DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE						
Level 1: 8-17, 5 card suit			Lead		In Par	ner's Suit	CATEGORY: Red
Responses:	Suit	2	2 <sup>nd</sup> /4 <sup>th</sup> best		2 <sup>nd</sup> /4 <sup>th</sup>	best	NCBO: Poland
New suit on level $2 = 12+$ , $5c$ suit	NT	2	2 <sup>nd</sup> /4 <sup>th</sup> best		2 <sup>nd</sup> /4 <sup>th</sup>	best	PLAYERS:
1x-1M-p-? 2c = drury; 2x = 12+, BAL;	Subseq	,	2 <sup>nd</sup> /4 <sup>th</sup> best		2 <sup>nd</sup> /4 <sup>th</sup>	best	Jakub Michalski POL 20706 – Franciszek Stężała POL 20133
	Other: in	trumps: s	suit preferen	ce			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
15-17 BAL with stopper	Lead	,	Vs. Suit		Vs. N	Γ	
1 m-p-p-1NT = 12-14(15)	Ace		<b>A</b> K(+)			/J/10)(+)	GENERAL APPROACH AND STYLE
1M-p-p-1NT = 12-15(16)	King		KQ(+)/Kx			7/10)(+) / <b>K</b> x	1c = 12-14 BAL / 15+ clubs / 18+
	Queen		AQW / QJ(-	+) / <b>Q</b> x	AQW	/ <b>Q</b> x / <b>Q</b> J(10/9)(+)	1d = 4d441 / 4d 5c / 5 + d
	Jack		<b>J</b> 10(+) / <b>J</b> x /	/ H <b>J</b> 10(+)	<b>J</b> 10(9/	(8)(+) / <b>J</b> x / HJ10(+)	1M = 5 + M
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		10x / H10x /	/ H <b>10</b> 9(+)	10x / I	H10x / H109(+)	1NT = 15-17, can be 5M or 6m
Preemptive	9	]	H <b>9</b> x / (Q/J)9	98(+)	H9x /	(Q/J) <b>9</b> 8(+)	2c = 11-14, $5c 4M  or  6+c$
Reopeninig: 10-12 with 6-7 cards	Hi-X		xXx(+)/HX		x <b>X</b> x(+	) / H <b>X</b> x	2d/h/s = weak 2
1c-2NT = 5+5+m; $1d-2NT = h+c$ ; $1M-2NT = 5+5+m$	Lo-X		HxxX(+)/x			(+) / x <b>X</b>	2NT = 20-21, can be $5M$
	SIGNALS IN ORDER OF PRIORITY						3NT = Gambling
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner		r's Lead Declarer's I		ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1d-2d = 5+5+M; $1M-2M = 5+oM 5+m$	1	enc/disc		count		suit preference	1c = 12-14 BAL / 15+ clubs / 18+
		count		suit preferen	ce		2c = 11-14, $5c 4M  or  6+c$
		suit pref					3NT = Gambling
		enc/disc		count		suit preference	
VS. NT (vs. Strong/Weak; Reopening;PH)		count		suit preferen	ce		
Vs strong: $X = 4M 5 + m$ ; $2c = 5 + 4 + M$ ; $2d = 6 + M$ ; $2M = 5 + M 4 + m$ ;		suit pref					
2NT minors; all constructive			Trumps):				
				-low = discour	aging		
Vs weak: $X = 15+$ ; $2c = 5+4+M$ ; $2d/h/s = nat$ ; $2NT = minors$ ; all	Low-high = even, high-low = odd						
constructive	In trumps: suit preference						
	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOU	BLES (Styl	e; Responses;	Reopeni	ing)	
Take out doubles, constructive jumps	1m-X = 12+, 4-3+M  (sometimes 3-3)						
			M (sometime				
	Reopenin	ıg: 8+, saı	me shapes a	s above			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣							SPECIAL FORCING PASS SEQUENCES
1c-? x = 4+4+M, 1NT = 5+4+m	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						When we are in GF
2c-? x = 5+4+M; 2NT = 5+5+m	Support of	loubles ar	nd redoubles	3			
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES
XX = penalty oriented							3 <sup>rd</sup> position weaks can be from 5 cards on level 2

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIV E & PASSED HAND BIDDING
1 *	X	0	4h	12-14 BAL (or 4=4=1=4) or 15+, 5+c (4=4=1=4) or 18+ any	1d = 0-6 any or 7-11, minor/-s; 1M = 7+, 4+M; 1NT = 7-10 BAL; 2m = GF, 5+m; 2h = 13+ BAL; 2s = 11-12 BAL; 2NT 11-12 BAL; 3m = nat INV	1c-1d-? 2d = art GF; 2M = 5+M, 21-23; 2NT = 22-23; 3c=c+M; 3d=d+h; 3h=h+s; 3s=s+d; 1c-1h-? 3c=5+d,4+c; 3d=6+d; 1c-1s-? 3c=5+d,4+c; 3d=6+d; 3h=5+d,4h, Double check-back	
1♦		4	4h	11-17; 5+d or 4d-5c or 4d-441	1M = 7+, 4+M; 1NT = 7-10, BAL or 6+c; 2c = GF, 5+c; 2d = 10+, 4+d; 2M = 3-7, 6+M; 2NT = 11-12 BAL; 3c = nat INV; 3d = 3-6	1d-1M-2NT = INV, 6d 3M 1d-2d-2M/3c = values Double check-back	
1♥		5	4d	11-17, 5+h	1s = 7+, 4+s; 1NT = 7-11, NF; 2c = GF, 2+c; 2d = GF, 5+d; 2h = nat; 2s = 3-7, 6+s; 2NT = INV to 4h; 3m = nat INV; 3h = 3-6	Double check-back	Drury
1 🛦		5	4h	11-17, 5+s	1NT = 7-11, NF; 2c = GF, 2+c; 2d = GF, 5+d; 2h = GF, 5+h; 2s = nat; 2NT = INV to 4s; 3m = nat INV; 3h = nat INV; 3s = 3-6		Drury
1NT		-	4h	15-17 BAL, can be 5M332 / 6m322	2c = Stayman, 2d = h; 2h = s; 2s = 8-9 BAL or c; 2NT = d; 3c = Puppet Stayman; 3d = INV+, 5+5+M; 3h = GF 0-1h, 5+4+m; 3s = GF, 0-1s, 5+4+m	1NT-2s-? 2NT=weak; 3c=strong 1NT-2NT-? 3c=strong; 3d=weak	
2*	X	5	4h	11-14; 5c-4M or 6+c	2d = INV+, asking; 2M = SO (5)6+M; 2NT = SO c or GF, 6+d/M; 3c = nat INV; 3d/M = nat INV	2c-2d-? 2M=4M; 2NT=6+c weak; 3c=6+c strong 2c-2d-2M-2NT=GF	
2♦		6	-	(5)6-10, 6d; on 3 <sup>rd</sup> position can be 5d	2M = INV+, 5+M; 2NT = nat INV; 3c = INV+, 6+c; 3d = SO; 3M = INV 6+M; 4c = slam try on diamonds		
2♥		6	-	(5)6-10, 6h; on 3 <sup>rd</sup> position can be 5h	2s = INV+, $5+s$ ; $2NT = GF$ , asking for singleton; $3m = INV+$ $5+m$ , $3h = SO$		
2.		6	-	(5)6-10, 6s; on 3 <sup>rd</sup> position can be 5s	2NT = GF, asking for singleton; 3m = INV+ 5+m, 3h = INV+, 5+h		
2NT		-	4h	20-21; BAL, can be 5M332	3c = Puppet Stayman; 3d = h; 3h = s; 3s = c; 3NT = SO; 4c = d; 4d = h; 4h = s		
3♣/3♦		(6)7	1	(5)6-10			
3♥/3♠		(6)7	-	(5)6-10			
3NT	X	-	1	AKQxxxx(x) in minor suit	4c = pass/correct; 4NT/5NT = bid your suit	HIGH LEVEL BIDDING	
4♣/4♦		(7)8	1	weak		RKCB (1/4,0/3)	
4♥/4♠		(7)8	-	weak		Splinters, cue-bids	
4NT		-	-	pick minor			
		(7)8		weak			