

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Natural, sound on 2-level, light on 1-level, 5(4)+cards, 8+PC, then:
a) 2♣ is drury (also w/o support after 1♣ opening)
b) 2 of their suit is a cue bid w/o support
c) New suit w/o jump is constructive, but not forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 natural (mainly system ON)
4 th : a) 15-17PC after 1♣, might be little weaker after 1♦
b) 12-15PC after 1♥/♠
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct – weak
Reopen – constructive
[1x] – 2NT = two lowest
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
[1♣/♦] – 2♦ shows 5+♠, 5+♥
Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
a) strong: x = 5m 4+M, 2♣ = 5+M, 4+M, 2♦ = 6(5)+♥/♠, 2♥/♠ = 5+♥/♠, 4+minor, 2NT = minors
Reopen: dbl shows two places to play, does not promise 54 shape
b) weak: x = 13+PC, other bid are the same as after 15-17PC
Reopen – the same
After pass – x shows two places to play, other are the same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Jumps are constructive, 2/3NT is natural, x is takeout below 4♠
x over 4♠ or higher opening = points, rather pass then bid
[2♦/♥/♠] – 4♣/♦ – Leaping Michaels, then passes are forcing
VS. ARTIFICIAL STRONG OPENINGS– i.e. 1♣ or 2♣
vs 1♣ 16+PC: x = majors; INT = minors
vs 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠
OVER OPPONENTS' TAKEOUT DOUBLE
A lot of transfers after 1♣, 1♥, and 1♠ openings
Natural over other openings

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th (3 rd /5 th)*	
Subseq	2 nd /4 th	2 nd /4 th	
Other: *in unsupported partner's suit we lead: 3/5, Xx, xxX, etc.			
Versus NT contract king is a strong lead, asking either for unblock or a count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for an attitude	
King	AK, KQ(+), K(x)	Strong	
Queen	QJ(+), Q(x)	Asks for an attitude	
Jack	J10(+), AJ10(+), KJ10(+)	Same	
10	10x, H10x, H109(+)	Same	
9	H9x, 109+	Pretty same (maybe J98x)	
Hi-X	HXx, HxxXx(+), xXx+	Same	
Lo-X	xX, HxxX	Pretty same (maybe 10xxX)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW = ENC	LOW = EVEN	S/P (standard)
Suit 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		
1	LOW = ENC	LOW = EVEN	S/P (standard)
NT 2	LOW = EVEN	S/P (standard)	LOW = EVEN
3	S/P (standard)		
Signals (including Trumps): S/P in trumps			
Smith's Echo: LOW = ENC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double = 11+PC (after Partner's pass, may be weaker with a good shape)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ – [1♦] – x = 4+♥, (7)+ PC		1♦ – [1♥] – x = 4+♠, (7)+ PC	
1♣ – [1♥] – x = 4+♠, (7)+ PC			
We play support, lightner, and card-showing doubles.			
We do SOS, card-showing, and 1 st class control redoubles.			
1NT – [pass] – 2♦/♥ – [x] both redoubles show a good hand with 3+♥/♠			
xx			
2NT – [pass] – 3♦/♥ – [x]			
xx			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: Poland
PLAYERS: Cyprian Morawski – Jan Łuczeczek
EVENT (ALL)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB
1♣ opening shows:
a) 11-14PC, BAL or nat (4414, rarely 3415/4315)
b) 15+PC, 5(4)+♣ (4 only if 4414)
c) 18+PC, any shape
Then 1♦ shows one of those three types of hands:
a) 0-6PC, any shape
b) 7-9(10)PC, both minors
c) 16+PC, BAL, neither 5 card minor, nor 4 card major
1NT = 15-17PC, BAL (little off-shape like 5M, 6m, 5431 possible)
2♣ = 11-14PC, 5+♣, 4M or 6+♣
2♦ = 3-10PC, 6+♥/♠
2♥/♠ = 3-10PC, 5+♥/♠, 5(4)+m
A lot of transfers in competition, especially after our openings and preempts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
As above
SPECIAL FORCING PASS SEQUENCES
When we are in a GF situation
When we have bid leaping michaels, or [3M] – 4M
IMPORTANT NOTES
When we lead an A or K, and there are 2, 3 or 4 small cards in the dummy, carding in the first trick is standard.
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	11–14 PC BAL, or 4441♦ 15+ PC, 5(4)+♣	1♦ = 0–6 PC ANY, 7–11 minor(s), or 16+ PC BAL;	1♣ – 1♦ – 1♥/♠ = NF, 3+, 12–14 BAL or strong 1♣ – 1♦ – 1NT = 18–19 PC, BAL	1♣ – 1NT = 9–11 PC
				18+ PC, ANY	1♥/♠ = 7+ 4+♥/♠; 1NT = 7–10 PC no 4crdM; 2♣/♦ = 5+♣/♦ GF; 2♥ = 12–16 BAL; 2♠ = minors, inv; 3♣/♦ = 6+♣/♦ inv; 3♥ = 12–16 4144; 3♠ = AKQxxxx in minor	1♣ – 1♦ – 2NT = 22–23 PC, BAL 1♣ – 1♥/♠ – 2♦ = GF, Relay, 3+♥/♠ 1♣ – 1♥/♠ – 2♣ – 2♦ = 10+ Relay Double checkback	
1♦		4(+)	4♥	11–17 PC 5+♦, or any 4♦441 11–15 PC, 4♦ 5♣	1NT = 7–10; 2♣ = GF, nat; 2♦ = 10+ 4+♦, no 4M; 2♥ = weak 5♠ 4(5)♥; 2♠ = 6+♠, inv; 3♣ = weak with ♦, or any strong splinter; 3♦ = mixed raise	Double checkback	1♦ – 2♦ = 10–11 1♦ – 3♣ = 8–10 5+♣ 4+♦ 1♦ – 3♦ = prece
1♥		5(+)	4♠	11–17 PC 5+♥	1NT = F1; 2♣ = GF, relay; 2♦ = GF nat; 2♠ = mixed raise; 2NT = 4+♥, inv, minisplinter, or weak GF; 3♣/♦ = 6+♣/♦ inv; 3♠ = support + any void; 3NT/4♣/4♦ = support + 1♠/♣/♦	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11–17 PC 5+♠	1NT = F1; 2♣ = GF, relay; 2♦/♥ = GF nat; 2NT = 4+♠, inv, minisplinter, or weak GF; 3♣/♦ = 6+♣/♦ inv; 3♥ = mixed raise; 3NT = support + any void; 4♣/4♦/4♥ = support + 1♣/♦/♥		Drury (2♦ shows interests)
1NT			4♥	14+–17 PC, can be a little bit off-shape (5M, 6m, 54, stiff H)	2♣ = stayman (inviting hand with 5♠ included); 2♠ = transfer to ♣ or inv, BAL; 2NT = transfer to ♦ or weak with both minors; 3♣/3♦ = shortness; 3♥/♠ = shortness, min 5+ 4+ ♣♦; 4♣ = 5+♥ 5+♠, game or slam in a hand; 4♦/♥ = transfer to ♥/♠	1NT – 2♣ – 2♦ – 2♥ = NF, 4+♥, 4+♠, 3415, or 1444, 8–9PC 1NT – 2♣ – 2♦/♥ – 2♠ = inv, 5♠ 1NT – 2♣ – 2♦/♥/♠ – 3♣ = GF, relay 1NT – 2♣ – 2♥/♠ – 3♦/3♥ = at least ♥/♠ game try We play double transfers, next bid between 2NT–3♥ is next trf, example: 1NT – 2♥ – 2♠ – 2NT = GF, 4+♣	1NT – 2♥ 2♠ – 2NT = inv+, 4+♣
2♣	X	5(+)	4♥	11–14 PC, 5+♣ 4M, or 6+♣	2♦ = relay; 2♥/♠ = NF, nat; 2NT = puppet to 3♣; 3♣ = inv to 3NT; 3♦/3♥/3♠ = inv, nat	2♣ – 2NT – 3♣ – pass = preemptive; 3♦ = inv+, 5♥, 5♠; 3♥/♠ = GF, 5+♥/♠, 5+♦; 3NT = inv to 6NT based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X			3–10PC, 6+♥/♠ on a 3 rd hand might be 5+♥/♠	2♥/♠ = pass/correct; 2NT = relay; 3♣ = inv to 4M or GF 5+♠, 5+other or choice between 3NT and 4M; 3♦ = GF 5+♦, 5+M; 3♥ = preemptive, both supports; 3♠ = nat, partner can raise; 4♣ = bid your suit via transfer (then passes are forcing); 4♦ = bid your suit directly	2♦ – 2♠ – 2NT – 3♠ = GF, nat 2♦ – 2♥ – 2♠ – 3♥ = inv, nat 2♦ – 2NT – 3♣ = any min 2♦ – 2NT – 3♦/♥ = max with ♥/♠	
2♥	X	5(+)		3–10PC, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat; 2NT = relay; 3♣ = pass/correct; 3♦ = inv to 4♥ better than through 2NT; 3♠ = nat, GF	2♥ – 2NT – 3m – 3♠ = GF on ♥; 2 nd minor = GF on minor; 2♥ – 2NT – 3m – 3♥/4m = NF	
2♠	X	5(+)		3–10PC, 5+♠ and 5(4)+♣/♦	2NT = relay; 3♣ = pass/correct; 3♦ = inv+ with ♥; 3♥ = inv to 4♠ better than through 2NT	2♠ – 2NT – 3m – 3♥ = GF on ♠; 2 nd minor = GF on minor; 2♠ – 2NT – 3m – 3♠/4m = NF	
2NT			4♥	19+–21 PC	3♣ = puppet stayman; 3♦/♥ = transfers; 3♠ = minors; 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT – 3♣ – 3♦ = at least one 4M; 3♥ = no 4M; 3♠/NT = 5♠/♥	
3♣		6(+)		PRE, wide range NV	3♦ = puppet to 3♥; 3♥/♠ = GF (F1), nat; 4♦ = Optional KeyCard	3♣ – 3♦ – 3♥ – 3♠ = NF, nat; 3NT = partner might run; 4♥/♠ = choice of game between 4M/5♣	
3♦		6(+)		PRE, wide range NV	3♥/♠ = GF, nat; 4♣ = Optional KeyCard	3♣ – 4♦, 3♦ – 4♣, 3♥ – 4♠, 3♠ – 4♣ – see below	
3♥		6(+)		PRE, wide range NV	3♠ = GF; 4♣ = Optional KeyCard	Answers are different, depending on a vulnerability	
3♠		6(+)		PRE, wide range NV	4♣ = Optional KeyCard		
3NT	X			1 st /2 nd = Gambling, no side stop 3 rd /4 th = to play	4♦ = asks for shortness	3NT – 4♦ – 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood; 4NT = to play	HIGH LEVEL BIDDING	
4♦		6(+)		PRE, wide range NV	4NT = to play; 5♣ = Blackwood	Blackwood, 1–0–2 or 0–1–2 + Q + specified Kings, depending on a structure of a bidding	
4♥		6(+)		PRE, wide range NV		Exclusion Blackwood (0–1–1+Q–2)	
4♠		6(+)		PRE, wide range NV		PEDO (pass = even, double = odd)	
4NT	X			♣ and ♦ (usually 6–6)	5♥ = Blackwood on ♣; 5♠ = Blackwood on ♦	Last train	