

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural style, 1-level 5+crds, 8-17 PC, 2 level 6(5)+crds 12-17 PC
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 <input type="checkbox"/> transfers and transfers
4 th: 1NT – 11-14/16 after 1m/M <input type="checkbox"/> transfers and transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct – weak
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
[1♣/♦] – 2♦ shows 5+♠, 5+♥
Ghestem
Jump cuebids: ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
vs STRONG: x = 4M 5m; 2♣ = majors; 2♦ = one major; 2M = 5M + 4m
vs WEAK: x = T/O 13+; rest the same
Reopen: x = T/O; 2♣ = majors; rest natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout double below 4♣
Jumps are constructive, NT is natural
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs [1♣]: x = majors; 1NT = minors
vs [2♣]: x = ♣; 2NT = M+m; 3♣ = minors; 3♦ = Majors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ PC
A lot of transfers after 1♣, 1♥, and 1♠ openings

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd/5th	3 rd/5th	
NT	3 rd/5th	3 rd/5th	
Subseq	Same	Same	
Other: Low from non-honour doubleton, K asks for UB			
Sometimes K for a count discard, from xxx+ high			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	Same	
King	KQ(x), AKJ, AK	Same	
Queen	QJ(x), KQ10, KQ	Same	
Jack	J10(x), AQJ, QJ9, QJ	Same	
10	109(x), AJ10, KJ10, J10	Same	
9	9xx+, A109, K109, Q109, 109	Same	
Hi-X	Xxx(+)	Same	
Lo-X	xX, HxX(x), HxxxX(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW <input type="checkbox"/> ENC	LOW <input type="checkbox"/> EVEN	S/P
Suit 2	LOW <input type="checkbox"/> EVEN	LOW <input type="checkbox"/> ENC	
3	S/P		
1	LOW <input type="checkbox"/> ENC	LOW <input type="checkbox"/> EVEN	S/P
NT 2	LOW <input type="checkbox"/> EVEN	LOW <input type="checkbox"/> ENC	
3	S/P		
Signals (including Trumps): S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O doubles = 12+ 3+other suits or 16+			
Resp = nat, limit, opps suit = inv+			
After opp [1♣] – x – [pass] – 1♦ = 0-6 PC any			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL			
Support DBL/RDBL			
Lightners, lead directions			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: Poland
PLAYERS: Julia Wodzyńska – Martyna Smoleń
EVENT (ALL)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club
Three-way 1♣; Balanced 12-14; 15+ 5+♣; 18+ any
1NT = 15-17 bal (little off-shape like 5M, 6m, 5431 possible)
2♣ = 11-14; 5+♣ and 4M or 6+♣
2♦ = weak, 6+♥/♠
2♥/♠ = weak, 5+/4m
A lot of transfers in competition
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
As above
SPECIAL FORCING PASS SEQUENCES
All GF sequences
IMPORTANT NOTES
PSYCHICS: Rarely

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				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♣ - 1♦ - 1♥ = NF, 3+♥, 12-14 bal or strong 1♣ - 1♦ - 1NT = 18-19 bal 1♣ - 1♦ - 2NT = 22-23 bal 1♣ - 1♥/♠ - 2♦ = GF, Relay, 3+♥/♠ 1♣ - 1♥/♠ - 2♣ - 2♦ = 10+ Relay Double checkback	1♣ - 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+♣, GF, nat; 2♦ = 10+ 4+♦; 2♥ = 5-9, 5♣ 4+♥; 2♠ = 6+♠, inv; 3♣ = pree, or splinter 13-16; 3♦ = mixed raise, 6-9 4+♦	Double checkback	1♦ - 2♦ = 10-11 1♦ - 3♣ = 8-10 5+♣ 4+♦ 1♦ - 3♦ = pree
1♥		5		12-17 PC 5+♥	1NT = nf; 2♣ = GF, relay; 2♦ = GF 5+♦; 2♠ = mixed raise; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♠ = mini splinter; 3NT/4♣/4♦ = splinter	Double checkback	Drury (2♦ shows interests)
1♠		5	4♥	12-17 PC 5+♠	1NT = nf; 2♣ = GF, relay; 2♦/♥ = GF 5+♦/♥; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♥ = mixed raise; 3NT = mini splinter; 4♣/4♦/4♥ = splinter	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♣ - 2♦ - 2♥ = p/c 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5♠ 1NT - 2♣ - 2♦/♥/♠ - 3♠ = GF, relay 1NT - 2♣ - 2♥/♠ - 3♦/3♥ = at least ♥/♠ game try Double transfers after 2♦/♥, example: 1NT - 2♥ - 2♣ - 2NT = GF, 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♦/♥/♠ = 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			weak, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct; 2NT = relay; 3♣ = bid your suit via transfer; 3♦ = 5♦ 5M, GF; 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♥		5		weak, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat; 2NT = relay; 3♣ = pass/correct; 3♦ = inv to 4♥; 3♠ = nat, GF		
2♠		5		weak, 5+♠ and 5(4)+♣/♦	2NT = relay; 3♣ = pass/correct; 3♦ = inv+ with ♥; 3♥ = inv to 4♠		

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, 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♥		6		PRE, wide range NV	3♠ = GF; 4♣ = Optional KeyCard	
3♠		6		PRE, wide range NV	4♣ = Optional KeyCard	
3NT	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
4♣				PRE, wide range NV	4♦ = blackwood	
4♦				PRE, wide range NV	5♣ = blackwood	
4♥		6		PRE, wide range NV		
4♠		6		PRE, wide range NV		
4NT				Strong minors, at least 6-5		
5♣						HIGH LEVEL BIDDING
5♦						RKCB 102+Q
5♥						Exclusion Blackwood (0-1-1+Q-2)
5♠						PEDO (pass = even, double = odd)