DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	IALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE 2 nd /4 th						
NAT 5(4)+ 8+HCP → (Drury)	Lead			In Partner's Suit		71	
. •	Suit	2/4		2/4		NCBO: Poland	
	NT	2/4		2/4 (3/5)*		PLAYERS: Wojciech Kazmierczak – Kamil Nowak	
	Subseq	2/4		2/4		11	
	Other: *lead in unsupported P suit: 3/5, Xx, xxX						
	Vs. NT King asks for unblock					GYIGHED L GYID GA DAY	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
2nd 1NT 15-18 (system ON)	Lead	Lead Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
4th 11-16 BAL	Ace AK+					POLISH CLUB	
	King	AK, KQ(+	(AK+ level 5+)	Same but AK	J10, KQ109	14 = 1) 11-14 BAL or nat (4414, rarely 3415/4315)	
	Queen QJ(+); KQ109(+)		Same but KQx(+)		2) 15+ 5+* or 4414 3) 18+ ANY		
	Jack	J10(+), AJ	10(+), KJ10(+)	Same	·	then $1 \neq 1$ 0-6 ANY 2) 7-11 minor(s) 3) 16+ BAL	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H10x, H109(+)		Same		1NT = 15-17BAL (5M, 6m, 5431 poss)	
Weak	9	H9x, 109+		Same, J98x(+)		2* = 11-14 5+* 4M or 6+*	
Leaping Michaels	Hi-X	HXx, HxxXx(+), xXx+		Same		2♦ = 6+♥/♠ 5-10	
Reopen: constructive	Lo-X	xX		Same		$2 \checkmark / = 5-10 \ 5+/5(4)+m$	
•	SIGNALS IN (ORDER OF	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partn	er's Lead	Declarer's Lea	nd Disca	rding	A lot of transfers in competiton	
(1♦)-2♦ -5+5+♥♠	1 LOW	=ENC	LOW=EVEN	S/P			
(1♥)-2♥ - 5+♠ 5+min	Suit 2 LOW=EVEN S/P LOW=EVEN						
(1♠)-2♠ - 5+♥ 5+min	3 S/P						
(,	1 LOW		LOW=EVEN	S/P		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 LOW	=EVEN	S/P	LOW	=EVEN	As above	
VS strong: x=5m4+M, 2♣=Ms 5+4+, 2D= one M, 2♥/♠=5+/4+m	3 S/P						
2NT=minors	Signals (includi	ng Trumps):	S/P in trumps				
Reopen: dbl does not have to be 54	Smith's Echo: I	OW=ENC				_	
VS weak: x=13+t/o, other like after 15-17			DOUBLES				
reopen/after pass: X=10+ t/o, other like after 15-17	TAKEOUT DO	DUBLES (St	yle; Responses; F	Reonening)			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			be weaker with go	1 0,	┪┝───		
Jumps are constructive, Leaping Michaels, NT=NAT, X=t/o	iiiiiiii (aitei	1 pass, may	oc weaker with go	ood shupe)		1	
X for $4 \triangleq + =$ points						1	
VIOLAMA – hours						SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SPECIAL, AR	TIFICIAL 8	& COMPETITIV	E DBLS/RDI	.S	↑	
VS $1 + 16 + 12$ S $1 + 16 + 13$ S $1 + 16 + 14$ S $1 + 16 + 16$ S $1 + 16$ S $1 + 16$ S $1 + 16$ S $1 + 16$			1 ♦ -(1 ♥)-X=4+ ♠				
2♣=nat 2♦=5+5+Ms constructive			♣/♦ - (2♥/♠) - tra		IMPORTANT NOTES		
VS 1♣ 2+crds: 2♦=5+5+ MM	SUPP DBL		. (= 1/ 5.2)		IMITORIANI NOLES		
THE PERSON NAMED IN COLUMN ASSAULT	Lightner DBL					1	
OVER OPPONENTS' TAKEOUT DOUBLE	SOS RDBL					PSYCHICS: rarely	
TRF on level 1 after 1.4/ openings						Forenics: rarely	
TRF bids after 1 ♥/♠-[X] 1♣ - [1♠] -							
THE ORD MILE 14/ WE IN 1 TO - 1 V -							
	-					· ·	

OPENI NG	TI CK IF AR TIF ICI AL	MIN. NO. OF DBL THR U DESCRIPTION			RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1 *	X	0	4S	11-14 BAL or 4441 ♦ (4315/3415), 15+5+♣ or 4414, 18+ ANY	1 ◆=0-6 ANY, 7-11 minor(s), 16-17BAL	1.4-1.4-1.NT 18 10D A I		
				15+ 5+ * Or 4414, 18+ AN Y	1 ♥/♠=4+ ♥/♠ 7+HCP, 1NT=7-10 no 4M, 2♣/2 ♦=5+GF, 2 ♥= 4 ♥ 5♠ weak, 2♠= bal GF 3♣/♦=6+♣/♦ INV, 3♥=AKD-7 in minor, 3♠=trf to 3NT	1♣-1 ♦-1NT=18-19BAL 1♣-1 ♦-2NT=21-23BAL 1♣-1 ♥/♠-2 ♦= 18+ 3+M relay Double Checkback 1♣-1 ♦/♥/♠-2♣= 5+♣ 15+		
						1*-1 */ */ *-2*= 5+* 15+ 1*-1 */ *-2*-2 *= art GF		
1 •		4	4S	11-17 5+♦ or 4♦441, 11-14 4♦ 5♣	1NT NAT, 2♣=nat GF, 2♦=10+ 3+♦ no 4M, 2♥=4(5)♥ 5♠weak, 2♠=6+♣ 9-11, 3♣=weak with ♦ or any strong splinter 3♦=mxd raise	Double Checkback		
1•		5	48	11-17 5+♥	INT = F1, 2♣= GF semi nat, 2♦=nat GF, 2♠=mixed raise, 2NT= INV 4+♥ or weak GF, 3♣/♦=NAT INV, 3♠ = supp + any void, 3NT= Supp + singleton ♠, 4♣/♦= supp + singleton ♣/♦	Double Checkback	Drury	
1 🛦		5	4H	11-17 5+♠	1NT=F1, 2&= GF semi nat, $2 \spadesuit = \text{nat GF}$, 2NT= INV 4+ \spadesuit or weak GF, $3 \clubsuit / \spadesuit = \text{nat INV}$, $3 \clubsuit = \text{mixed raise}$, 3NT=supp + any void, $4 \clubsuit / \spadesuit / \spadesuit = \text{supp} + \text{singleton } \clubsuit / \spadesuit / \spadesuit$	Double Checkback	Drury	
1NT			4Н	(14)15-17BAL, can be little bit offshape (5M, 6m, 54, stiff)	2. \Rightarrow stayman (can have inviting hand with $5+ \spadesuit$), $2 \spadesuit = \text{trf}$ to \clubsuit or bal inv, $2NT = \text{trf}$ to \spadesuit or weak with minors, $3 \clubsuit = \text{puppet}$ stayman, $3 \spadesuit = \text{minors INV}$, $3 \blacktriangledown / \spadesuit = \text{shortness}$ min $54 \clubsuit \spadesuit , 4 \clubsuit = 5 + 5 + \blacktriangledown \spadesuit$, $4 \spadesuit / \blacktriangledown = \text{trf}$ to $\blacktriangledown / \spadesuit , 4 \clubsuit = \text{to play}$	1NT-2*-2 ♦ -2 ♥ = 5+4+ ♥ NF 1NT-2*-2 ♦ / ♥ -2 * = 5 * INV 1NT-2*-2 • / ♥ / • -3 * = GF relay 1NT -2*-2 ♥ / ♦ -3 • / ♥ = at least ♥ / * game try after first trf next bid between 2NT-3 ♥ is next trf f.ex. 1NT-2 ♥ -2 • -2NT=GF 4+ *	Same	
2*	X	5	4H	5+ \$ 4M or 6+ \$ 11-14	$2 $ ← relay, $2 $ \checkmark \land = NF, 2NT = puppet do $3 $ \checkmark , $3 $ \checkmark = inv to 3NT, $3 $ \checkmark = nat inv, $3 $ \checkmark \land = nat inv	2.\$\dagger -2NT-3.\$\dagger -3.\$\dagger = inv+55\dagger \dagger \dagger 3.\$\dagger -3.\$\dagger -3.\$\da	2NT = inv to 3NT, 3♣ = normal raise	
2♦	X	0		6+♥/♠ 5-10HCP on 3rd hand can be 5+♥/♠	2 ♥/♠ = P/C, 2NT=relay (inv+), 3♣=asking for 3oM (could be GF with own suit), 3♠=INV both supp, 3♠=PRE both supp, 3♠=nat NF/INV, 4♣=bid your suit by TRF (then passes are forcing), 4♠= bid your suit directly (passes not forc), 4♥/♠=to play	2 - 2 - 2NT/3 - 4 = good with 2 - 2 - 2 - N - 3 = nat INV 2 - 2 - 2 - 2NT = INV with 2 - 2 - 2 - 2 - 3 = nat NF 2 - 2NT - 3 = nat NF 2 - 2NT - 3 - nat NF 2 - 2NT - 3 - nat NF		
2♥	X	5	3D	5+♥ and 5(4)+♣/♦ 5-10	2 ♣=nat NF, 2NT= Relay, 3 ♣=P/C, 3 ♦=INV to 4 ♥ 3 ♣=nat GF	2 ▼-2NT-3min-3 ♣=GF on ▼, -2 nd min=GF on min 2 ▼-2NT-3min-3 ▼=NF		
24	X	5	3D	5+♠ and 5(4)+♣/♦ 5-10	2NT= Relay, 3♣=P/C, 3♦=INV+ with ♥, 3♥=inv to 4♠	2♠-2NT-3min-3♥=GF on ♠, -2 nd min=GF on min 2♠-2NT-3min-3♠=NF		
2NT	X			Both minors 5-10 or 18+	3♣/♦=to play,3 ♥=relay	2NT-3♣/♦-sth strong hand		
3 .		6		7(6)+*	NAT F1			
3♦		6		7(6)+♦	NAT F1			
3♥		6		7(6)+♥				
3.		6		7(6)+				
3NT	X			$1^{st}/2^{nd}$ = Gambling, no side stoper $3^{rd}/4^{th}$ = to play	4♦=asks for shortness			
4.		6		PRE				
4♦		6		PRE		HIGH LEVEL BIDD	ING	
4♥		6		PRE		Blackwood 102+Q+K		
4 A	***	6		PRE		Excl Blackwood (0, 1, 2)		
4NT	X	<u> </u>		Slam try m+m (6-6)	1	PEDO		