DEFENSIVE AND COMPETITIVE BIDDING		LE <i>A</i>	NDS AND SIGNAL	S	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				
Natural style, 1-level 5+crds, 8-17 PC, 2 level 6(5)+crds 12-17 PC		Lead	I	n Partner's Suit	CATEGORY: RED
a) 2♠ is drury (also w/o support after 1♠ opening)	Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2	2 <sup>nd</sup> /4 <sup>th</sup>	NCBO: Poland EVENT (ALL)
b) 2 of their suit is a cue bid w/o support	NT	2 <sup>nd</sup> /4 <sup>th</sup>	2	2 <sup>nd</sup> /4 <sup>th</sup>	PLAYERS: ŁUCJA CIBOROWSKA – MILENA KLIMIUK
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	•	•		SYSTEM SUMMARY
2 <sup>nd</sup> : 15-18 natural → transfers and transfers	Lead	Vs. Suit		/s. NT	
$\frac{1}{2}$ : 1NT – 11-16 after 1m/M → transfers and transfers Ace AKx(x)		Ç	Same	GENERAL APPROACH AND STYLE	
	King	KQ(x), AK		Same	Polish Club
	Jack	J10(x),AJ10	(x),KJ10(x)	Same	1NT = 15-17 bal (little off-shape like 5M, 6m, 5431 possible)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x,H109,H	1109(x)	Same	2♠ = 11-14; 5+♠ and 4M or 6+♠
Direct – weak	9	H9x+,109x,	109(x)	Same	2
Reopen – constructive	Hi-X	1098(x)	S	Same	2♥/♠ = weak 6
	Lo-X	x <b>X</b> , HxxX, H		Same	
	SIGNALS IN (	ORDER OF PRI	ORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Lea		SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels: later 2nt = ask for minor		V → ENC	LOW → EVEN	S/P	As above
	Suit 2 LOV	V → EVEN	LOW → ENC		
	3 S/P				
Jump cuebids: ask for stopper		V → ENC	LOW → EVEN	S/P	
VS. NT (vs. Strong/Weak; Reopening;PH)		V → EVEN	LOW → ENC		
vs STRONG: x = 4M 5m; 2♣ = majors; 2◆ = one major; 2M = 5M + 4m	3 S/P				
vs WEAK: x = T/O 13+; rest the same	Signals (including Trumps): S/P in trumps				
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			; Responses; Reo	pening)	
Takeout double below 4◆		= 12+ 3+other			
Jumps are constructive, NT is natural		mit, opps suit =			
Leaping Michaels	After opp [14	] - x - [pass]	– 1♦ = 0-6 PC an	у	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♦ or 2 ♦					SPECIAL FORCING PASS SEQUENCES
vs [1♠]: x = majors; 1NT = minors			MPETITIVE DBLS.	/RDLS	All GF sequences
OVER OPPONENTS' TAKEOUT DOUBLE	Lightners, lead directions				IMPORTANT NOTES



9 N	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	Х			12-14 PC bal, or 4441 ◆ 15+ PC, 5(4)+ ◆ 18+ PC, any	1	1 - 1 - 1 = NF, 3+ = 12-14 bal or strong $1 - 1 - 10$ bal $1 - 10$ b	1		
1 •		4		12-17 PC 5+ •, or any 4 • 441 12-14 PC, 4 • 5 • / 5 • 4 •	1NT = nat; 2 ◆ = GF nat; 2 ◆ = 10+ 4+ ◆; 2 ◆ = weak 5 ◆ 4 ◆; 2 ◆ = 6+ ♠, inv; 2nt = nat 3 ◆ = weak ◆ / splinter; 3 ◆ = mixed raise	Double checkback	1		
1♥		5	4◆	12-17 PC 5+♥	1NT = nat; $2 \bullet$ = GF, relay; $2 \bullet$ = GF 5+ $\bullet$ ; $2 \bullet$ = mixed raise; 2NT = inv with support; $3 \bullet / \bullet$ = 6+ $\bullet / \bullet$ inv; $3 \bullet$ = void $\bullet / \bullet / \bullet$ ; 3NT/4 $\bullet / 4 \bullet$ = splinter	Double checkback	Drury 2+		
1 ♠		5		12-17 PC 5+◆	1NT = nat; $2 \bullet$ = GF, relay; $2 \bullet / \bullet$ = GF $5 + \bullet / \bullet$ ; 2NT = inv with support; $3 \bullet / \bullet$ = $6 + \bullet / \bullet$ inv; $3 \bullet$ = mixed raise; 3NT = void $4 / \bullet / \bullet$ ; $4 \bullet / 4 \bullet / 4 \bullet$ = splinter		Drury 2♣		
1NT				(14)15–17 PC,(can be 5M, 6m, 54m)	2• = stayman 2• - •; 2• - •; 2• = $INV/•$ ; 2NT = •; 3• = puppet; 3• = 55M inv; 3•/• = 5431; 4• = transfer to •; 4• = transfer to •	1NT - 2♦ - 2♦/♦/♦ - 3♣/♦ = GF nat			
2♣	Х	5	4♥	11-14 PC, 5+♣ 4M, or 6+♣		$2 - 2NT - 3 \rightarrow 3 \rightarrow GF 5 + 5 \rightarrow 5$ $3 = 6 + 5 \rightarrow 6$	2NT = invitational to 3NT 3♠ = normal raise		
2•	Х			weak, (5) 6+ <b>♦</b>	2♥- ask for shortness; 2♦- nat; 2NT- ♥GF	2   - 2   - 2nt- shortness in			
2♥		5		weak, (5) 6+♥	2 ◆ – ask for shortness; 2nt – ◆ GF	2♥ -2♦ -2nt- shortness in ♦			
2♠		5		weak, (5) 6+ <b>.</b>	2nt-ask for shortness				
2NT				(19)20-21PC	3 + = puppet stayman; 3 + / = transfers; 3 + = minors; 4 + / + / = transfer to  + / + / + , shows slam interests	2NT - 3   → 3   = at least one 4M; 3   = 5   ; 3   = 5   = 5   ;			
3♠		6		PRE					
3♦		6		PRE					
3♥		6		PRE					
3♠		6		PRE					
3NT	Х			1 <sup>st</sup> /2 <sup>nd</sup> = Gambling 3 <sup>rd</sup> /4 <sup>th</sup> = to play					
4♣				PRE		HIGH LEVEL BII	DDING		
4♦				PRE		RKCB 102+Q, non-serious 3nt			
<b>4♥</b>		6		PRE					
4♠		6		PRE					
4NT	Х			Asking for specific aces					