		
2♣		6	4♥	QTxxxx/any7 4M ok 5+ 3 rd OK	2♦=4+♥; 2♥=Art GF; 2♠=4+♠ <4♥; 3y INV;		
2♦		6	4♥	QTxxxx/any7 4M ok 5+ 3 rd OK	2♥=Art GF; 2♠=4+♠; 2N=4+♣ <4♠; 3♣=4+♠5♥INV+; 3♦ INV		
2♥		5		Usually 6♥, 7♥/4♠/5m OK	3♣=♣/♦/♣+♦; 3♦=INV ♥		XX=PUP; X=PEN; NS=F1; 2N=ASK PH: NS=L/D; 3M=PRE
2♠		5		Usually 6♠, 7♠/4♥/5m OK	3♣=5+♥; 3♦=♣/♦/♣+♦; 3♥=INV ♠		XX=PUP; X=PEN; NS=F1; 2N=ASK PH: NS=L/D; 3M=PRE
2NT	X	55mm		Approx 5-10 According to Vul	3♥ asks; 4M = Play; 3♠ = nat, F1;		X/XX=PEN
3♣		6		Usually 7 < open (wide vs PH)	4♦=RKCB (mod.);		X/XX=PEN
3♦		6		Usually 7 < open (wide vs PH)	4♣=RKCB (mod.);		X/XX=PEN
3♥		6		Usually 7 < open (wide vs PH)	4♠=RKCB (mod.);		X/XX=PEN
3♠		6		Usually 7 < open (wide vs PH)	4♣=RKCB (mod.);		X/XX=PEN
3NT	X	7		SOL 7/8m + A/K (K if 8m)	4♣=P/C; 4♦=ASK; 4M=NAT; 4NT=INV; 5m=P/C		X/XX=PEN
4♣		7		Usual 8/74 <open (wide vs PH)	4♦ KCB; 4M Play		X/XX=PEN
4♦		7		Usual 8/74 <open (wide vs PH)	4N KCB; 4M Play		X/XX=PEN
4♥		7		Usual 8/74 <open (wide vs PH)	4♠ KCB		X/XX=PEN
4♠		7		Usual 8/74 <open (wide vs PH)	4N KCB		X/XX=PEN
4NT	X			Worse than 5♣ or 5♦	5♣ = P/C		X/XX=PEN
5♣		8		Better than 4N		HIGH LEVEL BIDDING	
5♦		8		Better than 4N		RKCB (03, 14). Modified if Responder = WK	
						4NT-(X): P=0/3; XX=1/4; 5♣=2 no Q//4N-(→5T): P=0/3; X=1/4; next=2 no Q; etc	
						4NT - (5♠+): P = 0/2/4; X = 1/3/5; Excl. RKCB; some RKC's are size-asking	
						CUE = 1 st /2 nd round; Last Train; 5NT = pick	
						In FG relays: (i) spiral "denial" CUE; (ii) RKCB in any suit	