

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 st Level: 8-17 nat → Drury
2 nd Level: 12-17 nat
New jump suit after pass → color + supp
1♣/♦ - 2♦ majors
1♣ (nat 4+) - 2♣ - majors, 2♦/♥/♠ - nat preempt, 2NT - ♦+♥
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Nat 14-17PC
Reopen might be weaker
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 2♣ Precision or 2♦ (multi): 3♦/♥/♠ - constructive
Reopen: constructive jumps
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, 2NT ASK for minor
1M - 3M ASK for stopper or big one suited hand
Jump to 4-level generally shortness (singletons)
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs. strong x - 5 minor + 4 major Vs. Weak x-points
2♣ -majors, 2♦-6+ major, 2♥/♠ - 54+m
2NT - minors or any 2 colours (huge hand)
Re-open: x - points, 2♣ - majors, 2♦ - one major mini/maxi
2♥/♠ - good hand, 2NT - minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2 or 3♦/♥/♠ - 4♠/♦: 5+5+ minor + major GF; 3-jumps constructive
Double for Multi = take out to spades
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
2♣ (acol): x - majors, 2♦/♥/♠ - nat, 2NT - minors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers at 1 st /2 nd level (apart from 1♦ - x: natural bidding until 2c)
3 rd level: transfers inv+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th or highest	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
Natural for NT contracts in partner's unsupported suit (xx, xxx, Hxx)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AK	
King	AK, KQ(x), Kx	AKJ10, Kx, KQ109	
Queen	AQJ, QJx, Qx	AQJ, QJx, Qx, KQ(x)	
Jack	HJ10, J10x, Jx	HJ10, J10x, Jx	
10	H109, H10x, 10x	H109, H10x, 10x	
9	H9x, 109x(xx)	H9x, 109x(xx), J98(x)	
Hi-X			
Lo-X	Low from xx	Low from xx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	S/P
Suit 2	S/P	S/P	Low = even
3	Low = even		
1	Low = enc	S/P	S/P
NT 2	Low = even	Low = even	Low = even
3	S/P		
Signals (including Trumps): Lavinthal			
For 5 ⁺ -level contracts Ace lead denies King			
NT: A/Q asks for ATT, K for Count or discard H			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, can be weaker by passed hand			
After double for 1♣ 1♥/♠ F1 (before pass) and 1♦ artificial 0-7 PC			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
t/o on 2♦ relay after Prec. unless passed hand			
Transfers to ♥ (1♣ - 1♦ - x...) or ♠ (1♣ - 1♦ - 1♥... or 1♦ - 1♥ - x...)			
XX for doubled trf or stayman: proposal			
XX promising 3-card support in partner's suit			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Poland
PLAYERS: Jakub Adamczak-Michal Brzozowski
EVENT All the events
Polish club
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF; full major preference
1NT response NF
transfers in competitive bidding
Double check-back;
1♣ - 1♥/♠ - 2♦: 18+PC 3+ trump support
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ 11-14 bal, 15+ nat, 18+ any
1♣ - 1♦ 0-6 any, 0-8 w/o 4M, 7-11 minor(s)
2♣ Precision 11-14 6♣ or 5♣4M
2♦ 4-11 6+M
2♥ 4-11 5+♥-5+m
2♠ 4-11 5+♠-5+m
3NT - Gambling full 7+cards minor w/o side stopper
2NT 4-11 5+5+ minors
transfers in competitive bidding
SPECIAL FORCING PASS SEQUENCES
2♦ (multi) - pas - 4♣ (up to 4♥/♠)
1♦/♥/♠ - 5♣/♦ - forcing pass
IMPORTANT NOTES
3 rd hand opening may be weaker
PSYCHICS: sometimes

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0		1. 11-14 PC balanced 2. 15+ PC 5+ clubs 3. 18+ PC any	1♦ - 0-6(8) PC any or 7-11 5/4 minors or 16+ bal; 2♥ - 6-9PC 5♠/4+♥, 2♣ - transfer to NT, inv+ or slam try minors; 3♣/♦ - nat, 9-11 PC, 6+, two top honours 3♥/♠ - nat, PRE; 3NT - to play	1♣ - 1♥ - 1♥(1♠) = at least 3 cards NF, 1♣ - 1♦ - 1NT = 18-20 BAL, 1♣ - 1♦ - 2♦ = any GF; 2-way checkback 1♣ - 1♥/♠ - 2♦: 18+PC 3+ support GF 1♣-1♥/♠-2♣ - nat 15+PC (if with 4♣ 18+PC) 1♣ - 1♦ - 1♥(1♠) - 2NT (18+PC slam try to 12-14 opening) 1♣ - 1♦ - 1♥(1♠) - 3NT (16-18PC slam try to 15+ opening)	
1♦	No	4		(10)12-17(21)PC, 5+♦ or 4♦441 (10)12-14PC, 4♦5♠, not 2245	1NT = NF BAL; 2♦ = ♦ support 12+ GF; 2♥ = 6-9 5♣4+♥, 2♠ = transfer to NT, inv+, 2NT = INV BAL; 3♣ nat, 9-11 PC 3♦ = ♦ PRE., 3♥/♠/4♣ = mini splinter, 3NT = to play		1♦-2♦=NF, 1♦-3♦= preempt,
1♥	No	5		(10)12-17(18), 5+♥	1NT = NF 6-11; 2♠=5 way with fit always; 2NT =mixed raise, 3NT to play	1♥-1♠/1NT-2NT= invitational	Drury
1♠	No	5		(10)12-17(18), 5+♠	1NT = NF 6-11; 2♣ GF; 2NT= 4 way with fit always; 3♥ =mixed raise; 3NT=to play, 4♣/♦/♥ =SPL ;	1♠ - 1NT - 2NT = invitational;	Drury
1NT	No			BAL(14) 15-17 (5M/6m possible)	STAYMAN; TRFs, 2♠=inv or clubs, 2NT=♦ or minors 3♣=ask 5cM., 3♥/♠=5+4+ minors with bidded shortness; 4♣ = majors, 4♦/♥ = transfers, 4♠ = 4♣4♦ inv; 4NT inv bal	2♦/♥ - 3♥/♠: 4-card support 3♣ - 3♥/♠: 5♥/♠; 3♦-min.1 4M 3NT: no major interest 2♣ - 2♥/♠ - 3♥/♠: asking for game choice 1NT - 2♦/♥ - 2♥/♠: then transfers	
2♣	Yes	5		Precision 10-14 6♣ or 5♣4M	2♦ =RELAY inv+, 2♥/♠ = nat nf, 2NT = weak with clubs or GF 2 suits, 3♣ - nat inv, 3♥/♠ - nat inv; 3NT - to play, 4♥/♠ = to play	2♣-2NT-3♣: 3♦ - 5♦5♥, 3♥ - 5♥5♠, 3♠ - 5♦5♠ all GF	
2♦	Yes	0		4-11,6+♥/♠	2M=P/C; 2NT=ASK GF; 3♦=inv with ♥/♠ support; 3♥/♠ = nf; 3♣ GF on ♠/♦	2♦-2NT: 3♣ - good hand, 3♦/♥ - weak on ♥/♠	
2♥	No	5		5+♥ and 5+♠/♦, 5-11	2♠=Nat NF, 2NT=ASK GF; 3♣=P/C, 3♦=INV with ♥ support; 3♥=PRE, 3♠=nat GF	2♥-2NT: 3♥ - 6M, 3♠/3NT - max 55 with clubs/diamonds	
2♠	No	5		5+♠ and 5+♣/♦, 5-11	2NT=ASK GF; 3♠=P/C; 3♦ - hearts inv+ 3♥=INV with trump support; 3♣=PRE	2♠ -2NT: 3♥ - 6M, 3♠/3NT - max 55 with clubs/diamonds	
2NT	No			5+5+minors 4-11	3♥ asking for shortness, 3♠= inwit	2NT-3♥-3♠ spade shortness 3NT heart shortness	4 th hand (20)21-22 balanced
3♣/♦/♥/♠	No	6		PREEMPTIVE	3 any suit = nat F1, 4♣ and/or 4♦ = cue bid		
3NT	Yes	7		Gambling, no stopper	4♣=P/C 4♦=ASK; 4NT=ask about possible 8 th trick	4♦ - 4♥/♠ = short, 4NT = 7222, 5♣/♦ = short om	3rd/4th = to play
4♣/♦/♥/♠	No	6		PREEMPTIVE			
5♣/♦	No	7		PREEMPTIVE			
						HIGH LEVEL BIDDING	
						cue-bids; ask kings(012); RKCB(102), exclusion (012), SPL	