

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Jump bids = PRE (6-11) at any VULN
Overcalls = 5+ cards (8-16)
NT RESP = NF, New suit = F1
JUMP RAISE = PRE
DRURY
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
after polish or natural (2+) 1♣ 1NT= 15-17
after strong 1♣ 1NT =♥&♠ or ♠&♦
Pass - (1♦/♥/♠) - 1NT = 5+m 4M (8-15 HCP) 1 suit known
(1♦/♥/♠) - 1NT = 15-18
1NT - Reopen = 11-15HCP; STAYMAN, TRF
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: PRE in any VULN, Unusul NT
2-Suit: PRE in any VULN
Reopen: INTERMEDIATE
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
MICHAELS CUE promises at least on unbid major
JUMP CUE = 1) ASK STOP or 2) one-suiter GF
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs. strong: DBL=5+m,4M; 2♣=4+♥4+♠; 2♦=6+M; 2♥/♠=5+♥/♠4+m
vs. weak: 2♣=4+♥4+♠; 2♦=5+M, 2♥/♠=4♥/♠ 5+m, DBL=12+
re-open: same as vs. weak but DBL could be weaker
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL; LEB after (WK2x) - DBL- (Pass) -
MICHAELS CUE
Jumps are constructive
2 NT = 16-18 HCP
against 2♦ (mutli) dbl - take out to ♠
VS. ARTIFICIAL STRONG OPENINGS
VS. 1♣
dbl black or red suits
1♦ majors or minors
1NT ♥&♠ or ♠&♦
OVER OPPONENTS' TAKEOUT DOUBLE
(1x) - 1M - (DBL) - (1NT-2M-1) = TRF (2 M-1 = 3+M (4-7) or 13+)
pass - (1x) - 1M - (DBL) - (1NT-2M-1) = TRF (2 M-1 = 3+M (8-11)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	same	
NT	2nd/4th	same	
Subseq	2nd/4th	same	
Subsequent lead quite often attitude			
Sometimes may lead 3rd H10x, 4th 10xxx(x)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, AKx()	A, Ax, AK(x)	
King	K, Kx, AK(), KQ()	K, Kx, AK(), KQ()	
Queen	Q, Qx, QJ(), KQ(),	Q, Qx, QJ(), KQ(), KQ109	
Jack	J, Jx, J10(), QJ(), HJ10()	J, Jx, J10(), QJ(), HJ10()	
10	10, 10x, H109(), H10x, 109	10, 10x, H109(), H10x	
9	9, 109x(), H9x	9, 109x(), H9x	
Hi-x	xSx(), HSx, 10Sxx	xSx(), HSx, 10Sxx()	
Lo-x	xS, HSx, HxxS()	xS, HSx, HxxS(), HHxS()	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/lo = DISCRG	Hi/lo = Odd	direct (small=enc)
	2 Hi/lo = Odd	S/P	Hi/lo = Odd
	3 S/P		
NT	1 Hi/lo = DISCRG	Hi/lo = Odd	S/P
	2 Hi/lo = Odd	S/P	Hi/lo = Odd
	3 S/P		
Partner's Lead K: Hi/lo is Odd			
Signals in Trumps: Hi/lo is S/P			
SMITH SIGNAL vs. NT: low is ENCRG			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
T/O DBL = 3 cards in unbid major(s) and 2 cards in unbid minor(s)			
1♦ is NEG after the T/O double over 1♣			
Reopening DBL = 9+ HCP			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
RESP DBL shows values (usually two suits)			
AFTER 2 ♣ OPEN AND O/C: DBL is NEG on the levels of 2 or 3			
AFTER 2 ♦ OPEN AND O/C: DBL is NEG on the levels of 2			
Fit showing double			
Lightner double, lead directing doubles			

WBF Convention Card
<div> ♠♥♦♣ </div>
Category: Artificial - RED
NCBO: Poland EVENT: All events
PLAYERS: Piotr Marciniowski
Mateusz Sobczak
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club: Three way 1♣ 12-14 BAL or 441♦4,15+ 5+♣,18+ any
Response 1♦ is ART = NEG (0-6), minor(s) (7-11) or BAL (16+)
1♦ 5+♦ except 3-suiters or 4♦5♣, 2♦ response 6+M 3-11PC
1♥/♠ 11-18 5+♥/♠, 1 NT 15-17 HCP
2♣ Precision 5+♣, 4M or 6+♣ (10-14), 2♦ minimulti 6+♥/♠ (6-10)
2♥ 5+♥5+any; 2♠ 5+♠5+minor, 2NT 5+♣5+♦ (weak or strong)
non-jump 2 over 1 responses: NAT, GF
3rd/4th seat 2♦ both M, 2♥/♠ weak 5+♥/♠
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ 12-14 BAL or 441♦4, 15+ 5+♣ or 441♦4, 18+ any
1♣ - (p) - 1♦ NEG (0-6), minor(s) (7-11) or STR BAL (16+)
1♣ - (p) - 1♦ - (p) - 1♥/♠ = at least 3 cards
1♣ - (a) - 1M - (a) - 2♦ = ASK (18+ HCP, SUPP 3+)
1♣ - (p) - 2M = 6+M 3-6PC
1♦ - (p) - 2♦ = 6+M 3-11PC
1♦ - (p) - 3♣ = PRE 4+♦ or GF 4+♦ with shortage
1♥ - (p) - 2♠ = 6+♠ 6-10PC
2♣ Precision 5+♣, 4M or 6+♣ (10-14)
2♦ minimulti 6+ M (6-11)
2♥ 5+♥, 5+ OS 6-11PC
2♠ 5+♠, 5+m 6-11PC
2 NT 5+♣, 5+♦ (6-11PC or 16+PC)
3NT Gambling minor suit, no side st.
1 NT overcall against 1♦/♥/♠ = 8-15 4M 5+m 1 suit known
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Opening 1♣ and 1♦ response is one round forcing bid.
3rd seat openings may be weaker, sometimes 4card suit
PSYCHICS: rare

OPENING	TICKET	ARTIFICIAL	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	3♣		BAL (12-14)	1♦ 0-6 any or minor(s) (7-11) or 16+ BAL, 1M nat	1♣ - 1♦ - 1♥/♠ = at least 3 cards, 1♣ - 1♦ - 1NT = 18-21 BAL	
					5+ ♣ (15+) or ANY (18+)	1NT 7-11, 2m GF 5+m, 2M 6+M (3-6), 3m 6+ INV	1♣ - 1♥/♠ - 2♦ = ASK (18+ HCP, SUPP 3+), 1♣ - 1♦ - 2♦ = GF	
1♦		4	3♣		11-18 5+♦, 11-14 4♦5+♣	2♦ 6+M 3-11PC 3♦ CONST, 2♥ 5♣-4+♥ (6-9)	1♦ - 1M - 2♣ 5/4 minors both ways; 1♦ - 2♦ - 2M p/c;	
					11-18 4♦(441)	2♣ TRF to NT INV+, 3♣ 4+♦ PRE OR GF	1♦ - 1♥/♠ - 2♣ - 2♥ = ASK, 1♦-1♥-1♠-2♣=4th suit, Two-way checkback	
1♥		5	3♣		12-18 5+♥	2♣ GF 2+♣, 2♣ 6+♣ S/O, 2NT INV unbal 3+M	1♥ - 2♣ - 2NT ask for shortage, 1♥ - 2♥ - 2♣/3♣/♦ help suit	DRURY
					may be 5+♥ 6+m	3M-2=6-9 4+M, 3M-1=INV bal 3+M, 3/4M= PRE,	1♥ - 1♠ - 2♣/♦/♥ - 2♣=ASK, Two-way checkback	3♣/♦ = ♣/♦ with SUPP
						3M+1= any singleton 3NT/4♣/♦= void ♣/♠/♦		2♣ INV unbal, 2NT mixed
1♠		5	3♥		12-18 5+♠, may be 6+OS	as above; 3♣=6+♥ INV; 4♥= void ♥	1♠ - 2♥ - 2♣ may be 3♥; 3♥ good hand 5422 or weak hand with shortage	as above, 3♥ mixed
1 NT		2			15-17	stayman; 2♦/♥/NT - transfers: ♥/♠/♦,	1NT - 2♣ - 2♦ - 3♥/♠ Smolen transfers	same
						2♣=transfer to ♣ or INV without 4M, 3M = 5431	1NT - 2♣ - 2♥ - 2♠ = GF with 4+♥	
						3m nat INV, 4♣/♦= TRF ♥/♠, 4♥/♠= nat	1NT - 2♣ - 2♠ - 3♥ = GF with 4+♠	
2♣		5	3♣		10-14, 5+♣, 4M or 6+♣	2♦ = ASK; 2 M = NAT, NF	2♣ - 2♦ - 2NT =good hand to NT 3♣ = bad hand to NT	same
						2NT=GF 5+M 5+OS or PRE with SUPP	2♣ - 2♦ - 2♥/♠ - 2♠/NT = relay	
						3♣=INV, 3♦/♥/♠=NAT, INV		
2♦	✓	0	2♠		6+ M (6-11)	2♥/♠= P/C; 2NT=ASK, 3♣=GF with SOL, 3♦=INV	2♦ - 2NT - 3♣=any bad hand, 3♦/♥=♥/♠, good hand with shortage	3♣ nat NF
					3rd/4th both M (0-12)	3♥/♠= P/C, 4♣= "show your suit with a TRF"	3♠/NT=♥/♠ good hand no shortage	
2♥	✓	5			5+♥, 5+OS (6-11)	2♣ = P/C; 3♣=GF with SOL; 2NT = ASK;	2♥ - 2 NT - 3♣ - 3♦ = fix ♣ to play and slam try	
					3rd/4th 5+♥ (0-12)	3♦=INV to 4♥; 3♥=PRE; 3♠= 6+♠ INV;	2♥ - 2 NT - 3♣ - 3♠ = fix ♥ to play and slam try	
2♠	✓	5			5+♠, 5+m (6-11)	2NT ASK; 3♣=GF with SOL; 3♦ INV to 4♠	same as 2♥ opening	
					3rd/4th 5+♠ (0-12)	3♥ INV to 4♥; 3♠ PRE		
2 NT	✓				5+ ♣, 5+ ♦ (6-11 or 15+)	3/4/5♠/♦ to play, 3♥= ASK	2NT - 3♥ - 3♠/NT = single ♠/♥, 4♣/♦=void ♥/♠	3rd/4th hand (<14 or 18+)
3 bids		6			PRE, classic			
3NT	✓				GAMBLING 7cards in minor	4/5♣ p/c, 4♦ ASK for short, 4NT ASK for length	3NT - 4♦ - 4♥/♠ = shortage ♥/♠ 4NT = no shortage 5♣ = shortage in minor	
					no stopper		3NT - 4NT - 5♣/♦ = 7cards; 5♥/♠/6♣/♦=void, 8cards 5NT=no void, 8cards	
4♣	✓	0			8,5-9 tricks in ♥	4♦ - relay		
4♦	✓	0			8,5-9 tricks in ♠	4♥ - relay		
4♥		6			PRE			
4♠		6			PRE			
4NT	✓				both minors	5♣/♦ = to play		
							1st + 2nd round cue bids equally	
							Roman Keycard Blackwood	
							Hoyt; Josephine	
							Splinter, Autosplinter	