DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND	SIGNAI	S	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENING LE</b>	ADS STYLE					
Natural style, 1-level 5+crds, 8-17 PC, 2 level 6(5)+crds 12-17 PC					ner's Suit	CATEGORY: RED	
a) 2* is drury (also w/o support after 1* opening)	Suit	3 rd/5th		3 rd/5th		NCBO: Poland	
b) 2 of their suit is a cue bid w/o support	NT			3 rd/5t		PLAYERS: Szymon Grabala– Szymon Jędrzejewski	
c) New suit w/o jump is constructive, but not forcing	Subseq	Same		Same		<b>EVENT</b> (ALL)	
		Other: Low from non-honour doubleton, K asks for UB					
			card, from xxx+1				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEA		)	0		SYSTEM SUMMARY	
2 nd: 15-18 natural $\rightarrow$ transfers and transfers	Lead	Vs. Suit		Vs. NT			
4 th: $1NT - 11-14/16$ after $1m/M \rightarrow$ transfers and transfers	Ace	AKx(x		Same		GENERAL APPROACH AND STYLE	
	King	KQ(x), AK	J, AK	Same		Polish Club	
	Queen	QJ(x), KQ	10, KQ	Same		Three-way 1&; Balanced 12-14; 15+ 5+&; 18+ any	
	Jack	J10(x), AQ	J, QJ9, QJ	Same		1NT = 15-17 bal (little off-shape like 5M, 6m, 5431 possible)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), AJ	10, KJ10, J10	Same		2 = 11-14; 5 = 4  and  4 M or  6 = 4  and  4 M or  6 = 4  and  4 M or  6 = 4  and  4  and  6 = 4  and  6  and  6 = 4  an	
Direct – weak	9	9xx+, A109, K109, Q109, 109		Same		$2 \blacklozenge = \text{weak}, 6 + \blacktriangledown / \bigstar$	
	Hi-X	Xxx(+)		Same		$2\Psi/A = \text{weak}, 5+/4\text{m}$	
	Lo-X		x), HxxxX(+)	Same			
Reopen: constructive	SIGN	SIGNALS IN ORDER OF PRIORITY				A lot of transfers in competition	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead	Declarer's Le		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
[1♣/♦] – 2♦ shows 5+♠, 5+♥		$\rightarrow ENC$	LOW → EVE		S/P	As above	
Ghestem	Suit 2 LOW		LOW → ENC				
	3 S/P						
Jump cuebids: ask for stopper	1 LOW	$\rightarrow \text{ENC}$	LOW → EVE	N	S/P		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 LOW	$\rightarrow EVEN$	LOW → ENC	2			
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 (includi	Signals (including Trumps): S/P in trumps					
Reopen: $x = T/O$ ; 2 = majors; rest natural		g 110p.o)	on in a sampo				
	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	yle; Responses;	Reopeni	ng)		
Takeout double below 4♠		T/O doubles = $12+3+$ other suits or $16+$					
Jumps are constructive, NT is natural		Resp = nat, limit, opps suit = inv+					
Leaping Michaels	After opp $[1 \bigstar] - x - [pass] - 1 \blacklozenge = 0.6$ PC any						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 a						SPECIAL FORCING PASS SEQUENCES	
vs $[1 ]: x = majors; 1NT = minors$	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				All GF sequences		
vs $[2 ]: x = ; 2NT = M + m; 3 = minors; 3 \square = Majors$	Negative DBL						
	Support DBL/RDBL						
OVER OPPONENTS' TAKEOUT DOUBLE	Lightners, lead directions				IMPORTANT NOTES		
Rdbl = 10+ PC	1						
A lot of transfers after 1♣, 1♥, and 1♠ openings	1						
· · ·						PSYCHICS: Rarely	

OPENING	IF	MIN. NO. OF CARDS	NEG.DBL THRU							
	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1 *	X		4♥	12-14 PC bal, or 4441♦ 15+ PC, 5(4)+ ♣ 18+ PC, any	1 ◆ = 0-6 PC or 7-11 unbal no 4M or 16+ bal no 4M; 1 ♥/♠ = 7+ 4+♥ /♠; 1NT = 7-10 bal; 2♠/♦ = 5+■/♦ unbal GF; 2♥ = 13-15 bal; 2♠ = 11-12 bal; 2NT = inv bal; 3♣/♦ = 6+♣/♦ inv; 3♥ = 12-16 4144, 3♠ = transfer to 3NT, AKDxxxx(x) in m, no side stop	$1 \bigstar - 1 \bigstar - 1 \bigstar = NF, 3+\bigstar, 12-14 \text{ bal or strong}$ $1 \bigstar - 1 \bigstar - 1NT = 18-19 \text{ bal}$ $1 \bigstar - 1 \bigstar - 2NT = 22-23 \text{ bal}$ $1 \bigstar - 1 \bigstar / \bigstar - 2 \bigstar = GF, \text{ Relay}, 3+\bigstar / \bigstar$ $1 \bigstar - 1 \bigstar / \bigstar - 2 \bigstar = 10+ \text{ Relay Double}$ checkback	1 <b>♠</b> - 1NT = 9-11 PC			
1 ♦		4	4♥	12-17 PC 5+♦, or any 4♦441 12-14 PC, 4♦ 5♣	1NT = 7-10; $2 = 5 + 4$ , GF, nat; $2 = 10 + 4 + 4$ ; $2 = 5 - 9$ , $5 = 4 + 7$ ; $2 = 6 + 4$ , inv; $3 = 10 + 4 + 4$ ; $2 = 10 + 10$ ; $2 = 10 + 10$ ;	Double checkback	$1 \blacklozenge - 2 \blacklozenge = 10 - 11$ $1 \blacklozenge - 3 \clubsuit = 8 - 10 \ 5 + \clubsuit \ 4 + \blacklozenge$ $1 \blacklozenge - 3 \blacklozenge = \text{pree}$			
1 •		5		12-17 PC 5+♥	1NT = nf; $2 \bigstar$ = GF, relay; $2 \blacklozenge$ = GF 5+ $\blacklozenge$ ; $2 \bigstar$ = mixed raise; 2NT = inv with support; $3 \bigstar/ \blacklozenge = 6+ \bigstar/ \blacklozenge$ inv; $3 \bigstar$ = mini splinter; 3NT/4 \\bigstar/4 \\blacklozenge = splinter	Double checkback	Drury (2 shows interests)			
1		5	4♥	12-17 PC 5+♠	1NT = nf; $2 = GF$ , relay; $2 \neq 0$ = GF 5+ $\neq 0$ ; 2NT = inv with support; $3 \neq 0 = 6 + \frac{1}{2} \neq 0$ inv; $3 \neq 0$ = mixed raise; 3NT = mini splinter; $4 \neq 0.4 \neq 0.4$	Double checkback	Drury (2 shows interests)			
1NT				14+ -17 PC, can be little off- shape (5M, 6m, 54, stiff)	2 = stayman (inviting hand with 5 included); 2 = range ask; 2NT = ♦ or weak with both minors; 3 ≥/3 ♦ = shortness, 5 in other m or 4441/4414; 3 ♥/3 ≤ = shortness, at least 5-4 in m; 4 ≤ 5+♥ 5+ ≤, game or slam in a hand; 4 ♦/♥ = transfer to ♥/ ≤	$1NT - 2 \bigstar - 2 \bigstar - 2 \checkmark = p/c \ 1NT - 2 \bigstar - 2 \bigstar / \checkmark - 2 \bigstar - 2 \bigstar / \checkmark = ar (1 + 2) \bigstar - 2 \bigstar - 2 \bigstar / \checkmark / \bigstar = ar (1 + 2) \bigstar - 2 \bigstar - 2 \bigstar / \checkmark / \bigstar = ar (1 + 2) \bigstar / \land \land \land \land = ar (1 + 2) \bigstar / \land \land$				
2*	X	5	4♥	11-14 PC, 5+♣ 4M, or 6+♣	$2 \blacklozenge = relay; 2 \blacktriangledown / \bigstar = NF, nat; 2NT = puppet to 3 \clubsuit; 3 \clubsuit$ = inv to 3NT; $3 \blacklozenge / \blacktriangledown / \bigstar = inv, nat$	2	2NT = invitational to 3NT 3 = normal raise			
2 ♦	X			weak, 6+♥/♠ on a 3rd hand might be 5+♥/♠	$2 \checkmark 4 = pass/correct; 2NT = relay; 3 \Rightarrow = bid your suit via transfer; 3 \Rightarrow = 5 \Rightarrow 5M, GF; 3 \Rightarrow = preemptive, both supports; 3 \Rightarrow = nat, partner can raise; 4 \Rightarrow = bid your suit via transfer (then passes are forcing); 4 \Rightarrow = bid your suit directly$	$2 \diamond - 2 \diamond - 2NT - 3 \diamond = GF$ , nat $2 \diamond - 2 \diamond - 3 \checkmark = inv$ , nat $2 \diamond - 2NT - 3 \diamond = any min$ $2 \diamond - 2NT - 3 \diamond / \checkmark = max with \checkmark / \diamond$				
2♥		5		weak, $5+\Psi$ and $5(4)+\frac{4}{2}$	$2 \bigstar = NF$ , nat; $2NT = relay$ ; $3 \bigstar = pass/correct$ ; $3 \bigstar = inv$ to $4 \heartsuit$ ; $3 \bigstar = nat$ , GF					
2		5		weak, 5+♠ and 5(4)+♣/♠	2NT = relay; $3 \bigstar$ = pass/correct; $3 \blacklozenge$ = inv+ with $\clubsuit$ ; $3 \blacktriangledown$ = inv to $4 \bigstar$					
2NT			4♥	19+ -21 PC	$3 = $ puppet stayman; $3 \neq \forall =$ transfers; $3 = $ minors; $4 \neq \forall \neq \forall \neq =$ transfer to $\forall \neq $	2NT - $3 \bigstar \rightarrow 3 \bigstar =$ at least one 4M; $3 \bigstar =$ no 4M; $3 \bigstar/NT = 5 \bigstar/\bigstar$				

	6	PRE, wide range NV	3♦ = puppet to 3♥; 3♥/♠= GF, nat; 4♦ = Optional KeyCard	$3 \bigstar - 3 \bigstar - 3 \bigstar \rightarrow 3 \bigstar = NF$ , nat; $3NT = partner$ might run; $4 \bigstar / \bigstar =$ choice of game between $4M/5 \bigstar$	
	6	PRE, wide range NV	3♥/♠= GF, nat; 4♣ = Optional KeyCard		
	6	PRE, wide range NV	3♠ = GF; 4♣ = Optional KeyCard		
	6	PRE, wide range NV	4♣ = Optional KeyCard		
X		1 st/2nd = Gambling, no side stop 3 rd/4th = to play	4♦ = asks for shortness	3NT - 4 - 5 = suit and short in the other minor	
		PRE, wide range NV	4♦ = blackwood		
		PRE, wide range NV	5 <b>♣</b> = blackwood		
	6	PRE, wide range NV			
	6	PRE, wide range NV			
		Strong minors, at least 6-5			
				HIGH LEVEL BIDDING	
				RKCB 102+Q	
				Exclusion Blackwood (0–1–1+Q–2)	
				PEDO (pass = even, double = odd)	
	X	6   6   6   6   X   6   6	6   PRE, wide range NV     X   1 st/2nd = Gambling, no side stop 3 rd/4th = to play     X   PRE, wide range NV     PRE, wide range NV   PRE, wide range NV     6   PRE, wide range NV	6PRE, wide range NV $3\forall/= GF$ , nat; $4 = Optional KeyCard$ 6PRE, wide range NV $3 = GF$ ; $4 = Optional KeyCard$ 6PRE, wide range NV $4 = Optional KeyCard$ 6PRE, wide range NV $4 = Optional KeyCard$ X1 st/2nd = Gambling, no side stop 3 rd/4th = to play $4 + = asks for shortness$ MPRE, wide range NV $4 + = blackwood$ PRE, wide range NV $4 + = blackwood$ PRE, wide range NV $5 + = blackwood$ 6PRE, wide range NV6PRE, wide range NV	KeyCard   might run; 4♥/e = choice of game between 4M/5e     6   PRE, wide range NV   3♥/e= GF, nat; 4€ = Optional KeyCard     6   PRE, wide range NV   3€ = GF; 4€ = Optional KeyCard     6   PRE, wide range NV   4€ = Optional KeyCard     6   PRE, wide range NV   4€ = optional KeyCard     7   6   PRE, wide range NV     8   0   PRE     7   1   stop and/th = to play     8   1   stop 3 rd/4th = to play     9   9   9     9   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9     1   9   9 <t< td=""></t<>