

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Light overcalls 5(4)+ 6-16HCP, rubens trfs, mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 15-17 (trf to opps col - stayman, other trf)
4th = 11-14
After pass = 5+M4m
After opponents have 19+HCP 5+M4m
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 1x open preemptive
After preemptive = 3x - strong 6 card 4m - 5+m5+M
Reopen: 6 card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
michaels min-max, ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: x - 5m4M, 2♣ - Majors 54+, 2♦ - 6M, 2♥/♠ - 5M4m, 2NT - minors
Reopen: X - 6+m/5+4+M, 2♣ - ♣+M, 2♦ - ♦+M, 2M -nat, 2NT -
Weak: x - 13+HCP, 2♣ - Majors, 2♦ - 6M, 2♥/♠ M+m, 2NT - minors
Reopen (weak): same as 1st
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
CRASH against strong 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
After x on 1M we play trf

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	high from doubleton or from underneath H, low from small cards	opposite to "suit leads"	
NT	2/4	opposite to "suit leads"	
Subseq	Same as first lead	Same as first lead	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ or Ax+	AK+ or Ax	
King	AK+, KQ+ or Kx	same	
Queen	QJ+ or Qx	same	
Jack	J10+, AJ10+, KJ10+, Jx	same	
10	10x, H10x or H109+	same	
9	H9x or 109+	same	
Hi-X	Xx or HXx+	HXx or xXx+	
Lo-X	xx+X	xX or HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=ENC		
Suit 2	LOW=EVEN	LOW=EVEN	S/P
3	S/P	S/P	LOW=EVEN
1	LOW=ENC	LOW=EVEN	
NT 2	LOW=EVEN	S/P	S/P
3	S/P		LOW=EVEN
Signals (including Trumps): UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+HCP 43+ in majors or 4 in other major			
cuebid - gf			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT - x (pen) - xx = long color			
XX SOS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Poland
PLAYERS: Wojciech Okrzesik Kacper Kufłowski
EVENT every
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1x openings 12-21, 2♣ - ACOL, 2NT 20-21, Gazilli, Double Checbck, Lebensohl, trfs after overcalls, 2♦ Multi, 2M constructive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ - ACOL
transfers after 1x openings and an overcall
2♦ - multi
SPECIAL FORCING PASS SEQUENCES
1NT - x (pen) - pass = forcing to xx
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		12-14 bal or 18-19 bal (might have 5♦) or 11+ unbal 4+♣	1♦♥ - 4+ ♥/♠ 4+HCP; 1♠ - trf to NT; 1NT - 10-12 nat; 2♣ - GF 4+; 2♦ - 6+M 3-7PC; 2♥ 5+♣4+♥ 4-8 hcp; 2♠ = INV m+m; 2NT destructive minors; 3♣/♦ - 6+♣/♦ 9-11 inv to 3nt;	1♣ -1♦ - 1♠ = 5+♣ 4♣ 1♣ -1♦♥ - 2NT = 6+♣ 3♥/♠ or 5+♣4♥/♠ GF	
1♦		4		11-21 4+ might be bal	1♥/♠ 4+PC, 1NT NAT, 2♣ = GF nat/bal/♦ fit, 2♦ = 6+M 3-7PC; 2♥ =4♥5+♠ 4-8, 2♠ = inv on 6+♣ or with ♦ fit ; 3♣ = preemptive ♦ or strong splinter ♣/♥/♠ ♦ support; 3♦ - 4+♦ 6-9HCP, minisplinters	1♦ -1M- 2NT = 6+♦ INV+ 1♦ - 1M - 2/3oM = INV+ 4M (with a jump)	2♦ - weak 3+
1♥		5		11-21, 5+	1♠ - 4+PC; 1NT - 4-6 with heart support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦ - nat GF; 2♠ - 3-7 6+♠; 2NT - inv with ♥ supp; 3♣ - mixed raise; 3♦ - minispl; 3♥ - preemptive; 3NT - ♦ spl; 3♣/4♣ - splinters	Gazilli, Double Checkback	Drury, 2♦ - inv with 4♥, color+fit
1♠		5		11-21, 5+	1NT - 4-6 with spade support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦♥ - nat GF; 2NT - inv with ♠ supp; 3♣ - 6+♥ inv ; 3♦ - mixed raise; 3♥ - minispl; 3♠ - preemptive; 3NT - spl ♥, 4♠/♦ - spl	Gazilli	Drury, 2♦ - trf to ♥, 2♥ inv with 4♠, color+fit
INT		-		(14)15-17, possible 6m/5M	2♣ - stayman/ 5♣ inv/ inv bal/ 6♣ short ♣ GF, 2♦/2♥ transfers; 2♠ - Transfer on clubs; 2NT - Transfer on diamonds / weak minors; 3♣ - puppet stayman; 3♦ - NAT inv; 3♥/♠ - shortness min. 54 minors; 4♠ - majors; 4♦♥ - trf	1NT-2♣-2♦-2♥ = 4+♥4+♠ NF 1NT-2♣-2♦-2♠ = 5♣ inv	
2♣	X	0		ACOL any or (21)22-23 bal	2♦ - any 0-1 controls, 2♥ - 2 controls, 2♠ - nothing special 3+ controls, other - trf 3+ controls	2♣ - 2♦ - 2♥ = ♥ or 24+ bal (2♣ forced)	
2♦	X	0		nonvul 5+♥/♠ 0-7 PC vul 6+♥/♠ 5-9 PC	2♥/♠ - p/c, 2NT - asking, 3♣ - long suit GF, 3♦ both M inv, 3♠ - 6+♠ INV	2♦ - 2♠ - 2NT = 4♣ 2♦ - 2NT - 3♣ = min 2♦ - 2NT - 3♦♥ = max trf	
2♥		6		6+♥ nonvul 9-12, vul 10-13	2♠ - F1, 2NT - asking, 3♣ - GF minor, 3♦ INV+♥		
2♠		6		6+♠ nonvul 9-12, vul 10-13	2NT - asking, 3♣ - 5+♥ GF, 3♦ - GF minor, 3♥ INV+♥		
2NT		-		(19)20-21 bal	3♣ - muppet stayman, 3♦♥ - trf, 3♠ - long minor, 3NT - minors, 4♠ - majors GF, 4♦♠ - trf		
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT	X	-		good 4M opening	4♣ - show with trf (forcing pass), 4♦ - show nat		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	X	-		Minors			
HIGH LEVEL BIDDING							
102+D RKCB, kickback							