

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 <sup>st</sup> 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
<b>1♣,1♥,♠ - transfers after opponent's double</b>

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit 5+ unsupported
Suit	2 <sup>nd</sup> /4 <sup>th</sup> dubleton small	
NT	2 <sup>nd</sup> /4 <sup>th</sup> 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 <sup>rd</sup> – 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/4 <sup>th</sup> = 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				1 <sup>st</sup> /2 <sup>nd</sup> a full minor suit 7+	3 <sup>rd</sup> /4 <sup>th</sup> = TO PLAY		
4NT				asks precisely for aces	5♣ = none, 5♦ = A♦, 5♥ = A♥, 5♠ = A♠, 5NT = A♣, 6♠ = 2aces		



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Overcalls: NAT LIGHT	5+ cards (4 rare NV) 6-17HCP
RESP Drury (FIT after 1♥♥♠) next own suit is weakless	
OPP SUIT lev2 [F1 no supp]; high [FG supp after 2+level overcall]	
New suit lev1 =F1 :: lev2 =NF :: level 3 =INV str	
NT RESP =limit	
JUMP RAISE PRE	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd,4th live: 15-18HCP w /stoper	RESP STAY= [2♣/2M after 1m/1M]
lev2 in suits below opening are TRF 2BA 3m are INV	
reopening: 10-15HCP BAL 2NT =18-23HCP BAL w stopper	
RESP STAY =[2♣] / [TRF on Opening suit] :: TRF on Level 2	
2♠=STR INV any :: 2BA =INV :: 3m =INV NAT :: 3M=GF	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
NAT PRE strength up to opening 6(5)	
Reopen NAT Intermediate 12-15, 6+suit	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
lev2 MICHAELS CB 1m - 2♦ MAJORS; 1M - 2M 5+OM and 5+m	
from 6HCP (up unlimited) 2NT=ASK	
lev34 = STR 2suiter	
1♥♥♠ - 3♦♥♠ [ASK about stoper] or [GF any suit]	
VS. NT (vs. Strong/ Weak; Reopening; PH)	
DBL [vs STR : DBL =5+m 4M(4441M)] :: [vs WEAK: DBL =13+ BAL]	
2♣=4+♥4+♠ :: 2♦=6(5)♥/♠ :: 2M =5+M 4+m :: 2NT =5♣5♦	
R/O 2♣=4+♥4+♠ :: 2♦♠=NAT :: DBL =10+HCP semi BAL	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
NT 15-18 w/stopper 2NT RE OPEN =14-17HCP	
DBL T/O (to 4♥);	
Jumps INTERMEDIATE	
Cue Bid = two suiter any strong	
LEB after weak 2	
VS. ARTIFICIAL STRONG OPENINGS	
vs 1♣ (16+): DBL =54 :: 1NT =54 minors :: 2♣=54 majors	
OVER OPPONENTS' TAKEOUT DOUBLE	
vs 1m: Transfers 1NT=NAT	
vs 1M: Transfers up to 2M-1	RDBL = 10+HCP
RAISES PRE	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	same	
NT	2nd/4th	2nd/4th; high	
Subseq	2nd/4th	same	
2/4			
vs NT First K ASK rev CT or unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx() AKJ() AKJ10() Ax	AKx() AKJx	
King	AK KQ() Kx	AKJ10() KQ109(),	
Queen	AQJx() QJ() Qx	AQJx() QJ() Qx KQx()	
Jack	(A/K)J10() J10() Jx	J10() Jx	
10	H109() H10x 10x 109	HJ10() H109() 10x	
9	H9x 109x()	H9x 109x()	
Hi-x	(H/J/10)Sx xSx()	HSx 10Sx() xSx()	
Lo-x	HxxS(), xS	HxxS(), xS, H10S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/lo = Odd	Hi/lo = Odd	S/P
	2 HI =DISCG	S/P	Hi/lo = Odd
	3 SP		
NT	1 Hi/lo = Odd	S/P	S/P
	2 HI =DISCG	Hi/lo = Odd	Hi/lo = Odd
	3 S/P		
TRUMP SIGNAL suit preference			
LAVINTHAL SIGNAL; UPSIDE DOWN SIGNALS;			
count preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Style Aggressive, weaker after Part pass			
T/O DBL = promise 3+cards in unbid majors; 2+ cards in unbid minors			
13+HCP to 4♥ inc; NEG only after 1♣; Limit; LEB 2♥♠			
R/O : 7+ with 0-2 cards in open suit			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
NEG: to 4♦ usually with 4M;			
RESPONSE after OPP ♠ w 4♥			
SUPP: 1♥ [p] 1♠ [2♦] DBL (Support double 3♠ or GF)			
INV :: to 4♥♠			
Lightner = lead untypical			
1♣-1♦-DBL=4+♥ :: 1♣♠-1♥-DBL=4+♠ :: 1♣♠-1♠-DBL=4+♥			
1♦ -DBL-RDBL=4+♥			
1♥ -DBL-RDBL=10+HCP		1♠ -DBL-RDBL=10+HCP	

WBF Convention Card	
<div> <div>♠♥♦♣</div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div>	
Category:	Artifical RED
NCBO:	POLAND
EVENT:	EBL
PLAYERS:	Anna SARNIAK POL6909
	Przemyslaw ZAWADA POL&501153
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ at least 2♣ F1 :: 5-card M w/ 1NT NF :: Weak Multi :: 1NT 15-17	
many weak COMP jumps; frequent use of non-penalty DBL	
3way opening 1♣ [10-21HCP 4+♣] / [BAL 11-14HCP] / [BAL 18-23HCP]	
Opening 1♦♥♠=11-21HCP 5+ (1♦ may be 4♦(441))	
Opening 1NT =(14)15-17HCP BAL may be 5M332 or 6m332 or 5422	
Opening 2♣= FG :: 2♦=weak 5-11HCP Multi 6(5) cards M	
Opening 2♥= 5-11 5+♥5+ :: Opening 2♠= 5-11 5+♠ 5+m	
Opening 2NT = 5+♣/5+♦ [5-11hcp] / [17+HCP]	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣-2♥=6-9HCP 5♣4♥ :: 1♣-2♠= INV to 3NT	
1♦-2♥=4-8HCP 5♣4♥ :: 1♦-2♠= 9-11HCP 5♣4♥	
1♥-2♠= [mixed raise] / [INV w/ 3♥] :: 1♣-2NT = [mixed raise] / [INV w/ 3+♥]	
2♦-2♥-2♠-3m= NAT FG w 5+♥ :: 2♦-2♠-2NT-3m=NAT FG w 5+♠	
2♦-3/4♠= ASK about TRF	
3♣-3♦ & 3♦-4♣ ASK about shortness	
IN DEFENCE	
1♣♦ - pas - 1NT - 2♣= 4+♥4+♠	
1♦ - pas - 1♠ - ? [2♦=5+♥5+♠] [2♠=NAT]	
1X - 2NT =5+HCP 55 2 possible lowest suits	
1m - 2♦=5+HCP 5♥5♠ :: 1M - 2M =5+HCP 5OM 5m	
COMPETITIVE BIDDING	
Agressive pree-empt style NV, Michaels any str, Lebensohl	
SPECIAL FORCING PASS SEQUENCES	
1M - p - 2♣- 2♦/4♦ (F)	
1♣- 1NT - DBL(pen) - Pass=forcing to RDBL	
Other in obvious situations only	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1M-2♣ NAT or FG	
2NT and 4th suit usually FG :: 1♣- 1♦ - 1M = may be 3 cards	
Evaluation hands (not points only)	
PSYCHICS: often, we like it	

OPENING	TICKET	ARTIFICIAL MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	4♦	BAL 11-14 or 18-23	1♦=[0-6] / [7-11 minor(s)] / [13+ BAL] / [1M=4+M 7+HCP]	1♣-1♦=1M(at least 3cards) :: 1♣-1♦-1/2NT=18-21/21-23 BAL :: 1♣-1M-2♣-2♦=ASK	1♣-2M=5+M & 3+♣
				11-22 5+♣ or 441♦4	2♥=6-9 5♣4♥ :: 2♠=INV to 3NT :: 3m=9-11 NAT good	1♣-1♥? [2♦=5♣4♦ FG] / [2♣=FG ♣] / [3♣=INV ♣] :: 1♣-1♠-2♦?=FG [♣] / [5+♣4♦]	1♣-1NT=9-11
1♦		4	4♣	11-22 5+♦ or 4♦441	2♦=9-12 4♦ :: 2♥=4-8 5♣4♥ :: 2♠=9-11 5♣4♥	1♦ 2♣ 2/3BA=4441♣ :: 1♦ 3M 4♦=NF :: 1♦ 2♣ 3M=SPL 11-14	
					3♣=Limit ♦/13+SPL M :: 3♦=Pre :: 3M=9-12 SPL	1♦-1♥-2♠=INV(♦) :: 1♦ 1M 3♦=INV 6♦ w 3M	
1♥		5	4♦	11-22 5+♥	2♣=ART FG :: 2♠=[INV 3♥]/[mixed raise]	1♥-1♠-2♣=GF/NAT/3♣ next 2♦=ASK :: 1♥ 2m 2♥=ASK about short	2♣=Drury :: 2NT=7-9 4+♥
					2BA=INV 4♥ :: 3♣♦=NAT INV :: 3♥=Pre	1♥-2♠-? [2NT=ART] / [3♣=lasttrain to mixed raise/GF to INV] / [3♦=lasttrain to INV]	
					3♣=any void :: 3NT=singleton	1♥-2BA-? [3♣=ASK FG] / [3♦=any INV]	Splinters from void
1♠		5	4♦	11-22 5+♠	likely as above [2NT=INV or mixed raise :: 3NT=any void]	1♠-1NT-? (a) 2♣=[NAT]/[FG w/o 5-5]/[15+] (b) 2NT(♣)3♦♥=FG 55 (c) 3♣=NAT IN V	
1NT			3♣	15(14)-17 BAL	STAY + TRF :: 2NT=[INV] / [TRF ♣] :: 3♣=5♦5♣ weak	1NT-2♣-? [2♦=no 4M] [2M=4M] [2NT=4♥4♣ MIN] [3♣=4♥4♣ MAX]	
				5M/6m/5m422 ok	3♦=5♣5♥ FG :: 3M=5+4+ minors short OM	1NT-2♣-2♥♣-? [3♣=ASK] [3♦♥=FG w/ 4♥♠] :: 1NT-2♣-2NT=MAX supp ♣	
						1NT-2♣-2♣-3♣-? [3♦=4♦] / [3♥=TRF 5♠] / [3♠=4♠] / [3NT=4333]	
2♣	✓	0		Forcing Game any	2♦=0-2 CTRL :: other 3+CTRL [A=2, K=1 CTRL]	2♣ 2♦ 3M=ASK about CUE and class	
					2M=(1)5+M (2)4M 5+m :: 3NT=SOL		
					Suit w/ jump=S/SOL		
2♦	✓	0		5-11 6(5)+M	2♥♣=P/C :: 2NT=ASK FG :: 3♣=ASK TRF	2♦-3♣-3♥(show ♠)-3♠=INV :: 2♦-2NT-? [3♣=MAX] / [3♦♥=TRF]	
					3♦=INV M :: 3♥=PRE Supp M :: 3♠=INV NAT		
2♥		5		5-11 5+♥ 5+os	2♣/3♣=P/C :: 2NT=ASK :: 3♦=INV to 4♥	2♥-2NT-? [3m=5m] / [3♥=5♠] / [3♠=6♠] / [4m♥=MAX 6♥5m♠] / [3NT=66/75/76]	
				nv 5♥-4m poss	3♥=pre		
2♠		5		5-10 5+♠ 5+m	3♣=P/C :: 2NT=ASK :: 3♦=INV do 4♠	2♠-2NT-? [3m=5m] / [3♥=6♠5♠] / [3♠=6♠5♦] / [4m=6m5♠]	
				nv 5♠-4m poss	3♥=INV to 4♥ :: 3♠=PRE		
2NT	✓			5+♣ 5+♦ (5-10 or 17+HCP)	3♥=ASK FG (about length)	2NT-3♥-? [3♠=2155♠] / [3NT=1255♥] / [4m=6m5om11] / [4M=2M(65)]	
3 bids		6		Nat pre	after 3m ope other minor is ASK about short	3♣-3♦(ASK)-? [3M=SPL] / [3NT=w/o SPL] / [4♣=SPL in ♦]	
3NT	✓			1st,2nd - Gambling			
				3rd,4th - to play			
4♣		7		pre			
4♦		7		pre		Two way checkback 2♣♦ after 1♦♥♠ OPE	
4M 5S				To Play		2♣=any INV or 2♦ to play :: 2♦=any FG	
4NT				BLACKWOOD	5♣=0 :: 5♦♥♠6♣=Ace suit :: 5NT=2 Aces	HIGH LEVEL BIDDING	
						Splinters: weak, middle, strong	
						CUE economically w/ short preference	
						Blackwood RKCB 102(with Queen) 5NT=Blackwood if no space	
						Exclusion Blackwood 4♠ and 5 level	
						5 in Major =Trump Invitation (now 5NT=AKQ)	
						5NT = ask ekstra values / ask to pick a slam	

DEFENSIVE AND COMPETITIVE BIDDING
<b>Overcalls (style, responses, 1/2 level, reopening)</b>
Natural , 5(4)+cards, 8+PC, then:
a) 2♣ is a cue bid w/o support (might have after 1♣ opening)
b) 2 of their suit is a cue bid with support
c) New suit on a 1 level is constructive, but not forcing
<b>1NT Overcall (2<sup>nd</sup>/4<sup>th</sup> live, responses, reopening)</b>
2nd 1NT = 15-18PC (system ON)
4th: a) 15–17PC after 1♣, might be little weaker after 1♦ b) 12–15PC after 1♥/♠
<b>Jump overcalls (style, responses, unusual NT)</b>
Direct – weak
Reopen – constructive
[1x] – 2NT = two lowest
<b>Direct and jump cue bids (style, response, reopen)</b>
[1♣/♦] – 2♦ shows 5+♥, 5+♠
[1♥] – 2♥ shows 5+♠, 5+♣/♦
[1♠] – 2♠ shows 5+♥, 5+♣/♦
<b>Versus 1NT (strong and weak)</b>
a) strong: x = 5m 4+M, or strong, BAL, 2♣ = 5+M, 4+M 2♦ = 6(5)+♥/♠, 2♥/♠ = 5+♥/♠, 4+minor 2NT = minors or any strong, very constructive two-suiter
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
<b>Versus preempts (doubles, cue-bids, jumps, NT bids)</b>
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
<b>Versus artificial, strong openings – 1♣ or 2♣</b>
Versus 1♣ 16+PC: x shows 4+♥, 4+♠, 1♦/1♥/♠ are natural (and then 2♣ is a cue bid), 1NT shows both minors, 2 of a suit is natural
Versus 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠
<b>Over opponent’s takeout double</b>
A lot of transfers after 1♣, 1♥, and 1♠ openings
Natural over other openings

LEADS AND SIGNALS			
Opening leads style: 2 <sup>nd</sup> /4 <sup>th</sup>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4 (3/5)*	
Subseq	2/4	2/4	
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, and competitive doubles and redoubles			
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 <sup>st</sup> class control redoubles.			
1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♠ xx			
2NT [pass] 3♦/♥ [x] xx			

WBF CONVENTION CARD
<p><b>NCBO: Poland</b></p> <p><b>PLAYERS: Piotr Zatorski – Justyna Żmuda</b></p>
SYSTEM SUMMARY
General approach and style:
<b>POLISH CLUB</b>
<b>1♣ opening shows:</b>
a) 11–14PC, BAL or nat (4414, rarely 3415/4315)
a) 15+PC, 5(4)+♣ (4 only if 4414)
b) 18+PC, any shape
<b>Then 1♦ shows one of those three types of hands:</b>
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 competiton, especially after our openings and preempts
<b>Special bids that may require defence</b>
As above
<b>Special forcing pass sequences</b>
When we are in a GF situation
When we have bid leaping michaels, or [3M] – 4M
<b>Important notes</b>
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.
<b>Psychics:</b> rarely

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11–14PC BAL, or 4441♦, 15+PC, 5(4)+♣, 18+PC, ANY	1♦ = 0–6PC ANY, 7–11PC minor(s), or 16+PC, BAL	1♣ – 1♦ – 1♥/♠ = NF, 3+, 12–14PC BAL, or strong 1♣ – 1♦ – 1NT = 18-19PC, BAL	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC (passed hand 10-11PC), no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♠ = minors, inv, 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = AKDxxxx in minor	1♣ – 1♦ – 2NT = 21-23PC, BAL 1♣ – 1♥/♠ – 2♦ = GF, Relay, 18+PC, 3+♥/♠ 1♣ – 1♦/♥/♠ – 2♣ = 5+♣, 15+PC 1♣ – 1♥/♠ – 2♣ – 2♦ = GF, artificial	
1♦		4(+)	4♥	11–17PC, 5+♦, or any 4♦441, 11–15PC, 4♦ 5♣	1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 4(5)♥, 5♠, weak, 2♠ = 6+♠, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♠	11–17PC, 5+♥	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2♠ = mixed raise, 2NT = inv, 4+♥, minispliner, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void, 3NT = ♥ support + 1♠, 4♣/♦ = ♥ support + 1♣/♦	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11–17PC, 5+♠	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♠, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14+–17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5+♠ included), 2♠ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+ 4+ ♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠, 4♠ = to play	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♦/♥ = 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♥	11–14PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 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	0		3–10PC, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct, 2NT = Relay, inv+, 3♣ = inv to 4M, 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 by 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♠ = GF	2♥ – 2NT – 3min – 3♠ = GF on ♥, 2 <sup>nd</sup> minor = GF on minor 2♥ – 2NT – 3min – 3♥ = NF, 2♥ – 2NT – 3min – 4min = 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 – 3min – 3♥ = GF on ♠, 2 <sup>nd</sup> minor = GF on minor 2♠ – 2NT – 3min – 3♠ = NF, 2♠ – 2NT – 3min – 4min = NF	
2NT			4♥	19+–21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT – 3♣ – 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥ 2NT – 4♣/♦ – 4♦/♥ = worse than 4♥/4♠	
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 games between 4M and 5♣	
		6(+)		PRE, wide range NV	3♥/♠ = GF (F1), 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 <sup>st</sup> /2 <sup>nd</sup> = Gambling, no side stop 3 <sup>rd</sup> /4 <sup>th</sup> = just to play	4♦ = asks for shortness	3NT – 4♦ – 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood, 0–1–2 answers 4NT to play		
4♦		6(+)		PRE, wide range NV	4NT = to play, 5♣ = Blackwood, 0–1–2 answers	HIGH LEVEL BIDDING	
4♥		6(+)		PRE, wide range NV	4NT = 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	4NT = Blackwood	Exclusion Blackwood (0–1–2),	
4NT	X			Asking for specific aces	5♣ = no ace, 5nt = two aces	PEDO (pass = even, double = odd)	