

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 ♠&♦
(1♦/♥/♠) - 1NT = 15-18
1NT - Reopen = 11-15HCP; STAYMAN, TRF
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: PRE in any VULN, Unusu! 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: DBL=13+; 2♣=4+♥4+♠; 2♦=6+M; 2♥/♠=5+♥/♠4+m
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
vs 1m: Transfers 1NT=NAT RDBL=Trf to ♦/♥
vs 1M: TRF to 2M-1 RDBL = 10+HCP
JUMP 3 level =suit+support :: RAISES PRE

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()		
10	10, 10x, H109(), H10x, 109	10, 10x, HJ109(), 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	S/P
	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				
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				
Fit showing double and redouble				
Lightner double, lead directing doubles				

WBF Convention Card
<div> <div>♠♥♦♣</div> <div> <div>Category:</div> <div>Poland</div> </div> <div> <div>Artificial - RED</div> <div>EVENT:</div> <div>All events</div> </div> </div> <div> <div>PLAYERS:</div> <div>Arkadiusz Majcher</div> <div>Jakub Zawada</div> </div>
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; frequently use of non-penalty DBL
Opening 1♦/♥/♠ = 11-21 5+ (1♦ may be 4♦(441))
Opening 1 NT = (14)15-17 HCP BAL may be 5M332 or 6m322
Opening 2♣ = game forcing :: 2♦ Weak (5-10) Multi 6(5) cards M
Opening 2♥ 5-11 5+♥-5+any :: 5-11 2♠ 5+♠-5+m
2NT 5+♣-5+♦ (weak or strong)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ - 2♥ = 4-8 5+♠ 4+♥ :: 1♣ - 2♠ =INV to 3NT
1♦ - 2♦ = 4-8 5+♠ 4+♥ :: 1♦ - 2♠ = 9-12 5+♠ 4+♥
1M - 3♣ = 6-9 w 4+M :: 1M - 3♦ = 10-12 any splinter
2♦ - 3/4♣ = ASK about TRF
IN DEFENCE
1♣ - pas - 1NT - 2♠ = 4+♥ 4+♠
1♦ - pas - 1NT - 2♠ = 4+♥ 4+♠
1♦ - pas - 1♠ - ? (1) 2♦ =5+♥ 5+♠(2) 2♠ = NAT
1X - 2NT = 6+ 55 2possible lowest sutis
1m - 2♦ = 3+ 4+♥ 4+♠
1M - 2M = 6+ 5OM 5m
COMPETITIVE BIDDING
1♣ - 1NT - next as their open 1NT
Agressibe pree-empt style NV, Micheals any str, Lebensohl
SPECIAL FORCING PASS SEQUENCES
1M - p - 2♦/4♦ (F)
1♣ - 1NT -DBL(pen) -Pass=forcing to RDBL
Other in obvious situations only
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: often

OPENING	TICKET	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	3♣	BAL (12-14) OR 18-23	1♦ 0-6 any or minor(s) (7-11) or 13+ BAL, 1M nat	1♣ - 1♦ - 1♥/♠ = at least 3 cards, 1♣ - 1♦ - 1NT = 17-21 BAL	1♣ - 2M 5+M 3+♣
				11-21 5+ ♣	2♥ 4-8 5♣ 4♥	1♣ - 1♥ - 2♣ = GF(♣), 1♣-1♠-2♦ (1) GF(♣) (2) 4♦5♣	1♣-1NT=9-11
1♦		4	3♣	11-21 5+♦	2♦ 9-12 4♦ 2♥ 4-8 5♣ 4♥	1♦ - 2♣ - 2/3NT = 4441♣, 1♦ - 3M - 4♦ NF, 1♦ - 2♣-3M=SPL 11-4	2♣ drury fit
				11-21 4♦(441)	2♣ 9-11 5♣ 4♥	1♦ - 1♥ - 2♣ = INV(♦), 1♦ - 1M - 3♣ = INV 6♦ 3M, 1♦ - 1M - 3♦ = GF ♦	splinters
1♥		5	3♣	11-21 5+♥	2♣ GF 2+♣, 2NT INV 3+M	1♥ - 1♠ - 2♣=GF/NAT/3♣ next 2♦=ASK	DRURY, 2NT=7-9 4+♥
				may be 5+♥ 6+m	3♣ =6-9 4+M, 3♦ 10-12 any SPL	1♥ - 2NT - ? 3♣= INV to 4♥ 3♦=S/INV, 1♥-3♣-3♦=INV	3♦ = 9-12 w/ supp and short
					3♥ PRE	1♥ - 3♦ -3♥=ASK - 3♣=any void	Splinters from void
1♠		5	3♥	11-21 5+♠, may be 6+OS	as above; 3♥=6+♥ INV	1♠ - 1NT - (a)2♣= GF w/o 55 or any INV (b) 2NT(♠)/3♦/♥=GF 55	as above
1NT		2		15(14)[13]-17	stayman; 2♥/♥/3♣ - transfers: ♥/♠/♦,	1NT - 2♣ - ? (a)2NT = 4♥4♣ MIN, (b) 3♣=4♥4♣ MAX	same
					2♣=transfer to ♣ 3M = 5431	1NT - 2♣ - 2♥ - ? 2♣ = ASK, 3♦= GF w/ 4♥	
					3♦ nat INV, 4♠/♦= TRF ♥/♠, 4♥/♠= nat	1NT - 2♣ - 2♦ - 2♣ = ASK, 1NT - 2♣ - 2♠ - 3♣ = ASK	
2♣	✓	0		FORSING GAME ANY	2♦ = ASK :: other 3+CTRL	2♣ - 2♦ - 3M= ASK about CUE and class	same
					TRANSFERS		
2♦	✓	0	2♣	6+ M (6-11)	2♥/♠= P/C; 2NT=ASK GF, 3♠/♦ INV M TRF/NO	2♦ - 2NT - 3♣=MAX, 3♦/♥=♥/♠, bad hand	
					3♥= P/C, 4♣= "show your suit with a TRF"	2♦ - 3♣ - 3♥ (show ♠) - 3♣=INV	
2♥	✓	5		5+♥, 5+OS (6-11)	2♠/3♣= P/C; 2NT = ASK (GF m, NF ♥);	2♥ - 2 NT - ? (a)3m=5m (b)3♥=5♠, (c)3♣=6♠ (d)4m/♥=MAX 5m/♠ 6♥	
					3♦=INV to 4♥; 3♥=PRE; 3♠= 6+♠ INV;	(e)3NT=66, 75, 76	
2♠	✓	5		5+♠, 5+m (6-11)	2NT ASK (GF m, NF ♠); 3♣=P/C; 3♦ INV to 4♠	2♠ - 2NT - ? (a)3m=5m (b)3♥=6♠5♣ (c)3♠=6♠5♦ (d)4m=6m 5♠	
					3♥ INV to 4♥; 3♣ PRE	(e)3NT=66, 75, 76	
2NT	✓			5+ ♣, 5+♦ (6-11 or 15+)	3/4/5♠/♦ to play, 3♥= ASK	2NT - 3♥ - ? (a)3♠/NT = 55 single ♠/♥ (b)4♠/♦=6m5om11 (c)4M=2M(65)	
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	Two way checkback 2♠/♦ after 1♠/♦/♥ OPE	
4♥		6		PRE		2♣=any INV or 2♦ to play, 2♦=any GF	
4♠		6		PRE		HIGH LEVEL BIDDING	
4NT	✓			both minors	5♠/♦ = to play	1st + 2nd round cue bids equally	
						Roman Keycard Blackwood(with Queen), 5NT Blackwood if no space	
						Hoyt; Josephine	
						Splinter, Autosplinter	
						Splinters: weak, middle, strong :: Cue bids economically w/ short preference	
						Exclusion Blackwood 4♠ and 5level, 5 in Major trump Invitation	
						5NT = ask extra values/ask to pick a slam	