

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NAT style, light 1 level, sound 2 level with unpassed partner
2♣= Drury, cue=F1 w/o support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-17(18)
4 <sup>th</sup> = 10-15
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
NAT, preemptiv, up to 11 HCP
2NT usually two lowest suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels style
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
D= 4M5m or strong (vs weak (13-15 HCP or less) 1NT = points)
Landy/Multi
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
NAT, t/o doubles up to 4♥ opening, higher – optional double.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
D=M/M
NT=m/m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=10+
2NT= INV with support
After 1M opening TRF on 2 level

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE Polish style, 2<sup>nd</sup> and 4<sup>th</sup></b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup>	same	
NT	same	same or 3/5	
Subseq			
Other: vs NT 3/5 <sup>th</sup> in unsupported pd's suit			
xX, xXx, xXxX, HXx, HxxX(x,x)			
<b>LEADS</b>			
Lead	Vs. SUIT	Vs. NT	
Ace	AKx, Ax	A ask for attitude	
King	KD, KDx(x), AK	K ask for count/unblock	
Queen	QJx(x), Dx	Q ask for attitude	
Jack	J10(x), Jx	J10x, AJ10x, KJ10x	
10	10x, H10x	10x, H109x	
9	109x, H98x	109x, H98x	
Hi-X	Odd	Odd	
Lo-X	Even	Even	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (L=E)	Count (L=2)	S/P
Suit 2	Count (L=2)		
3	S/P		
1	Att (L=E)	Smith (L=E)	S/P
NT 2	Count (L=2)	Count (L=2)	
3	S/P		
Signals (including Trumps): UDCA			
In trumps usually S/P			
Smith Peter vs NT (low positive)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening values			
Responses: 1♦=NEG, (up to 6 HCP) cue=F1, jump=INV			
Reopening: 8+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
D of SPL – except NV vs V asks to lead the higher of remaining suits,			
NV vs V – NAT with sacrifice prospects			

W B F CONVENTION CARD	
<b>CATEGORY: Red – POLISH CLUB</b>	
<b>NCBO: POLAND</b>	
<b>PLAYERS: KWIECIEŃ – STARKOWSKI</b>	
<b>EVENT: 2021</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
POLISH CLUB - 3-way 1♣ opening	
2/1 = FG	
1NT response after 1♥/♠ opening = F1	
1NT opening = 15-17 BAL may be 5M	
2NT opening = 20-21 BAL may be 5M	
Forcing 1NT response after 1M opening	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♦ opening – mini-multi – weak two (4-10 HCP) in any major	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	x	0	4♥	12-14 BAL or 4414, 15+ NAT 18+any (ex 20-21 BAL)	1♦= NEG or 7-11 m/m or 17+ BAL w/o 4M 2♥=13-16 BAL w/o 4M, 2♠=11-12 BAL w/o 4M Others NAT.	1♣-1♦-1NT= 18-19, 1♣-1♦-2♦=art FG 1♣-1M/NT-2♦=R FG. double checkback	1♣-1NT =10-11 BAL w/o 4M	
1♦		5 (4)	4♥	11-17 NAT	2♦=F1 inverted raise, 2♥=5♠4+♥ weak, 2♠=♣10-11 1NT =F1, 2♣=NAT or R FG, 2NT = INV support 3♦=Mrs, 3♥=weak, up to 7 HCP	double checkback	M suit preference 1M-2♣=Drury	
1♥		5	4♦	11-17 NAT				
1♠		5	4♥		1NT=F1, 3♥=Mrs, 3♠=weak, up to 7 HCP			
INT			4♥	15-17 BAL	2♣=STAY or INV w/o 4M or R FG, 2♦/♥=JTB 2♠=♣, 2NT/3♣=♦, 3♦=ask for 5M, 3♥/♠=SPL	1NT-2♣-2♦-2♠=R FG 1NT-2♣-2M-3♣= R FG		
2♣		5	4♥	11-14 5♠+4M or 6+♣	2♦=R, 2NT=PUP to 3♣, 3♦/♥/♠=NAT INV			
2♦	x	0	2♠/3♦	Weak (4-10 HCP) 6(5) ♥ or ♠	2♥/♠=P/C, 2NT=R, 3♣=art F1			
2♥	x	5		Weak(4-10 HCP) 5+-5+ with ♥	2NT = R FG			
2♠	x	5		Weak(4-10 HCP) 5+-5+ ♠ and m	2NT = R FG			
2NT				20-21BAL	3♣=PUP STAY, 3♦/♥=TRF, 3♠=m/m			
3♣		6		NAT PRE				
3♦		6		NAT PRE				
3♥		6		NAT PRE				
3♠		6		NAT PRE				
3NT				GAMBLING no side A nor K	4♣=P/C, 4♦=R, 4M=NAT			
4♣		7		NAT PRE				
4♦		7		NAT PRE				
4♥								
4♠								
4NT								
5♣								
5♦								
5♥								
5♠								
							<b>HIGH LEVEL BIDDING</b>	
							CUE BIDS <b>Italian Style</b> , RKCB, ExBW, <b>ConditionalRKCB (Poor Man)</b> , SPL	