DEFENSIVE AND COMPETITIVE BIDDING						
<b>OVERCALLS</b> (Style , Responses, <sup>1</sup> / <sub>2</sub> Level, Reopening)						
Natural 8-15PC, 5+ suit; 2♣ -Drury promises fit,						
Cue bid no fit; 1 level new suit F1;						
New suit = nat. NF; new suit jump = nat. GF						
Against any artificial 1. 4/0-2cards/ - see note 5						
<b>1NT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)						
Against 1♦/♥/♠ - 1NT= 8-15 5m+4M						
Against 1 $\clubsuit$ nat. or 3 <sup>rd</sup> hands openings–1NT=15-18 nat.						
Balancing 10-15 nat. tranfers throughout;						
Balancing 10-15 nat. tranfers throughout; transfer to opponents' suit = stayman						
JUMP OVERCALLS (Style; Responses; Unusual NT)						
1 Suit - preemptive according to vulnerability						
2 Suit - 2NT=minors;						
1X pass pass 2NT – 18-21 nat. (transfer)						
$\frac{1}{\text{Reopening} - \text{skip} = 12-16 \text{ nat}}$						
DIRECT AND JUMP CUE BID (Style; Responses; Reopen)						
Michels unlimited depends on vulnerability						
(2NT – better than 3♣)						
1X-3X – asks for stopper						
VS. NT (vs. Strong / Weak; Reopening; PH)						
14+ = 2♣-majors; 2♦-Multi; 2♥/♠-nat. with 4+m						
Double $-5+m 4M$ ; balancing double = cards;						
14- = as above except double = cards						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						
Double = T/O 13+; 2NT = 15-18; cue = asks for stopper						
Jump 4 level = $5/5$ strong with suit bid; skip = $13-16$ nat						
VS. ARTIFICIAL STRONG OPENINGS						
Against 3 way or strong 1♣: pass=no overcall or 16+						
else 8-15: double=5+♥; 1♦=44 majors or 5+♠;						
1♥= any 3suiter or 54 broken; 1♠=54 blacks or reds;						
1NT=54 majors or minors; 2X= nat. depends on vul.						
Against 2♣ strong – double=clubs; 2NT=any 2suiter						
OVER OPPONENTS' TEKEOUT DOUBLE						
Rdbl=10+ penalty oriented, if fit tends to be stronger						
Fit showing skip (nat. + fit)						

OPENING LEAD STYLELEADIn Partner's suitSuit $2^{nd}$ or 4 <sup>th</sup> $2^{nd}$ or 4 <sup>th</sup> NT $2^{nd}$ or 4 <sup>th</sup> $2^{nd}$ or 4 <sup>th</sup> SubseqFrom original comb.From original comb.4 <sup>th</sup> with an honour, $2^{nd}$ from bad suit, middle from 3;Low from doubleton; sometimes 3 <sup>rd</sup> from H10(9)xLEADSLeadVs. SuitVs. NTAceA; AK(x)A; AK(x)KingAK; KQ(x)AKJ10(x); KQ(x)QueenAQ; QI(X)KQ109,QI(x)JackJ10(x)J10(x)10HJ10(x); H109(x), 10x; H10xI0x; H10x9109x(x); H9x109x(x); H9xHI-xMDU-xSx; xSxxMDU-xSx; xSxxLoxxSxSSIGNALS IN ORDER OF PRIORITYPartenr's LeadDeclarer's leadDiscartingHi-Lo = ODDS?PS/P*SvitS/PHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGHi-Lo=ODDHi = DISCRGS/P*NTS/PS/PSignals (including Trumps)Reverse count and attitude; Smith=low; Lavinthal nat.DOUBLESSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Support 2 level; Response; Reopening)13+ sound; limit responses; cue=F1 promises rebid;Balancing 8+ shapeSPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLESLightner; Suport 2 level; Responsive; ma	LEADS AND SIGNALS								
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Queen   AQJ; QJ(X)   KQ109,QJ(x)     Jack   J10(x)   J10(x)     10   HJ10(x); H109(x), 10x; H10x   HJ10(x); H109(x), 10x; H10x     9   109x(x); H9x   109x(x); H9x     HI-x   MDU- xSx; xSxx   MDU- xSx; xSxx     Lo-x   xS   xS     SIGNALS IN ORDER OF PRIORITY   S/P*     Partenr's Lead   Declarer's lead   Discarting     Hi-Lo = ODD   S?P   S/P*     Suit   S/P   Hi-Lo=ODD     Hi = DISCRG   Hi-Lo = ODD   Hi-Lo=ODD     Hi = DISCRG   Hi = DISCRG   S/P*     NT   S/P   S/P   Hi-Lo=ODD     Hi = DISCRG   Hi = DISCRG   S/P*     NT   S/P   S/P   Hi-Lo=ODD     Mi-Lo = ODD   Hi-Lo = ODD   S/P*     Reverse count and attitude; Smith=low; Lavinthal nat.   DOUBLES     TAKEOUT DOUBLES (Style; Response; Reopening)   13+ sound; limit responses; cue=F1 promises rebid;     Balancing 8+ shape   SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES     Lightner; Support 2 level; Responsive; ma									
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Lo-x xS   SIGNALS IN ORDER OF PRIORITY   SIGNALS IN ORDER OF PRIORITY   Partenr's Lead Declarer's lead Discarting   Hi-Lo = ODD S/P*   S/P Hi-Lo=ODD   Hi = DISCRG Hi-Lo=ODD   Hi = DISCRG Hi-Lo=ODD   Hi = DISCRG S/P*   NT S/P S/P*   Mi = DISCRG Hi-Lo=ODD   Hi-Lo = ODD Hi-Lo=ODD   Signals (including Trumps)   Reverse count and attitude; Smith=low; Lavinthal nat.   DOUBLES   TAKEOUT DOUBLES (Style; Response; Reopening)   13+ sound; limit responses; cue=F1 promises rebid;   Balancing 8+ shape   SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   Lightner; Support 2 level; Responsive; maximal overcalls   Negative may include GF hands	•								
SIGNALS IN ORDER OF PRIORITY   Partenr's Lead Declarer's lead Discarting   Partenr's Lead Declarer's lead Discarting   Hi-Lo = ODD S?P S/P*   Suit S/P Hi = DISCRG Hi-Lo=ODD   Hi = DISCRG Hi-Lo = ODD Hi-Lo=ODD   MT S/P S/P Hi-Lo=ODD   MI = DISCRG Hi = DISCRG S/P*   NT S/P S/P Hi-Lo=ODD   MI-Lo = ODD Hi-Lo = ODD Hi-Lo=ODD   Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat.   DOUBLES Smith=low; Lavinthal nat.   TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid;   Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands				Sxx		Sx; xSxx			
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S/P S/P Hi-Lo=ODD   Hi-Lo = ODD Hi-Lo = ODD Signals (including Trumps)   Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES   DOUBLES Stignals (including Trumps)   TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid;   Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   Lightner; Support 2 level; Responsive; maximal overcalls   Negative may include GF hands		Η	i = DISCRG	Hi-Lo = ODD					
Hi-Lo = ODD Hi-Lo = ODD   Signals (including Trumps)   Reverse count and attitude; Smith=low; Lavinthal nat.   DUBLES   TAKEOUT DOUBLES (Style; Response; Reopening)   13+ sound; limit responses; cue=F1 promises rebid;   Balancing 8+ shape   SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   Lightner; Support 2 level; Responsive; maximal overcalls   Negative may include GF hands		Η	i = DISCRG	Hi = DISCRG		S/P*			
Signals (including Trumps) Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands	NT	S	/P			Hi-Lo=ODD			
Reverse count and attitude; Smith=low; Lavinthal nat. DOUBLES TAKEOUT DOUBLES (Style; Response; Reopening) 13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands									
DOUBLES   TAKEOUT DOUBLES (Style; Response; Reopening)   13+ sound; limit responses; cue=F1 promises rebid;   Balancing 8+ shape   SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   Lightner; Support 2 level; Responsive; maximal overcalls   Negative may include GF hands	Signa	ls (i	including Trun	nps)					
TAKEOUT DOUBLES (Style; Response; Reopening)   13+ sound; limit responses; cue=F1 promises rebid;   Balancing 8+ shape   SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   Lightner; Support 2 level; Responsive; maximal overcalls   Negative may include GF hands	Revers	se o	count and attitue	de; Smith	n=low; Lavi	nthal nat.			
13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands	DOUBLES								
13+ sound; limit responses; cue=F1 promises rebid; Balancing 8+ shape SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands	TAKEOUT DOUBLES (Style; Response; Reopening)								
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands									
Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands									
Lightner; Support 2 level; Responsive; maximal overcalls Negative may include GF hands	SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES								
Negative may include GF hands									
					y) and 14+	NT			
	<b>p</b>		- ``	-					

WBF Convention Card



Category: <u>POLISH CLUB (RED)</u> NCBO: <u>POLAND</u> PLAYERS:

EWA SOBOLEWSKA ANIA SZCZEPAŃSKA

SYSTEM SUMMARY
GENERAL APPROACH STYLE
1 <b>♣</b> - 2+ <b>♣</b> OR any GF
5 card majors
15-17 NT may have 5M, 6m, 54m
2♦ - multi 6♥/♠ weak
2♥/♠/NT- twosuiters 55
3NT – Gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ - 2+♣ or any GF; if 5+♣ unbal 15+
2♦ - 6-11 6♥ or 6♠
2♥ - 6-11 5+♥/5+ other
2♠ - 6-11 5+♠/5+minor
2NT – 6-11 5+/5+ minors
3NT – Gambling, no Ace or King
Transfers over 1M after double
VS. 1. 0-2cards we play artificial / see vs.
Artificial strong openings and NOTE5/
SPECIAL FORCING PASS SEQUENCES
1♣ - double pass= 0-6 PC 3+♣
2♦ - double pass= diamonds
IMORTANT NOTES THAT DO NOT FIT ELSEWHERE
Double raise weak
PSYCHICS: Rare

OPENING	TRICK IF ARTIF	MIN OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1*	X	0	4♥	12-14 OR18-24 BALANCED; 15+PC 5+♣ ; 12-21 PC 4414; ANY GF;	$1 \blacklozenge = 0-6 \text{ PC ANY}; 7-11 \text{ unbal m or minors}; 16+ \text{ PC BAL};$ $1 \checkmark = 4+ \checkmark \land 7+;$ 1  NT:  7-9  PC BAL; 2  NT:  10-12,  BAL; 3  NT:  13-15  PC BAL; $2 \bigstar \land \checkmark \checkmark = \text{ GF } 5+ \bigstar \land \checkmark \checkmark \bigstar$ ; $3 \bigstar \land \bullet = 6+ \bigstar \land \bullet \text{ INWIT}; 3 \bigstar = \text{ TRANSFER TO } 3 \text{ NT};$	1 <b>*</b> -1 <b>•</b> -1 <b>♥</b> =MAY BE 3 <b>♥</b> ; 1 <b>*</b> -1 <b>•</b> -1 <b>♥</b> / <b>•</b> -1NT- weak; 1 <b>*</b> -1 <b>•</b> -1NT= 18-20 PC BAL; 1 <b>*</b> -1 <b>•</b> -2NT-21+BAL; 1 <b>*</b> -1 <b>♥</b> / <b>•</b> -1NT-2 <b>*</b> =RELAY 1 <b>*</b> -1 <b>♥</b> ( <b>•</b> )-2 <b>•</b> -RELAY; 1 <b>*</b> -1 <b>♥</b> / <b>•</b> -2 <b>*</b> =15+ 5+ <b>*</b> ;	1♣-1NT= 7-11 bal. 1♣-2♣/♦ = 9-11 nat. no 4 card major;
1♦		4	4♥	12-21 PC, 5+♦; 12-21 PC 1444 with 4♦; 12-15 PC 4♦5♠;	$1 \checkmark / = F1 4+ \checkmark / ; 1/2/3NT = NAT. BALANCED;$ 2 = GF NAT; 2 = GF 4+ ; 3 = INVIT 6+ ; 3 = Imit 4+ ; $2 = 4 \le 2 $ weak; 2 = 4 \ 5 inwit; 3 \ 2 = shortness 4+ ;	$1 \leftarrow -1 \lor / \bullet -1 NT-2 \bigstar = RELAY$ $1 \leftarrow -1 \lor / \bullet -2 NT = FG; 1 \leftarrow -1 \lor / \bullet -2 NT-3 \bigstar - RELAY;$ $1 \leftarrow -1 \lor -2 \bigstar = GF 6+ \diamond$ unbal; $1 \leftarrow -1 \lor / \bullet -2 \bigstar = 54$ any;	1♦-2♦= 7-9 3+♦
1♥		5	4♦	12-21 PC 5+♥ may have longer minor	1NT=SEMIFORCING may have 4-6 PC WITH SUPPORT; 2♣= 13+ PC BAL OR 10+ PC 5+♣; 2NT= limit 3+♥; 3♥=pree; 3♣= weak any shortness; 3NT/4♣/♦-splinter ♠/♣/♦	1♥-1♠-1NT-2♣=RELAY 1♥-1NT-2♣ = GF any distribution 1♥-1NT-2NT= invite; 1♥-1NT-3♣/♦ = invit 5♥-5♣/♦	DRURY promises fit; SKIPS=suit (values)+fit LOWEST= any short
1♠		5	4♥	12-21 PC 5+♠ may have any 6	1NT=SEMIFORCING may have 4-6 PC WITH SUPPORT; 2♣= 13+ PC BAL OR 10+ PC 5+♣; 2NT= limit 3+♠; 3♣= pree; 3NT=weak any shortness; 4♣/♠/♥-splinter ♣/♠/♥	1♠-1NT-2♣= nat or any GF; 1♠-1NT-2NT= INVIT; 1♠-1NT- 3♣/♦/♥ - invit 5♠-5♣/♦/♥;	DRURY promises fit; SKIPS=suit (values)+fit LOWEST= any short
1NT		2	4♥	15-17 PC BALANCED may have 5 major or 6 minor or 54m	2 $\Rightarrow$ =NF STAYMAN; 2 $\checkmark$ / $\Rightarrow$ = TRANSFER TO $\checkmark$ / $\Rightarrow$ ; 2 $\checkmark$ /2NT=transfer to $\ast$ / $\diamond$ ; 3 $\ast$ / $\diamond$ =5+ $\ast$ / $\diamond$ -4M,shortness m; 3 $\checkmark$ / $\Rightarrow$ =54m,3 $\checkmark$ / $\diamond$ ; 4 $\Rightarrow$ =5+ $\checkmark$ 5+ $غ$ week; 4 $\checkmark$ / $\Rightarrow$ = transfer to $\checkmark$ / $\diamond$ ;	1NT-2♦-2NT/3♥= good hand + fit♥; 1NT-2♥-2NT/3♠= good hand + fit♠; 1NT-2♠-2NT=good hand; 1NT-2NT-3♣ = good hand;	
2♣		5	4♥	11-14 PC 5+ $#4M$ or 6+ $#$ 2 $$=$ RELAY; 2 $$=$ / $$=$ NAT NF; 3 $$=$ INVIT; 3 $$=$ INVIT; 3 $$=$ INVIT; 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$ 2 $$=$		2 <b>♣</b> -2NT= invitational	
2♦	X	0		6-11 PC 6(5)♥ or ♠	2♥=P/C or F with hearts; 2♠= RELAY; 2NT= RELAY; 3♣/♦= nat GF; 3♥= pree fit in majors; 3♠= nat invite; 4♣= asking for transfer bid; 4♠= bid your suit;	2 ◆ -2NT-3 ♣ -WEAK, 2 ◆ -2NT-3 ◆ /♥ - TRANFER TO ♥/♠, not bad hand; 2 ◆ -2NT-3 ♠ /NT-VERY GOOD SUIT any;	2 <b>♥/</b> ♠= P/C
2♥		5		6-11 PC 5+♥/5+ OTHER	$2 \triangleq P/C$ ; 2NT= RELAY; $3 \oiint/ = GF$ nat; $3 \heartsuit =$ pree	2♥-2NT-3♠= 6♠5♥; 2♥-2NT-4♥= 6♥5♠;	
2♠		5		6-11 PC 5+♠/5+ MINOR	2NT= RELAY; $3 = P/C$ ; $3 = GF$ nat; $3 = pree$	2 <b>≜</b> -2NT-3 <b>♥</b> =6 <b>≜</b> 5 <b>♣</b> ; 2 <b>≜</b> -2NT-3 <b>≜</b> =6 <b>≜</b> 5 <b>♦</b> ;	
2NT	Х	0		6-11 PC 5+♣/5+♦	3♥= RELAY		
3♣		6		PREE 6+♣, 3rd random	3♦- RELAY; 3♥/♠= NAT FORCING;		
3♦		6		PREE 6+♦, 3rd random	3♥/♠= NAT FORCING; 4♣= RELAY;		
3♥		6		PREE 6+♥, 3rd random			
3♠		6		PREE 6+♠, 3rd random			
3NT	Х			GAMBLING NO SIDE A or K	4 <b>♣</b> = P/C; 4 <b>♦</b> =RELAY;	HIGH LEVEL BIDDI	NG
4♣		6		PREEMPTIVE		RKBC 5♣= 0 or 3;Q PRIORITY;HOYT;	
4♦		6		PREEMPTIVE		5NT BLACKWOOD IF NO SPACE; JO	SEPHINE;
4♥	1	6		PREEMPTIVE		CUE BID ECONOMIC; SHORTNESS F	PRIORITY:
4♠	1	6		PREEMPTIVE			- 7
4NT	X	-		FOR ACES			