

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
NAT 5(4)+cards 8+HCP →(Drury)	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
1NT overall NAT(system ON)	
4 th pos 11-15 BAL	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Preemptive	
Leaping Michaels	
Reopen: constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1D)-2D majors 5+5+	
(1H)-2H S+C/D 5+5+	
VS. NT (vs. Strong/Weak; Reopening;PH)	
VS strong: x=5+m4M, 2C=majors 5(4)+4+, 2D=6(5)+H/S, 2NT=minors, or big two suited hand	
VS weak or 3 rd hand nv: x=13+BAL, else like vs STRONG	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Jump are constructive, Leaping Michaels, NT=NAT, DBL=t/o	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
VS 1C STRONG: crash	
OVER OPPONENTS' TAKEOUT DOUBLE	
1C-(x)-transfers	
1H-(x)-1S=NAT, INT+ - transfers	

LEADS AND SIGNALS			
OPENING LEADS STYLE 2nd/4th			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	Att.	3/5	
Subseq	2/4/att.	2/4	
Other: 5C+ - russinov, in our suit 2/3/4 – 2 w/o honour, 3 or 4 w honour			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for att.	
King	AK, KD(+)	Good suit – asks for count	
Queen	QJ(+)	Asks for att.	
Jack	J10(+), AJ10(+), KJ10(+)	Same	
10	10x, H10x, H109(+)	Same	
9	H9x, 109+	Same	
Hi-X	Hxx, xxx+	Same, xx	
Lo-X	xx+, Hxxx+	Interest – good suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	Lav. (S/P)
Suit 2	att	S/P	count
3	S/P		
1	Att./count	smith	Lav.(S/P)
NT 2	S/P	count	count
3		S/P	
Signals (including Trumps): smith echo vs nt, Lav in trumps			
Lo = enc, even,			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+HCP (may be weaker when partner passed)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1C-(1D)-x=4+H 7+HCP			
1C-(1H)-x=4+S 7+HCP			
Support double, Support redouble(at 1-level)			
Lightner double			
SOS Redouble			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Poland	
PLAYERS: Michal Nowosadzki – Jacek Kalita	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural (1c can be 2+ with longer diamonds only with 18-19 bal)	
1NT=(14+)15-17BAL	
2C=strong, 22+bal or GF	
2D=6+H/S 5-11	
2H=5+5+H+ other 5-11	
2S=5+/5+(4)m 5-11	
2NT=20-21BAL	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D=6+H/S 5-11	
2H/S=5+/5+m 5-11	
SPECIAL FORCING PASS SEQUENCES	
When we bid game in attack	
IMPORTANT NOTES	
Nonvul. preempts might be destructive.	
PSYCHICS: rarely	

OPENING	TI CK IF AR TIF ICIAL	MIN. NO. OF CAR DS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3(2)	4H	11- GF 3+C, can be 2 cards and longer diamond only with 18-19 bal	1D/H/S=NAT, 1NT=7-10 no 4M, 2C=nat. GF, 2D=inv. w C, 2H= 5S4H 5-9pc, 2S=C fit weak or GF, 2NT=nat. 3C= mixed raise, 3D/H/S=splinters, 4D/H= long H/S	1C-1D-1H/S = 44, 1NT might be 4M if only 3C	
1♦		3	4H	11-GF 3+D, 3 only with 4432	1H/S nat. , 1NT NAT, 2C GF, 2D 10+ 2H=5S4H 5-9pc, 2S= clubs inv., 3C=D fit, weak or strong splinter, 3D=mixed raise, 3H/S=weak splinter	Double Checkback	
1♥		5	4D	11-GF 5+H	1NT semiforcing, 2C can be semi nat, 2D GF, 2S=mixed raise or bal. Inv with H, 2NT= unbal. Inv. with H, 3C/D= nat. inv. 3S=any void, 3nt/4C/D= S/C/D splinter	Double checkback, Gazzilli	Drury
1♠		5	4H	11-GF 5+S	1NT semiforcing, 2C can be semi nat, 2D/H GF, 2NT=any inv. with S(5-11 3 or 4 cards) 3C/D/H=nat inv, 3NT=any void, 4x-splinter	Double checkback, Gazzilli	Drury
INT			4H	15-17BAL	2C=stayman, 2D/H=xfers, 2S=xfer to C or INV 2NT=xfer to D or minors, 3C-puppet, 3D- inv. with minors , 3H/S- short	1nt-2C-2H- denies 4S	
2♣		0	4H	Strong, 22+ bal or GF	2D=waiting, 2H=3+controls, 2S/3C/D/H=xfer to DW10+ suit (6+ cards), 2nt=minors	2C-2D-2H – H or 25+	
2♦	+	0	2S	6+H/S 5-11HCP	2H/S=p/c , 2NT=relay, 3C=bid by xfer, 3D=inv with both supports, 3H=p/c, 4C=bid major by xfer, 4D=bid major, 4H/S=to play	2D-2NT-3C= MIN -3D=MAX(H) -3H=MAX(S)	
2♥		5		5/5+H and other, 54 poss. with mnv.	2S=p/c, 2NT= Relay, 3C=p/c, 3D=GF with S, 3S= inv.		
2♠		5		5+S and 5(4)+C/D 5-11	2NT= Relay, 3C=p/c, 3D=H inv+, 3H=inv. to 4S		
2NT			4H	20-21BAL	Puppet stayman, transfers,	2nt-3C-3H – no major	
3♣		6		<u>6+C might be very light in green, sound in red</u>	3D – asks for singleton, 4D – optional blackwood		
3♦		6		6+D, like above	4C – optional blackwood	3x-4C-4D – minimum , 4H-decent hand 0 keycards, 4S-1,	
3♥		6		6+H, like above	Like above		
3♠		6		6+S, like above	Like above		
3NT	+			Full 7card minor w/o side stopper			
4♣		7		7+C Preempt			
4♦		7		7+D Preempt			
4♥		7		7+H Preempt			
4♠		7		7+S Preempt			
4NT	+			Huge minors 2suiter		Exclusion Blackwood	
						Trump Inquiry (5NT)	
						In some cases 5NT as blackwood	

