

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: aggressive (5) 8-16 (17) HCP (4) 5+
Resp: new suit = nf;
Jump Raise=PRE, Cue=F1,
2♣ -Drury [1♣] - 1♥/♠ - [pass] – 2♣ either 10+ with support or (13)14+ without support
Splinter only in opponent suit
Reopen: 8-15; Resp: Cue=F1, other NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18
Responses: System on after 1♣,♦ - 90% transfers after 1♥,♠
4th: 1NT = 14-17 after 1♣,♦
4th: 1NT = 11-15 after 1♥ (may be without stopper), 14-16 after 1♠
JUMP OVERCALLS (Style; Responses; Reopen)
Weak, reopen constructive
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
[1♣] - 2♣ = nat, 2♦ = majors; [1♦] - 2♦ = majors
[1♥/♠] - 2♥/♠ = 55 OM & ♣, 2NT = 55mm, 3♣ = 55 OM and ♦
Jump cue vs 1 st level natural opening: asking for stopper
vs. weak NT 11-15
DBL=nat; 2♣=♥+♠
2♦ = 6M 2♥/♠ = 5M+4m; 2NT=minors
VS Strong NT
the same defence as vs. weak NT but DBL = 5+m, 4M
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O; NT = nat
Natural and two-suiter overcalls , JUMP - constructive
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: x = red or black, 1♦ = Majors or minors, 1NT - ♣ suit, constructive can be any other 4M, 2♣ = ♦ suit, constructive, can be any other 4M, 2♦ = 55 MM constructive
VS OPPONENTS' TAKE OUT DOUBLE
RDBL= Strong; Jump Raise= PRE, after 1♦ - natural
1♣,1♥,♠ - transfers after opponent's double

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit 5+ unsupported
Suit	2 nd /4 th dubleton small	
NT	2 nd /4 th dubleton small	3,5 high from dubleton
Subseq	Same	2,4
OTHERS: DUBLETON SMALL, 10x - 10		
against NT King ASKS FOR COUNT OR UNBLOCK		
LEADS		
Lead	vs. Suit	vs. NT
Ace	AKxx, Ax	AKx
King	KQxx, AK	AKJ10x, KQ109x
Queen	QJxx	KQxx, QJxx, KQJx, AKQx
Jack	J10x, HJ10x	J10x, HJ10x
10	109, H109x	109, H109x
9	109x, H9x	109x, H9x
S	xx, xXx	xx, xXx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	ATTITUDE COUNT	COUNT
	COUNT, ATTITUDE	S/P
	S/P	
NT	ATTITUDE , COUNT	SMITH ECHO REVERSE
	COUNT , ATTITUDE	COUNT
	S/P	S/P
Disc	Lavinthal	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O thru 4♥ = opening values, but may be light with classic shape		
RESP= Cue=F1, Other=nat limit, Lebensohl after [2M]-dbl-[p]		
Reopen: usually 10+, but sometimes weaker		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		
SUPPORT dbl		
LIGHTNER dbl		

WBF CONVENTION CARD
CATEGORY: RED
NCBO: POLAND
PLAYERS: D.KAZMUCHA - P. TUSZYŃSKI
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB
1♣ = (11)12-14 bal, 4315, 4414, 4225, 15+ 4+♣ or 18+ ANY 1♦ =5+(4), 11-18
1♥/♠ = 11-18, 5+
1nt = (14)15-17 bal, can be any 5-card suit
2♣ = Precision opening 10-14 5+♣ 4M or 6+♣
2♦ = weak 2M, 2♥ = 5♥&5+(4)m, 2♠ = 5♠&5(4)m
2nt = 20-21(22) balanced, can be 4441 or any 5-card suit
1nt over 1M = natural or 3(4)-card support 4-6PC
2 over 1= FG, natural
2♠ = any GF, doesn't promise ♣ (after 1♥/♠ opening)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3NT = Gambling
2♦ = weak 6-card M
2♥ = 5♥&5+(4)m 2♠=5♠&5(4)m
SPECIAL FORCING PASS SEQUENCES
If our redouble promises points
GF situations
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
3 rd – may be weaker
PSYCHICS
rarely

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4♥	2+♣, (11) 12-14 bal	1x = natural F1	2-way checkback	2♠ = 6♣4♥ inv
				4414, 4315, 4225 11-14	1NT/2NT/3NT = limit,		
				15-17 4+♣	2♣ = nat, gf, 2♦ = nat GF without 4♥, 2♥ = 5♠&4+♥, 6-9HCP		
				18+ ANY	2♠ = 13-16 no 4M and 5m		
					3♣/♦ = inv. 6+card, 3♥ = 4144 13-16, 3♠ = any suit AKQJxx, 7+AKQxxxx		
1♦		5(4)	4♥	11-18	1x = natural	2-way checkback	2♠ = invit with ♦support
				Can be 4 when 4441 or 4♦ 5♠ 11-14	1NT/2NT/3NT = limit		
					2♦ = inverted		
					2♥ = 5♠4(5)♥ 6-9, 2♠ = 5♠4♥ 10-11		
					3♦ = preemptive		
1♥		5	4♥	11-18, 5+ ♥	1NT = 7-11 without 4M, 2♠ = any GF can be without ♣ 2♦ = nat, FG	2-way checkback	2♣ = Drury
				3rd/4th = may be weaker, may be 4-card suit	2♠ = inv 3+♥ or mini splinter (4+♥ 8-11) 2NT = mixed raise, 3♣/♦ = natural inv, 3♥ - preemptive 3NT = splinter ♦		
1♠		5		11-18, 5+ ♠	1NT = can be weak with support, 2NT = invit 3+♠ or mini splinter		2♣ = Drury
				3rd/4th = may be weaker, may be 4-card suit	3♦ = natural inv, 3♣ = mixed raise, 3♥ = NAT inv 3NT = splinter ♥		
1NT			4♥	15-17 bal	2♣ = Stayman, doesn't promise 4M, 2♦/♥ = TRF♥/♠ 3/4NT = limit, 2♠ = inv NT or inv + ♦ or sign-off ♣, 2NT = inv + ♠ or sign-off♦		
					3♦ = 55MM slam try 3♥/♠ = singleton ♥/♠ min 5-4 minors, 3♣ = 55 minors weak, 4♣ = 55MM worse than 3♦		
2♣		5	4♥	10-14 6♣ or 5+4M	2♦ = relay FIR, 2♥/♠ = NF, 2NT = sign-off with 3+♠, 55M GF, 3♥55M inv, 3♠ 6+ F.G. good suit or slam inv.		
					3♠ = inv with support, 3♦♥/♠ = 6+ INV		
2♦		0	-	5-11 6M	2NT = asking, 3♠ = asks for support in other M, 3♦ = strong hand with singleton in M, 3♥ = p/c		
2♥/♠	x	5	-	(4)7-10 5+M, 5(4)+m	2NT= asking, 3♠ = p/c, 3♦ = F.G. with other major suit		
2NT				20-21(22), bal	3♠ = puppet stayman, 3♦♥ = transfers, 3♠ = minors with singl ♠ or 9+(10) with singl ♥, 3NT = singl ♥ 5-9		
					4♣ = natural GF, 4♦ - natural GF, 4♥ = ♠, 4♠ = 22(54) at least 1 ace, 4NT = minors big shape, no slam try, 5♦ = asks for aces		
3♣		5	-	55 minors	3♥ = asking, 3♠ = natural GF or inv with minor support		
3♦		6	-		new suit forcing, 4♠ = asks for singleton		
3♥/♠		7(6)	-		3♠ after 3♥ = natural F.G., 4♠/♦ = cue-bids		
3NT				1st/2nd a full minor suit 7+	3rd/4th = TO PLAY		
4NT				asks precisely for aces	5♣ = none, 5♦ = A♦, 5♥ = A♥, 5♠ = A♠, 5NT = A♣, 6♣ = 2aces		

