

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural
Level 1: may be light, 4-16HCP; resp: drury (opener's suit)
Level 2: solid 11+-16HCP, usually 6+ suit (if minor)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17(18)HCP
(Stayman, transfers)
Reopening: 10+-14HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Natural preemptive
Unusual 2NT (5+5+ lowest ranked suits)
Reopen: Natural
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue-Bid: 5+5+ highest ranked suit & another
VUL: opening values; NON-VUL: less than opening or 16+
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = both Majors
2♦ = one Major
2♥ = 5♥ & 4+minor
2♠ = 5♠ & 4+minor
vs Strong NT: DBL = 4Major & 5+minor
vs Weak NT: DBL = 13+HCP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(preempt)-4m=5+5+Mm
(2♦=1M)-DBL=T/O against ♠
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M – (x) – transfers (2M = weak)
1♣ - (x) - transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>	
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>	
Other: vs NT: 10 from AJ10x(..) / KJ10x(..)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(..), Ax	AK(..), Ax	
King	AK, KQ(..), Kx	KQ(..), Kx, AKJ10x	
Queen	KQ, QJ(..), Qx	QJ(..), Qx, KQ109x	
Jack	QJ, J10, Jx, J10(..)	J10, Jx, J10(..),	
10	10x, H10x	10x, AJ10x(..), KJ10x(..)	
9	H9x, 109x(..)	H9x, 109x(..)	
Hi-X	HXx, xXx(..), JXxx(..)	HXx, xXx	
Lo-X	HxxX(..), HHxX(..), xX	HxxX(..), HHxX(..), xX	
SIGNALS IN ORDER OF PRIORITY (suit & NT)			
	Partner's Lead	Declarer's Lead	Discarding
	Low = even	Low = even	Low = even&DISC
	High = odd	High = odd	High = odd&DISC
	Suit preference	Suit preference	
Signals (including Trumps):			
Lavinthal in trumps and after count has been given			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative, INV, asking stoper, Lightner, reopening			

WBF CONVENTION CARD	2025.04.16
CATEGORY: <b>Red</b>	
NCBO: <b>POLAND</b>	
PLAYERS: <b>Sabina GRZEJDZIAK</b>	
<b>Anna KRĘGLEWSKA-WNUK</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5 card Major 11+HCP	
1♣ = F1, NAT 11+HCP, or BAL 15-20HCP, or BAL 24+HCP	
1♦ = 5+♦ or 4♦(441) 11+HCP	
1NT opening = weak BAL 11+-14HCP	
light level 1 responses to 1♦/♥/♠	
1M-2♠ = any FG, or natural G/T with SUPP	
2NT opening = 21-23HCP BAL	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♣-1♦ = any 0-7HCP, or 7-11HCP minor(s)	
1♣-1NT = BAL, no 4M, 8-9HCP	
1♣-2♥ = BAL, no 4M, 9-12HCP	
1♣-2♠ = FG, BAL, no 4M, 16+HCP	
1♦-2♦ = FG, 4+♦, no 4M	
1M-1NT = NF, 4-11HCP w/o SUPP, or 4-6HCP w/SUPP	
2♣ = (4+4+)MM, 5-10HCP	
2♦ = 6M, 5-10HCP	
2♥ = 5+♥ 5+m, 5-10HCP	
2♠ = 5+♠ 5+m, 5-10HPC	
2NT = 21-23HCP BAL, 5(6)M possible	
1x-(1/2y)-2z = F1 (except 1x-2♥-2♠)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1NT – (DBL) – PASS = F to RDBL	
(EITHER week 1-suiter OR to play 1NTxx)	
<b>IMPORTANT NOTES</b>	
light 3 <sup>rd</sup> seat openings	
active/aggressive competitive bidding	
<b>PSYCHICS:</b> rarely	

O P E N I N G		M I N C A R D S	N E G D B L				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♦	F1 5+♣ (or 4414) 11+HCP balanced 15-20HCP balanced 24+HCP	1♦=any 0-6(7)HCP or minor(s) 7-11HCP 1♥/♠=4+ ♥/♠ 7+HCP; 1NT=8-9HCP bal no 4M 2♥/♠=bal no 4M 9-11/16+HCP; 2NT=inv bal no 4M 2♠/♦=NAT FG, 4M possible; 3♠/♦=nat 6+ INV	1♣-1x-1NT=bal 15-17HCP; 1♣-1M-2M=bal 15-17HCP 1♣-1♦/♥-1♠=NAT 4♠5♠ 11-17HCP; 1♣-1♦-1♥=ART relay 1♣-1M-1NT->transfer rebids; 1♣-1♥-2♠=INV 6+♠; 1♣-1♠-3♦=FG 6+♠;	1♣-(DBL/1♦/♥/♠)->transfers
1♦		5(4)	4♦	5+♦ 10+HCP 4♦(441) 11+HCP if 5332 then 15+HCP	2♣=5+♣ FG 4M possible; 2♦=4+♦ FG no 4M; 2♥=no 4M inv to 3NT; 2♠=6+♠ 9-11HCP 3♠= 4+♦ 7-9HCP; 3♦=preemptive	1♦-1♥-2♠=5+♦ 4♠ strong; 1♦-1M-2NT FG 1♦-1M-3♦=6+♦ INV 1♦-1M-1NT->transfer rebids	1♦-(1♥)->transfers
1♥		5	4♦	5+♥ 10+HCP	2♠=any FG or ♠+supp INV; 2♦=nat FG or ♦+supp INV 1M-3M=preempt; 1M-3m=nat 6+ INV 1♥-2♠ / 1♠-2NT=7-9 supp+shortage or miniplinter 1♥-2NT / 1♠-3♥=10-12 supp balanced, no own suit 1NT=4-6+supp (4+♠ pos.) / 4-11 no supp, no 4♠; NF	1M-1x->ART/transfer rebids 1M-1x-2NT=FG 5+5+	2♠=drury w/supp 1M-(DBL)->transfers jumps nat with supp
1♠		5	4♦	5+♠ 10+HCP			
1NT		-	-	balanced 11+-14 HCP no 5M	2♠=Stayman; 2♦/♥=TRF; 2NT=TRF to ♦ 2♠=TRF to ♠ or bal inv; 3♠/♦=nat inv; 3♥/♠=shortage & 5+4+mm 4♠/♦=TRF to ♥/♠; 4♥/♠=to play	1NT-2♠-2♦: 2♥/♠=NF MM; 3♠/♦=nat FG; 1NT-2♠-2M: 3(M-1)=ART FG w/supp; 3M inv 1NT-2♠: 2NT=min; 3♠=max	1NT-(DBL):RDBL=♠+another; 2♠=♠+♦/♥; 2♦=♦+♥; 2M=NF; pass=F to RDBL, weak 1suit or wish to play 1NTxx
2♣	X	0	-	(4+4+) ♥+♠ 5-10 HCP 4 <sup>th</sup> : 6+♠ 11-14 HCP	2♦=asking; 2NT=relay; 3♠/♦=nat F 4♠ bid PUP to better suit; 4♦ bid better suit	2♣-2NT: 3♠=44; 3♦=5♥4♠; 3♥=4♥5♠; 3♠=55; 3NT=56/65	2♣-(DBL):pass=5+♠; 2♦=5+♦; RDBL=asking
2♦	X	0	-	6+♥/♠ 5-10 HCP 4 <sup>th</sup> : 6+♦ 11-14 HCP	2M/3♥=P/C; 2NT=ART INV+; 3♦=MM supp INV 3♠=nat inv; 3/4♠=bid PUP; 4♦=bid your M; 4M to play	2♦-2NT: 3♠=weak; 3♦/♥=good♥/♠; 3♠/NT=vgood suit ♥/♠ 2♦-2NT-3♠-3♦: 3♥=♠; 3♠/4m=♥+short; 3NT=♥ no short	(DBL):pass=5+♦; 2M=P/C RDBL=ask; 3♠NF; 3♦INV MM
2♥	X	5	-	5+♥ & 5+m 5-10 HCP 4 <sup>th</sup> : 6+♥ 11-14 HCP	2♠=relay FG; 2NT=6+♠ FG; 3♠=P/C; 3♦=♥ supp INV 3♥=preempt; 3♠=6+♠ INV		
2♠	X	5	-	5+♠ & 5+m 5-10 HCP 4 <sup>th</sup> : 6+♠ 11-14 HCP	2NT=relay FG; 3♠=P/C; 3♦=♠ supp INV 3♠=preempt; 3♥=6+♥ FG		
2NT		-	-	balanced 21(20)-23 HCP possible 5(6) M or m	3♠=puppet Stayman; 3♦/♥=TRF to ♥/♠; 3♠=ask 4m		
3♣		6	-	pre; solid vul 1 <sup>st</sup> /2 <sup>nd</sup> ; weak non-vul; any 3 <sup>rd</sup>			
3♦		6	-				
3♥		7(6)	-				
3♠		7(6)	-				
3NT	X	-	-	1st & 2nd seat – Gambling AKQxxx m w/o side stopper 3rd & 4th seat - to play	4/5♠=P/C; 4♦=ask for shortage; 4M=to play; 4NT=bid 6 if suit >7		
4m/M		7(6)	-				
5m		8(7)	-				
						HIGH LEVEL BIDDING	
						cuebids; splinters; RKCB 5♠=0/3, 5♦=1/4, 5♥=2, 5♠=2+Q; reversed 5♠/♦ if ♣	
						4NT-(DBL):pas=OK to play, RDBL=want to play; 4NT-(?):DOPI	