

DEFENSIVE AND COMPETITIVE BIDDING		
<b>Overcalls (style, responses, 1 / 2 level, reopening)</b>		
Natural , 5(4)+cards, 8+PC, then:		
a) 2♣ is a cue bid w/o support (might have after 1♣ opening)		
b) 2 of their suit is a cue bid with support		
c) New suit on a 1 level is constructive, but not forcing		
<b>INT Overcall (2<sup>nd</sup>/4<sup>th</sup> live, responses, reopening)</b>		
2nd 1NT 15-18 (system ON)		
4th: 15-17PC after 1♣, might be little weaker after 1♦		
12-15 after 1♥/♦		
<b>Jump overcalls (style, responses, unusual NT)</b>		
Direct: weak		
Reopen: constructive		
[1x] – 2NT – two lowest		
<b>Direct and jump cue bids (style, response, reopen)</b>		
[1♣/♦] – 2♦ shows 5+♥, 5+♠		
[1♥] – 2♥ shows 5+♠, 5+♣/♦		
[1♠] – 2♠ shows 5+♥, 5+♣/♦		
<b>Versus 1NT (strong and weak)</b>		
a) strong: x = 5m 4+M, or strong, BAL, 2♣ = 5+M, 4+M		
2♦ = 6(5)+♥/♦, 2♥/♦ = 5+♥/♦, 4+minor		
2NT = minors or any strong, very constructive two-suiter		
Reopen = dbl shows two places to play, does not promise 54 shape		
b) weak: x = 13+PC, other bid are the same as after 15-17PC		
Reopen = the same		
After pass = x shows two places to play, other are the same		
<b>Versus preempts (doubles, cue-bids, jumps, NT bids)</b>		
Jumps are constructive, 2/3NT is natural, x is takeout below 4♣		
x over 4♠ or higher opening = points, rather pass then bid		
[2♦/♥/♦] - 4♣/♦ - Leaping Michaels, then passes are forcing		
<b>Versus artificial, strong openings - 1♣ or 2♣</b>		
Versus 1♣ 16+: x shows 4+♥, 4+♠, 1♦/1♥/♦ are natural (and then 2♣ is a cue bid), 1NT shows both minors, 2 of a suit is natural		
Versus 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠		
<b>Over opponent's takeout double</b>		
A lot of transfers after 1♣, 1♥, and 1♠ openings		
Natural over other openings		

LEADS AND SIGNALS		
<b>Opening leads style: 2<sup>nd</sup>/4<sup>th</sup></b>		
	Lead	In Partner's Suit
Suit	2/4	2/4
NT	2/4	2/4 (3/5)*
Subseq	2/4	2/4
Other: *in unsupported partner's suit we lead: 3/5, Xx, xxX, etc.		
Versus NT contract king is a strong lead, asking either for unblock or a count		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK+	Asks for an attitude
King	AK, KQ(+), K(x)	Strong
Queen	QJ(+); Q(x)	Asks for an attitude
Jack	J10(+), AJ10(+), KJ10(+)	Same
10	10x, H10x, H109(+)	Same
9	H9x, 109+	Pretty same, (maybe J98x)
Hi-X	HXX, HxxXx(+), xXx+	Same
Lo-X	xX, HxxX	Pretty same (maybe 10xxX)
Signals in order of priority:		
	Partner's Lead	Declarer's Lead
1	LOW =ENC	LOW =EVEN
Suit 2	LOW =EVEN	S/P (standard)
3	S/P (standard)	
1	LOW =ENC	LOW =EVEN
NT 2	LOW =EVEN	S/P (standard)
3	S/P (standard)	
Signals (including Trumps): S/P in trumps		
Smith's Echo: LOW=ENC		
DOUBLES		
<b>Takeout doubles (style, responses, reopening)</b>		
Double = 11+PC (after Partner's pass, may be weaker with a good shape)		
<b>Special, artificial, and competitive doubles and redoubles</b>		
1♣ – [1♦] – x = 4+♥ (7)+PC 1♦ – [1♥] – x = 4+♠, (7)+PC		
1♣ – [1♥] – x = 4+♠, (7)+PC		
We play support, lightner, and card-showing doubles.		
We do SOS, card-showing, and 1 <sup>st</sup> class control redoubles.		
1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♦		
xx		
2NT [pass] 3♦/♥ [x]		
xx		

WBF CONVENTION CARD		
<b>NCBO: Poland</b>		
<b>PLAYERS: Katarzyna Dufrat – Justyna Żmuda</b>		
SYSTEM SUMMARY		
General approach and style:		
POLISH CLUB		
<b>1♣ opening shows:</b>		
a) 11-14PC, BAL or nat (4414, rarely 3415/4315)		
a) 15+PC, 5(4)+♣ (4 only if 4414)		
b) 18+PC, any shape		
<b>Then 1♦ shows one of those three types of hands:</b>		
a) 0-6PC, any shape		
b) 7-9(10)PC, both minors		
c) 16+PC, BAL, neither 5 card minor, nor 4 card major		
INT = 15-17PC, BAL (little off-shape like 5M, 6m, 5431 possible)		
2♣ = 11-14PC, 5+♣, 4M, or 6+♣		
2♦ = 3-10PC, 6+♥/♦		
2♥/♦ = 3-10PC, 5+♥/♦, 5(4)+m		
A lot of transfers in competition, especially after our openings and preempts		
Special bids that may require defence		
As above		
Special forcing pass sequences		
When we are in a GF situation		
When we have bid leaping michaels, or [3M] – 4M		
Important notes		
Psychics: rarely		

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11-14PC BAL or 4441♦ 15+PC, 5(4)+♣, 18+PC, ANY	1♦ 0-6PC ANY, 7-11PC minor(s) or 16+PC BAL	1♣ - 1♦ - 1♥/♣ = NAT, 3+, NF, 12-14BAL or strong 1♣ - 1♦ - 1NT = 18-19PC, BAL	
					1♥/♣ = 4+♥/♣ 7+PC, 1NT = 7-10, no 4cdM, 2♣/2♦=5+GF, 2♥ = 12-16PC BAL, 2♠ = minors, inv 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144 3♠ = AKDxxxx in minor	1♣ - 1♦ - 2NT = 21-23PC, BAL 1♣ - 1♥/♣ - 2♦ = 18+PC, 3+♥/♣, GF relay 1♣ - 1♦/♥/♣ - 2♣ = 5+♣, 15+PC 1♣ - 1♥/♣ - 2♣ - 2♦ = GF, artificial	
1♦		4(+)	4♥	11-17PC, 5+♦, or any 4♦441, 11-15PC, 4♦ 5♣	1NT NAT, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 4(5)♥, 5♣, weak, 2♠ = 6+♣, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♣	11-17PC, 5+♥	1NT = F1, 2♣= GF, semi nat, 2♦ = GF, nat, 2♠ = mixed raise, 2NT= inv, 4+♥, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♣ = support + any void, 3NT = ♥ support + 1♣, 4♣/♦= ♥ support + 1♣/♦/♥	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11-17PC, 5+♠	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♠ or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14+-17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5+♣ included), 2♦ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♣ = shortness, min 5+4+♣♦, 4♣ = 5+♥ 5+♠, rather not a slam try, 4♦/♥ = transfer to ♥/♣, 4♠ = to play	1NT - 2♣ - 2♦ - 2♥ = NF, 4+♥, 4+♣, 3415, or 1444 1NT - 2♣ - 2♦/♥ - 2♣ = inv, 5+♣ 1NT - 2♣ - 2♦/♥/♣ - 3♣ = GF, relay 1NT - 2♣ - 2♥/♣ - 3♦/♥ = at least ♥/♣ game try We play double transfers, next bid between 2NT-3♥ is next trf, example: 1NT-2♥-2♣-2NT = GF, 4+♣	1NT 2♥ 2♣ 2NT = 4♣, inv+
2♣	X	5(+)	4♥	11-14PC, 5+♣ 4M or 6+♣	2♦ = relay, 2♥/♣=NF, 2NT= puppet do 3♣, 3♣=inv to 3NT, 3♦ = nat inv, 3♥/♣ = nat inv	2♣ - 2NT - 3♣ - pass = preemptive, 3♦ = inv+, 5♥, 5♣, 3♦/♣ = GF, 5+♥/♣ 5+♦ 3NT = inv to 6NT, based on partner's clubs	2NT = inv to 3NT 3♣ = normal raise
2♦	X	0		3-10PC, 6+♥/♣ on a 3rd hand can be 5+♥/♣	2♥/♣ = pass/correct, 2NT=relay, inv+, 3♣ = inv to 4M, GF, 5+♣, 5+other, or choice between 3NT and 4M 3♦ = GF, 5+♦, 5+M 3♥ = preemptive, both supports 3♣ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly	2♦ - 2♣ - 2NT - 3♣ = GF, nat 2♦ - 2♥ - 2♣ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ - max with ♥/♣	
2♥	X	5(+)		3-10PC, 5+♥ and 5(4)+♣/♦	2♣ = NF, nat, 2NT= Relay, 3♣ = pass/correct, worse than 2NT, 3♦ = inv to 4♥, better than through 2NT, 3♣ = GF	2♥ - 2NT - 3min - 3♣ = GF on ♥, 2 <sup>nd</sup> minor = GF on minor 2♥ - 2NT - 3min - 3♦ = NF, 2♥ - 2NT - 3min - 4min = NF	
2♣	X	5(+)		3-10PC, 5+♣ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv+ with ♥, 3♥ = inv to 4♣, better than through 2NT	2♣ - 2NT - 3min - 3♥ = GF on ♣, 2 <sup>nd</sup> minor = GF on minor 2♣ - 2NT - 3min - 3♣ = NF, 2♣ - 2NT - 3min - 4min = NF	
2NT			4♥	19+-21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♣ = minors, 4♣/♦/♥/♣ = transfer to ♥/♣/♦/♣, shows slam interests	2NT - 3♣ - 3♦ = at least one 4M, 3♥ = no4M, 3♣/NT = 5♣/♥ 2NT - 4♣ - 4♦ = worse than 4♥, 2N - 4♦ - 4♥ = worse than 4♣	
3♣		6(+)		7(6)+♣, wide range NV	3♦ = puppet to 3♥, 3♦/♣ = GF (F1), nat, 4♦ = KeyCard	3♣ - 3♦ - 3♥ - 3♣ = NF, nat, 3NT = partner might run, 4♥/♣ = choice of games between 4M and 5♣	
3♦		6(+)		7(6)+♦, wide range NV	3♥/♣ = GF (F1), 4♣ = Optional KeyCard	3♣ - 4♦, 3♦ - 4♣, 3♥ - 4♣, 3♣, 4♣ - see below	
3♥		6(+)		7(6)+♥, wide range NV	3♣ = GF, 4♣ = Optional KeyCard	Answers are different, depending on a vulnerability	
3♠		6(+)		7(6)+♠, wide range NV	4♣ = Optional Keycard		
3NT	X			1 <sup>st</sup> /2 <sup>nd</sup> = Gambling, no side stop 3 <sup>rd</sup> /4 <sup>th</sup> = just to play	4♦ = asks for shortness, then 5♣/♦ – suit and short in other minor		
4♣		6(+)		PRE, wide range NV	4♦ Blackwood, 0-1-2 answers 4NT to play		
4♦		6(+)		PRE, wide range NV	4NT to play, 5♣ Blackwood, 0-1-2 answers	<b>HIGH LEVEL BIDDING</b>	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood, 102 or 012 + Q	
4♠		6(+)		PRE, wide range NV	4NT = Blakwood	Exclusion Blackwood (0, 1, 2),	
4NT	X			Asking for specific aces	5♣ = no ace, 5NT = 2 aces	PEDO (pass = even, double = odd)	