

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 level = light overcalls
Drury after 1♥/♠ overcalls then 2♥/♠ weak response,
2♦ art. promises at least opening values
After 1/2 level overcall new suit response on 2 level is not forcing
Jump shift response = suit + support
* After 2♣ overcall 2♦ is art. and asks for 4 card M
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 then xfers (xfer to opps suit = Stayman)
11-15 in balancing seat then same as after 15-18 NT overcall with exception: 2N is nat. invitational.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls; then RONF
Sound jum overcalls in balancing seat
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue after natural 1♥/♠ = Michaels /2NT resp. promises inv. value
Direct cue after natural 1♠/♦ = both majors
Jump cue after natural 1♦/♥/♠ = stop ask, after 1♣ = nat, weak
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs Strong 2♣ = majors, 2♦ = one maj, 2♥/♠ = ♥/♠ and a minor, DBL = 5m-4M
vs Weak 2♣ = majors, 2♦ = one maj, 2♥/♠ = ♥/♠ and a minor, DBL = 12+
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Double = take-out
cue = two-suiter
3NT = natural
4NT = two-suiter (but natural after natural 4♣/♦ openings)
2NT = 15-18
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: DBL = ♦/♥ or ♣/♠, 1♦ = ♣/♦ or ♥/♠, 1NT = ♣/♥ or ♦/♠
OVER OPPONENTS' TAKEOUT DOUBLE
rdbl = strong

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	2nd/4th	
NT	2nd/4th	2nd/4th	
Subseq	2nd/4th	2nd/4th	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AK	A, AK	
King	KQ	AKJ, KQ	
Queen	QJ	KQT, QJ	
Jack	JT, KJT, AJT	AQJ, JT	
10	Tx, QT9, KT9, AT9	AT9, KT9, QT9, KJT, AJT	
9	T9x	T9x	
Hi-x	xXx(x)	xXx(x)	
Lo-x	xX	xX or Xx when lead pard suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	count	rev attitude
	2 count	suit pref	suit pref
	3 suit pref		count
NT	1 attitude	count	rev attitude
	2 count	suit pref	suit pref
	3 suit pref		count
<b>DOUBLES</b>			
TAKEOUT DOUBLES (Style; Response; Reopening)			
dble = take-out 12+ or 17+ any; only forcing response is opps suit			
reopen double = 8+			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
fit dble/rdbl			
responsive double			

WBF Convention Card
♠ ♥ ♦ ♣
Category: _____
NCBO: _____ EVENT: ALL
PLAYERS: EWA KATER
EWA KOZYRA
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
natural, but 4-way 1♣ opening (bal 12-14 or 18-20, natural or any GF)
2♣ = both majors, weak
2♦ = Multi
2♥ = hearts and a minor, weak
2♠ = spades and a minor, weak
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ opening = 5-10, both majors, at least 5-4, no 5440
1♦ response after 1♣ opening = 0-6 or 7-11 minors or 16+ bal no 4♥/♠
1♣ - 1♦ - 1NT = 18-20 bal
1♣ - 3♠ = puppet to 3NT
1♣ - 1♦ - 2♦ = GF unbal then 2♥ can be 0-3 bal or nat
1♣ - 1♦ - 2NT = GF bal
1♦ - 2♦ - inverted raise, forcing to 3♦
1♣ - 2♣ - inverted raise, GF can be 4♥/♠
1♣-1♥-3♦* = 4♥ 4+♣ good hand
1♣-1♥-3♥ = weak raise 4♥+4+♣
1♣-1♠-3♥* = good hand w/ 4♣
1♣-1♠-3♠ = weak raise w/ 4♠+4+♣
Auto Lebensohl 2NT in COMP after 1X opening, 1/1 response or neg dble.
Shows weak hand with 6+cards in opener' suit or two suiter
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: RARE



OPENING	TICKET	ARTIFICIAL	MINOR OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0			12-14 or 18-20 bal, 11+ nat, any GF	1♦ = 0-6 or 7-11 minor/s, 1♥/♠ = 7+ nat, 1/2NT = nat, NF 2♣♦♥/♠ = GF, 3♣♦ = inv, 3♥ = weak; 3♠ = xfer to 3NT	1♣ - 1♦ - 2♥/♠ = 5+♣-4♥/♠ 19+ or GF with 5+♥/♠, 1♣ - 1♦ - 2NT = GF bal 1♣ - 1♦ - 1♥ - 2♣/NT = 9-11 minors 5♣-4♦/5♦-4♣, 1♣ - 1♥ - 2♣ = GF ♣	
1♦		4			11-21 5+♦ or 4♦441	2♥/♠ = GF, 2♦ = inv raise forcing to 3♦ 2NT = inv, 3♣ = nat inv, 3♦♥ = pre	1♦ - 1♥/♠ - 2NT - 3♣ = xfer to 3♦ to pass ♥/♠, others = GF 1♦ - 1♠ - 2♦ - 2♥ = F1 artificial	
1♥		5			11-21	1NT = 6-11 no 3♥ or mini hearts raise 2NT = ♥ support, at least inv, 3♥ = pre two-over-one = GF; 3♣♦ = nat inv	1♥ - 1♠ - 2NT = GF; 1♥ - 1NT - 2♣ = artificial GF 1♥ - 2NT - 3♣ = relay then: 3♦ = 10-11 bal 3♥, 3♥ = inv 4♥, 3♣ splinter/next asking/ 1♥ - 1NT - 2♣ = GF artificial relay	
1♠		5			11-21	same as after 1♥; 2N fit 3+ invit; 3♣♦♥/♠ = nat inw/o fit	1♠ - 1NT - 2♣ = strong relay, at least inv.then resp 2♦*weakest w/o 5♥	
1NT					15(14+)-17 major 5 carder possible	2♣ = Stayman, 2♦♥/♠/NT = xfers to ♥/♠/♣♦ 3♣♦ = nat inv, 3♥/♠ = fragment, 54 in minors 4♣♦ = xfer, 4♥/♠ = natural sign off	1NT - 2♣ - 2♥ - 2♠/NT = inv wo/w 4♣ 1NT - 2♣ - 2♦ - 3♦ = GF 5-4 majors 1NT - 2♣ - 2♥ - 3♦ = slam try in ♥, 1NT - 2♣ - 2♠ - 3♥ = slam try in ♠	
2♣	✓	0			5-10 at least 5-4 in majors no 5440	2♦ = relay, 2♥/♠ = sign off, 2NT = diamonds 3♣♦ = inv to ♥/♠ game 3♥/♠ = pre.	2♣ - 2♦ - 2♥/♠ - 2N = nat inv 2♣ - 2NT - 3♣♦ = ♦ support/no ♦ support 2♣ - DBL - PAS/RDBL/2♦ = ♣/bid longest suit/natural	
2♦	✓				5-10 6♥/♠	2NT = relay, 3♣ = GF with any suit 3♦ = inv with ♥ and ♠ support, 3♥ = p/c	2♦ - 2NT - 3♣ = weak any suit, then 3♦ = relay, then 3♥ = ♠, 3♣ = ♥ 2♦ - 2NT - 3♦♥ = good hand with ♥/♠; 2♦ - 2NT - 3♠/NT = AKQ♥/♠	
2♥					5-10 5♥-5♣♦	2♣ = nat NF, 2NT = relay, 3♣ = p/c 3♦/♠ = nat inv	2♥ - 2NT - 3♣♦ = natural	
2♠					5-10 5♠-5♣♦	2NT = relay, 3♣ = p/c 3♦♥ = nat inv	2♠ - 2NT - 3♣♦ = natural	
2NT					21-23 bal, can be 5♥/♠332	3♣ = Stayman, 3♦♥ = xfer, 3♠ = xfer to 3NT	2NT - 3♣ - 3NT - 4♣♦ = slam try with minors longer ♣♦	
3 bids					pre	new suit = forcing		
3NT					gambling, no side A/K in 3rd/4th seat = to play	4♣ = p/c, 4♦ = relay		
4♣					pre			
4♦					pre			
<b>HIGH LEVEL BIDDING</b>								
								Cue-bid, Blackwood 102, Splinter

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1♠		5			11-21	same as after 1♥; 2N fit 3+ invit; 3♣/♦/♥/♠ = nat inw/o fit	1♠ - 1NT - 2♣ = strong relay, at least inv.then resp 2♦*weakest w/o 5♥	
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2♣	✓	0			5-10 at least 5-4 in majors no 5440	2♦ = relay, 2♥/♠ = sign off, 2NT = diamonds 3♣/♦ = inv to ♥/♠ game 3♥/♠ = pre.	2♣ - 2♦ - 2♥/♠ - 2N = nat inv 2♣ - 2NT - 3♣/♦ = ♦ support/no ♦ support 2♣ - DBL - PAS/RDBL/2♦ = ♣/♠ bid longest suit/natural	
2♦	✓				5-10 6♥/♠	2NT = relay, 3♣ = GF with any suit 3♦ = inv with ♥ and ♠ support, 3♥ = p/c	2♦ - 2NT - 3♣ = weak any suit, then 3♦ = relay, then 3♥ = ♠, 3♣ = ♥ 2♦ - 2NT - 3♦/♥ = good hand with ♥/♠; 2♦ - 2NT - 3♠/NT = AKQ♥/♠	
2♥					5-10 5♥-5♣/♦	2♣ = nat NF, 2NT = relay, 3♣ = p/c 3♦/♠ = nat inv	2♥ - 2NT - 3♣/♦ = natural	
2♠					5-10 5♠-5♣/♦	2NT = relay, 3♣ = p/c 3♦/♥ = nat inv	2♠ - 2NT - 3♣/♦ = natural	
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3 bids					pre	new suit = forcing		
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4♣					pre			
4♦					pre			
<b>HIGH LEVEL BIDDING</b>								
								Cue-bid, Blackwood 102, Splinter