DEFENSIVE AND COMPETITIVE BIDDING	LEADS AN	ND SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	OPENING LEADS STYLE					WBF Convention Card 2.18	
overcalls with jump=preemptive both non- and vulnerable		Lead In Partner's Suit		WER Convention Card 2. 10				
overcalls-with 5 cards' suit (rarely 4) (7-16PC)	Suit	2nd/4th; the highest from sec	quences	s 2nd/4th; the highest from sequences				
1NT response=NF	NT	2nd/4th; the highest from sec	quences	2nd/4th; the	highest from sequences	Category:	RED	
Drury	Subseq	qualitative (inverted)		qualitative (ir	nverted)	Country:	POLAND	
new suit=F1	Other:					Event:	ALL	
						Players:	Polish Club 2000	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS					SYSTEM SL	JMMARY	
1NT=15-18PC, Stayman, texas	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE		
1◊-(pass)-1♥-1NT =♣/♠ etc.	Ace	AK(), Ax		AK(), Ax		System: WJ		
	King	KD(), Kx		AKJ(), KD(), Kx		3 meanings of 1♣ opening: natural, 12-14 balanced or strong (any GF).		
	Queen	DJ(), Dx		DJ(), Dx		Response 1≬ is artificial.		
	Jack	J10(), HJ10(), Jx		J10(), HJ10(), Jx		1♥/♠ openings- 5+ ♥/♠; non-forcing 1 NT response.		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109(), H10x, 10x, 109		H109(), H10x, 10x, 109		Opening 2♣-precision=10-14 PC; 6+♣ or 5+♣ 4♥/≜.		
1-Suit: always preemptive, 2NT=two lowest not-bidded suits	9	109(+)		109(+)		Lebensohl.		
2-Suit: always preemptive	Hi-x	109(+)xSx(+), HSx, 10Sxx(+)		109(+)xSx(+), HSx, 10Sxx(+)	1NT Opening	gs: 15-17PC, rather balanced	
	Lo-x	p-x xS, HxxS(+) x		xS, HxxS(+)		2 OVER 1 ResponsesGF (but 2♥ over 1♠ is 10+PC)		
Reopen: reasonable	SIGNALS	IN ORDER OF PRIORITY		•		SPECIAL BI	DS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead D	eclarer's	Lead	Discarding	opening 2 ◊ =	-5-11 PC; 6(5+) ♥/♠	
Micheals	Suit:1st	Hi=discouraging H	li/Lo=odd		direct	opening 2♥ :	=5-11 PC 5 ℃ -5 minor; 2 ≜ =5-11 PC; 5 ≜ -5minor	
opponent's suit jump call= 1)ask for stopper 2) one very good suit GF	2nd	Hi/Lo=odd La	avinthal	thal		opening 2 NT=21-22PC, balanced		
	3rd					relay 1◊= 1)neg. (0-6PC) 2)minor(s) (7-11PC) 3) balanced 17+PC		
	NT: 1st	Hi=discouraging La	avinthal		Lavinthal		◊-(pass)-1♥/ ≜ =min. 3 cards	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo=odd H	li/Lo=odd				◊-(pass)-1NT=balanced hand, 18-20PC	
vs strong: 2♣=majors; 2◊=multi; 2♥/♠=5♥/♠, 4♣/◊; 2NT=minors; x=5♣/◊ 4♥/♠;	3rd	Lavinthal					ı)-1 ♡/ ≜-(anything)-2◊=18+PC, with min3 card support	
at the re-open: batural except from x=13+PC and 2&=majors	Signals (in			is well): Hi/Lo		1♣/◊-(pass)-1♥/♠-(pass)-1♣/NT-(pass)-2♣=forcing to 2◊; two way checkback		
vs weak: the same as vs strong appart from x which is 13+PC	Smiths for NT games=Lo encouraging					1 ♣ /◊-(pass)-	-1♥/≜-(pass)-1≜/NT-(pass)-2◊=artificial, GF	
	DOUBLES							
	TAKEOUT DOUBLES (Style; Responses; Reopening)							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		take out double=min. 3 cards in not bidded major suit						
take out double	1♦ is negative response after the take out double to 1♣ opening							
Micheals	double at t	double at the re-open position=9+PC						
iumps are reasonable							DRCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
	take out double, antidouble, Lightner, double-inv.							
		double showing support, e.g. 1♣-(pass)-1♥-(anything)-double=exactly 3♥						
						IMPORTAN	I NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE								
new suit at 1st and 3rd level=F1, 2nd=NF								
1♥/▲-x-1NT=7-10PC with support						Psychics:	We do bluff rarely (mostly on 3rd and 4th hand).	
1♥/♣-x-2♥/♣=4-6PC with support								
xx=12+PC with support, 10+PC without support								

n. Neg Dble thi 3 ▲ 3 ▲ 3 ▲ 3 ▲ 3 ♥ 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	r Description balanced 12-14 5+♣; 15+PC any GF 12-21PC 11-17PC 11-17PC 15-17, rather balanced 10-14PC 5+♣ 4♥/♠ or 6+♣ 5-11 PC, 6+♥/♠ 5-11PC, 5♥-5 minor 5-11PC, 5♣-5 minor 21-22PC, balanced hand preemptive	2%=5&4%6-9PC, bal; 2&=inv+ balanced hand; 3&=preemptive (with◊) or any strong splinter; 1NT=NF; 2&GF, 2&=inv with shortness and support 2NT=inv with support; 3%-preemptive 1NT=NF; 2&GF, 2NT=inv with shortness and support 2%=10+PC; 3%=inv with support; 3&-preemptive stayman, texas, 2◊=relay, 2%/e=NF, 3&=inv.	Subsequent Auction 1♣-(pass)-1◊-(pass)-1♥/♠=min. 3 cards response 1◊=1)neg.(0-6) 2)minor(s)(7-11)3) balanced17- 1◊-(pass)-1♥-(pass)-3◊= with 3♥, 2NT=without 3♥ 1♥-(pass)-2♠-(pass)-2NT-asks for singleton 1♠-(pass)-2NT-(pass)-3♣-asks for singleton 3♣=weak(and then 3◊ relay) 3◊/♥=strong♥/♠	Passed Hand Bidding
3♠ 3♠ 3♥	5+♣; 15+PC any GF 12-21PC 11-17PC 11-17PC 15-17, rather balanced 10-14PC 5+♣ 4♥/♠ or 6+♣ 5-11 PC, 6+♥/♠ 5-11PC, 5♥-5 minor 5-11PC, 5♥-5 minor 21-22PC, balanced hand preemptive	1♥/▲=4+♥/♠; 7+PC ;2♣/◊=5+♣/◊ GF; 3♣/◊=6+♣/◊ inv 2♥=5♣4♥6-9PC, bal; 2▲=inv+ balanced hand; 3♣=preemptive (with◊) or any strong splinter; 1NT=NF; 2♣GF, 2♣=inv with shortness and support 2NT=inv with support; 3♥-preemptive 1NT=NF; 2♣GF, 2A=inv with shortness and support 2♥=10+PC; 3♥=inv with support; 3♣-preemptive stayman, texas, 2♦=relay, 2♥/♠=NF, 3♣=inv. 2♥/♠=to partner's colour, 2NT=relay, 3♣=GF with own suit, 3◊=inv. with supports, 3♥=preemptive 2NT=relay 2NT-relay	response 1◊=1)neg.(0-6) 2)minor(s)(7-11)3) balanced17+ 1◊-(pass)-1♥-(pass)-3◊= with 3♥, 2NT=without 3♥ 1♥-(pass)-2♠-(pass)-2NT-asks for singleton 1♠-(pass)-2NT-(pass)-3♣-asks for singleton	
3 ≜ 3♥	any GF 12-21PC 11-17PC 11-17PC 15-17, rather balanced 10-14PC 5+♣ 4♥/♠ or 6+♣ 5-11 PC, 6+♥/♠ 5-11PC, 5♥-5 minor 5-11PC, 5♥-5 minor 21-22PC, balanced hand preemptive	2%=5&4%6-9PC, bal; 2&=inv+ balanced hand; 3&=preemptive (with◊) or any strong splinter; 1NT=NF; 2&GF, 2&=inv with shortness and support 2NT=inv with support; 3%-preemptive 1NT=NF; 2&GF, 2NT=inv with shortness and support 2%=10+PC; 3%=inv with support; 3&-preemptive stayman, texas, 2◊=relay, 2%/&=NF, 3&=inv. 2%/&=to partner's colour, 2NT=relay, 3&=GF with own suit, 3◊=inv. with supports, 3%=preemptive 2NT=relay 2NT-relay	1◊-(pass)-1♥-(pass)-3◊= with 3♥, 2NT=without 3♥ 1♥-(pass)-2♠-(pass)-2NT-asks for singleton 1♠-(pass)-2NT-(pass)-3♣-asks for singleton	
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3A	10-14PC 5+♣ 4♥/♠ or 6+♣ 5-11 PC, 6+♥/♠ 5-11PC, 5♥-5 minor 5-11PC, 5♦-5 minor 21-22PC, balanced hand preemptive	stayman, texas, 2◊=relay, 2♥/♠=NF, 3♣=inv. 2♥/♠=to partner's colour, 2NT=relay, 3♣=GF with own suit, 3◊=inv. with supports, 3♥=preemptive 2NT=relay 2NT-relay	3♣=weak(and then 3◊ relay) 3◊/♥=strong♥/♣	
3▲ 	10-14PC 5+♣ 4♥/♠ or 6+♣ 5-11 PC, 6+♥/♠ 5-11PC, 5♥-5 minor 5-11PC, 5♦-5 minor 21-22PC, balanced hand preemptive	2◊=relay, 2♥/♠=NF, 3♣=inv. 2♥/♣=to partner's colour, 2NT=relay, 3♣=GF with own suit, 3◊=inv. with supports, 3♥=preemptive 2NT=relay 2NT-relay	3♣=weak(and then 3◊ relay) 3◊/♡=strong♡/▲	
3 de	5-11 PC, 6+♥/▲ 5-11PC, 5♥-5 minor 5-11PC, 5♦-5 minor 21-22PC, balanced hand preemptive	2♥/▲=to partner's colour, 2NT=relay, 3♣=GF with own suit, 3◊=inv. with supports, 3♥=preemptive 2NT=relay 2NT-relay	3♣=weak(and then 3◊ relay) 3◊/♥=strong♥/♠	
	5-11PC, 5 ♥ -5 minor 5-11PC, 5 ♦ -5 minor 21-22PC, balanced hand preemptive	suit, 3≬=inv. with supports, 3♥=preemptive 2NT=relay 2NT-relay	3♣=weak(and then 3◊ relay) 3◊/♥=strong♥/♠	
	5-11PC, 5 ≜ -5 minor 21-22PC, balanced hand preemptive	2NT=relay 2NT-relay		
	5-11PC, 5 ≜ -5 minor 21-22PC, balanced hand preemptive	2NT-relay		
	21-22PC, balanced hand preemptive			
	preemptive	3♣=puppet Stayman, 3◊/♥-♥/♠; 3♠-minors; 3NT-5♣4♥		
	preemptive			
	preemptive			
	preemptive			
	gambling, with no entry	4¢=asks for singleton		
	8-8,5 tricks in ♥			
	8-8,5 tricks in 🛦			
	preemptive			
	preemptive			
	precisely asks for aces	5 & =none, 5 ◊/♡// /6 & =one ace; 5NT=2 aces;		
				1
oth 1st and 2nd class				
ls				
	h 1st and 2nd class	preemptive precisely asks for aces	preemptive precisely asks for aces 5♣=none, 5◊/♥/♠/6♣=one ace; 5NT=2 aces; Image:	preemptive precisely asks for aces 5♣=none, 5♦/♥/♠/6♣=one ace; 5NT=2 aces; Image: