

<b>DEFENSIVEANDCOMPETITIVEBIDDING</b>
<b>OVERCALLS(Style:Responses:1/2L e v e l ; Reopening)</b>
Natural,soundon2–level, lighton1–level, 5(4)+cards,8+PC,then: a) 2♣ isdrury(alsow/osupportafter 1♣opening) b) 2 oftheirsuitis acuebidw/osupport c) Newsuitw/o jump isconstructive,butnotforcing
<b>INTOVERCALL(2<sup>nd</sup>/4<sup>th</sup>Live;Responses;Reopening)</b>
2 <sup>nd</sup> :15–18natural (mainlysystemON) 4th:a ) 15–17PCafter 1♣,mightbelittleweakerafter 1♦ b)12–15PCafter 1♥/♠
<b>JUMPOVERCALLS(Style;Responses;UnusualNT)</b>
Direct–weak Reopen–constructive [1x]–2NT=twolowest
<b>DIRECT&amp;JUMPCUEBIDS(Style;Response;Reopen)</b>
[1♣/♦]–2♦shows5+♣,5+♥ Ghestem
<b>VS.NT(vs.Strong/Weak;Reopening;PH)</b>
a) strong: x=5m4+M,2♣=5+M,4+M,2♦=6(5)+♥/♠, 2♥/♠=5+♥/♠,4+minor, 2NT=minors Reopen:dblshowstwo placestoplay,doesnotpromise54shape b) weak:x= 13+PC,otherbidarethesameasafter 15–17PC Reopen–thesame Afterpass–xshowstwoplacesto play,otherarethesame
<b>VS.PREEMTS(Doubles;Cue–bids;Jumps;NTBids)</b>
Jumpsareconstructive,2/3NTisnatural, xistakeoutbelow4♣ xover4♣orhigher opening=points,rather passthenbid [2♦/♥/♠]–4♣/♦– LeapingMichaels,thenpassesareforcing
<b>VS.ARTIFICIALSTRONGOPENINGS–i.e.1♣or2♣</b>
vs 1♣16+PC:x=majors;1NT=minors vs 1♣polishor2+2♦shows 5+♥,5+♠
<b>OVEROPPONENTS'TAKEOUTDOUBLE</b>
Alot oftransfers after 1♣,1♥, and 1♠ openings

<b>LEADSANDSIGNALS</b>			
<b>OPENINGLEADSSTYLE</b>			
	Lead	InPartner'sSuit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
VersusNTcontract kingisa stronglead,askingeitherforunblockoracount			
<b>LEADS</b>			
Lead	Vs.Suit	Vs.NT	
Ace	AK+	Asksforanattitude	
King	AK,KQ(+),K(x)	Strong	
Queen	QJ(+),Q(x)	Asksforanattitude	
Jack	J10(+),AJ10(+),KJ10(+)	Same	
10	10x,H10x,H109(+)	Same	
9	H9x,109+	Prettysame(maybeJ98x)	
Hi–X	HXx,HxxXx(+),xXx+	Same	
Lo–X	xX,HxxX	Prettysame(maybe10xxX)	
<b>SIGNALSINORDEROFPRIORITY</b>			
	Partner'sLead	Declarer'sLead	Discarding
1	LOW=ENC	LOW=EVEN	S/P(standard)
Suit2	LOW=EVEN	S/P(standard)	LOW=EVEN
3	S/P(standard)		
1	LOW=ENC	LOW=EVEN	S/P(standard)
NT2	LOW=EVEN	S/P(standard)	LOW=EVEN
3	S/P(standard)		
Signals(includingTrumps):S/Pintrumps			
Smith'sEcho:LOW=ENC			
<b>DOUBLES</b>			
<b>TAKEOUTDOUBLES(Style;Responses;Reopening)</b>			
Double=11+PC(afterPartner'spass,maybeweaker with agoodshape)			
<b>SPECIAL,ARTIFICIAL&amp;COMPETITIVEDBLS/RDLS</b>			
1♣–[1♦]–x=4+♥,(7)+PC		1♦–[1♥]–x=4+♠,(7)+PC	
1♣–[1♥]–x=4+♠,(7)+PC			
Weplaysupport,lightner,and card–showingdoubles.			
Wedo SOS,card–showing,and 1 <sup>st</sup> classcontrolredoubles.			
1NT–[pass]–2♦/♥–[x]bothredoublesshowagoodhandwith3+♥/♠xx			

<b>WBF CONVENTIONCARD</b>
<b>CATEGORY:RED</b> <b>NCBO:Poland</b> <b>PLAYERS: Wojciech Wnuk– JanŁuczeczko</b> <b>EVENT(ALL)</b>
<b>SYSTEMSUMMARY</b>
<b>GENERALAPPROACHHANDSTYLE</b>
<b>POLISHCLUB</b>
<b>1♣ openingshows:</b> a) 11–14PC,BALornat(4414,rarely3415/4315) b) 15+PC,5(4)+♠(4only if4414) c) 18+PC,anyshape
<b>Then1♦showsoneofthosethreetypesofhands:</b> a) 0–6PC,anyshape b) 7–9(10)PC,bothminors c) 16+PC,BAL,neither5cardminor,nor4cardmajor
1NT=15–17PC,BAL(littleoff–shapelike5M,6m,5431possible) 2♣=11–14PC,5+♣,4Mor6+♣ 2♦=3–10PC,6+♥/♠ 2♥/♠=3–10PC,5+♥/♠,5(4)+m
Alot oftransfers in competition,especiallyafter ouopenings andpreempts
<b>SPECIALBIDS THATMAYREQUIREDEFENSE</b>
Asabove
<b>SPECIALFORCINGPASSEQUENCES</b>
Whenwearein aGFsituation Whenwehavebid leapingmichaels,or[3M]–4M
<b>IMPORTANTNOTES</b>
When welead an AorK,andthereare2,3or4 smallcardsin thedummy,cardingin thefirsttrickisstandard.
<b>PSYCHICS:Rarely</b>

Naturalovertheropenings	2NT-[pass]-3♦/♥-[x]xx	
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OPENING	TICKIFARTI	MIN.NO.OFCA	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENTACTION	COMPETITIVE&P A S S E D HANDBIDDING
				18+PC,ANY	1♥/♠=7+4+♥/♠;1NT=7-10PCno4rdM; 2♣/♦=5+♣/♦GF;2♥=12-16BAL; 2♠=bal inv;3♣/♦=6+♣/♦ inv;	1♣-1♦-2NT=22-23PC,BAL 1♣-1♥/♠-2♦=GF,Relay,3+♥/♠ 1♣-1♥/♠-2♣- 2♦=10+RelayD o u b l e checkback	
1♦		4(+)	4♥	11-17PC5+♦,orany4♦441 11-15PC,4♦5♣	1NT=7-10;2♣=GF,nat;2♦=10+4+♦,no4M; 2♥=weak5♠4(5)♥;2♠=inv5♠4(5)♥;3♣=weakwith♦,or any strong splinter; 3♦=mixed raise	Doublecheckback	1♦-2♦=10-11 1♦-3♣=8-105+♣4+♦ 1♦-3♦=pree
1♥		5(+)	4♠	11-17PC5+♥	1NT=nf;2♣=GF,relay;2♦=GFnat; 2♠=mixedraise;2NT=3+♥,inv,minisplinter,orweakGF; 3♣/♦= 6+♣/♦ inv; 3♠= support + any void;3NT/4♣/4♦= support + 1♠/♣/♦	Doublecheckback	Drury(2♦ showsinterests)
1♠		5(+)	4♥	11-17PC5+♠	1NT=nf;2♣=GF,relay;2♦/♥=GFnat;2NT=3+♠,i n v , minisplinter, or weak GF; 3♣/♦= 6+♣/♦ inv; 3♥=mixedraise;3NT=support+ heart spl;4♣/4♦= support + short♣/♦/		Drury(2♦ showsinterests)
1NT			4♥	14+-17PC, can be a little bit off - shape (5M,6m,54,stuffH)	2♣=stayman; 2♠= transfer to♣; 2NT = inv bal 3♣ - transfer to♦, 3♥/♠=shortness, min5+4+♣♦;4♣=5+♥5+♠,gameorslamina hand; 4♦/♥= transfer to♥/♠		1NT-2♥ 2♠-2NT=inv+4+♣
2♣	X	5(+)	4♥	11-14PC,5+♣4M,or6+♣	2♦=relay;2♥/♠=NF,nat;2NT=puppetto3♣;3♣= inv to 3NT; 3♦/3♥/3♠= inv, nat	2♣- 2NT - 3♣ - pass = preemptive; 3♦= inv+, 5♥, 5♠;3♥/♠=GF,5+♥/♠,5+♦;3NT=invto6NTbasedonclubs	2NT=invitationalto3NT 3♣=normalraise
2♦	X			3-10PC,6+♥/♠ ona3 <sup>rd</sup> handmightbe5+♥/♠	2♥/♠=pass/correct;2NT=relay;3♣=invto4MorGF5+♣, 5+other or choice between 3NT and 4M; 3♦=GF5+♦,5+M;3♥=preemptive,bothsupports; 3♠=nat,partnercanraise;4♣=bidyoursuitviatransfer(then passes are forcing); 4♦= bid your suit directly	2♦-2♠-2NT- 3♠=GF,nat2♦-2♥-2♠- 3♥= inv, nat2♦-2NT- 3♣= any min 2♦-2NT-3♦/♥=maxwith♥/♠	
2♥	X	5(+)		3-10PC,5+♥and5(4)+♣/♦	2♠=NF,nat;2NT=relay; 3♣=pass/correct;3♦=invto 4♥betterthanthrough2NT;3♠=nat,GF	2♥-2NT-3m-3♠=GFon♥;2 <sup>nd</sup> minor=GFonminor; 2♥-2NT-3m-3♥/4m=NF	
2♠	X	5(+)		3-10PC,5+♠and5(4)+♣/♦	2NT=relay;3♣=pass/correct;3♦=inv+with♥;3♥= inv to 4♠better than through 2NT	2♠-2NT-3m-3♥=GFon♠;2 <sup>nd</sup> minor=GFonminor;2♠- 2NT-3m-3♠/4m=NF	
2NT			4♥	19+-21PC	3♣=puppet stayman;3♦/♥=transfers; 3♠= minors;4♣/♦/♥/♠=transfer to♥/♠/♣/♦,showsslaminterests	2NT-3♣-3♦=atleastone4M;3♥=no4M;3♠/NT= 5♠/♥	
3♣		6(+)		PRE,widerangeNV	3♦=puppetto3♥;3♥/♠=GF(F1),nat;4♦= Optional KeyCard	3♣-3♦-3♥-3♠=NF,nat;3NT=partnermightrun;4♥/♠= choice of game between 4M/5♣	
3♦		6(+)		PRE,widerangeNV	3♥/♠=GF,nat;4♣=OptionalKeyCard	3♣-4♦,3♦-4♣,3♥-4♣,3♠-4♣-seebelow	
3♥		6(+)		PRE,widerangeNV	3♠=GF;4♣=OptionalKeyCard	Answersaredifferent,dependingonavulnerability	
3♠		6(+)		PRE,widerangeNV	4♣=OptionalKeyCard		
3NT	X			1 <sup>st</sup> /2 <sup>nd</sup> =Gambling,nosidestop 3 <sup>rd</sup> /4 <sup>th</sup> =toplay	4♦=asksforshortness	3NT-4♦-5♣/♦=suitandshortintheotherminor	
4♣		6(+)		PRE,widerangeNV	4♦=Blackwood;4NT=toplay		

HIGHLEVELBIDDING

4♦		6(+)	PRE, widerangeNV	4NT= toplay; 5♣=Blackwood	Blackwood, 1-0-2or0-1-2+Q+specifiedKings, dependingonastructureofabidding
4♥		6(+)	PRE, widerangeNV		ExclusionBlackwood(0-1-1+Q-2)
4♠		6(+)	PRE, widerangeNV		PEDO(pass=even,double=odd)
4NT	X		♣ and ♦ (usually 6-6)	5♥=Blackwoodon♣; 5♠=Blackwoodon♦	Lasttrain