

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		
Overcalls with 5-cards suit (rarely 4) = 7-16 PC		
New Suit ORF;		
1NT response = NF;		
Drury		
INT OVERCALL (2 nd /4 th Responses; Reopening)		
1NT overcall: 15-18 HCP		
Reopen 1NT: 11(10)-14(15) HCP doesn't promise openings stopper		
Reopen 2NT: 19-21 HCP		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Preemptive		
Reopen: 2♦/♥/♠ = 10-13(14) PC 6 cards; 3♣/♦ = good suit, inv to 3NT; 3♥/♠ = like 9 tricks		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels Cue in direct and 1NT resp.		
Opponent's suit jump call = ask for stopper, one very good suit		
vs. strong 1NT		
DBL: 5+♣/♦ and 4♥/♠		
2♣: 4+♥4+♣		
2♦: 6+♥/♣		
2♥: 5+♥ and 4+♣/♦		
2♦: 5+♣ and 4+♣/♦		
2NT = minors or big hand with 5+M and any		
Reopen: dbl = ♠ or 4+4+ without ♣; 2♣ = 4+♣4+any; 2♦/♥/♠ = nat; 2NT = 5+5+big hand; 3♣/♦/♥/♠ = constructive		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL.: T/O tru 4♥; 4NT: 2 Suiter		
3 level: Cue: stoper ask; 4-level Cue: 2 Suiter		
4♣/♦ = 5+♣/♦ + 5+M		
Jumps: Natural		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
vs strong opening 1♣: dbl = at least 55MM; 1♦ = ♦+♥ or ♣+♦; 1♥ = minors or majors; 1♠ = either two long suiter or one long suit, destructive; 1NT = ♦♣ or ♣♦; 2♦/♥/♠ = nat		
After (1♣) - p - (1♦) - ? x = t/o, 1♥ = ♦+♥ or ♣+♦; 1♠ = minors or majors; 1NT = ♦+♣ or ♣+♥		
vs strong opening 2♣: x=majors, 2NT=minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
New Suit F at 1 level only, transfers after 1M-dbl, 1♣-dbl		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead		
Suit	2 nd 4 th	2 nd 4 th
NT	2 nd 4 th	2 nd 4 th
Subseq	Small = enc.	Small = enc.
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx; Ax	Same
King	AK; KD(x)	KD; AKJ10x, KD109
Queen	QJ(x); Qx	AQJx; KQx(x)
Jack	J10(x); HJ10(x)	Same
10	10x; H109(x)	Same
9	109x; H9x	Same
	Hxx; xxx+	Same
	xx ; Hxxxx(+)	Same
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low is enc.	Lavinthal
Suit 2	Count (low=even)	Count
3	Lav: Dummy short	
1	Low is enc.	Echo-low accepts lead
NT 2	Lavinthal	Lavinthal
3	Count	Count
Signals (including Trumps): Lavinthal, Smith Echo (vs. NT), Q and A – small = enc., K – count, vs NT K asks for unblocking Reversal count (low-high: even, high-low: odd)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
May be light with classic shape, Responses: Natural; Cue F		
2♦ (Dbl) T/O to ♠		
DBL: 1♦ (Dbl) 1♥/♣ - (DBL): penalty 4+, 7+HCP		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Take out double, lightner, double-inv		
Double/redouble showing support, for example: 1♣ - (pass) - 1♥ - (suit/double) – double/redouble = exactly 3♥		
Double = transfers to ♠ in 1♣/♦ - (1♥) – double = 4+♦		

W B F CONVENTION CARD		
CATEGORY: All		
NCBO: POLAND		
PLAYERS: KAZMUCHA DANUTA & SARNIAK ANNA		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Three-way 1♣ opening: NAT, PREP or STR		
1♦ response is ART.: NEG(0-6) or minor(s)(7-11) or 16+bal		
1M: 5+card majors, 1NT ORF		
1NT: 14-16 HCP, 3 rd vul. 15-17, 4 th 15-17		
2♣ OPENING: 10-14, 5♣ 4M or 6♣		
2♦ MULTI: 6 ♥/♦ 6-11 HCP		
2♥/♣: 5+♥/♣ and 5+♦/♦ (rare 4) weak		
2NT: 20-22 HCP BAL		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1♣ - (pass) - 1♦ - (pass) - 1♥/♣ = min. 3 cards		
1♣ - (pass) - 1♦ - (pass) - 1NT = 17-19 PC, balanced		
1♣ - (pass) - 1♥/♣ - (anything) - 2♦ = 18+PC, min. 3 card support		
1♣/♦ - (pass) - 1♥/♣ - (pass) - 1♣/NT - (pass) - 2♣ = forcing to 2♦ two-way checkback		
1♣/♦ - (pass) - 1♥/♣ - (pass) - 1♣/1NT - (pass) - 2♦ = art., GF		
SPECIAL FORCING PASS SEQUENCES		
After Dbl (10+HCP); Rdbl. (10+HCP)		
After penalty Pass		
After GF		
PSYCHICS		
rarely		

