DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style , Responses, ¹ / ₂ Level, Reopening)
Natural 8-16PC, 5+ suit; 2♣ -Drury promises fit,
Cue bid no fit; 1 level new suit F1;
New suit = nat. NF; new suit jump = nat. GF
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
Against 1♦/♥/♠ - 1NT= 8-15 5m+4M
Against 1♣ nat. or 3 rd hands openings–1NT=15-18 nat.
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)
Reopening $-$ skip $=$ 12-16 nat
DIRECT AND JUMP CUE BID (Style; Responses; Reopen)
Michels unlimited depends on vulnerability
$(2NT - better than 3 \clubsuit)$
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= $5+\Psi$; 1 \bullet =44 majors or 5+ \bullet ;
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)

LEADS AND SIGNALS **OPENING LEAD STYLE** LEAD In Partner's suit 2^{nd} or 4^{th} 2^{nd} or 4^{th} Suit 2^{nd} or 4^{th} 2^{nd} or 4^{th} NT From original comb. From original comb. Subseq 4^{th} with an honour, 2^{nd} from bad suit, middle from 3: Low from doubleton; sometimes 3rd from H10(9)x LEADS Vs. Suit Vs. NT Lead A; AK(x)A: AK(x)Ace AK; KQ(x)AKJ10(x); KQ(x)King AQJ; QJ(X)KQ109,QJ(x) Queen J10(x) Jack J10(x)HJ10(x); H109(x), 10x; HJ10(x); H109(x), 10 10x; H10x H10x 109x(x); H9x 109x(x); H9xHI-x MDU- xSx; xSxx MDU- xSx; xSxx xS xS Lo-x SIGNALS IN ORDER OF PRIORITY Partenr's Lead Discarting Declarer's lead S/P* Hi-Lo = ODD S?P S/P Hi = DISCRG Hi-Lo=ODD Suit Hi = DISCRG Hi-Lo = ODD Hi = DISCRG Hi = DISCRG S/P* S/P S/P Hi-Lo=ODD NT 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 Artificial against 1 (strong or 3way) and 14+NT

WBF Convention Card



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Category:	POL	ISH CI	LUB (R	(ED)		
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PLAYERS:						
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SYSTEM SUMMARY
GENERAL APPROACH STYLE
1♣ - 2+♣ 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
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