

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light on 1 level - (2♣ - Drury )
2♣ - Drury then 2♦ “light opening” 2♥/♠ (opening suit) - weak (lead!)
One over one response - forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT – natural 15-17 PC
Re-open 10-14 PC , can be without stopper in opener suit
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Pre-emptive 4322 rule
2NT – Lebensohl – after take out double on 2 level,
Reopen: balance
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue-bid
1♦ - 2NT clubs and MAJOR, 1♦-2♦ MAJORS
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double - 4Major+5minor (reopen any 54 with some value 10+)
2♣ - 4+ 4+ MAJORS (reopen - majors)
2♦ - multi 6+ ♥ or ♠ (reopen 2♦♥♠ - natural!)
2♥/♠ - 5+ MAJOR and 4+minor
2NT – 5-4 on minors
Vs.Weak NT: dbl take out, 2♣-MAJORS, 2♦/♥/♠ - natural, 2NT – any 5+5+ strong GF
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2NT – Lebensohl – after take out double on 2 level,
Michaels cue-bids
Double – take out
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural, system ON
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♥/♠ and dbl = 1 NT, 2NT good rice with supply
After 1♥/♠ and dbl – jump suit with fit, 3♥/♠ pre-emptive

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE: UDCA</b>			
	Lead	In Partner's Suit	
Suit	H –natural, spots -reversed	H –natural, spots -reversed	
NT	H –natural, spots -reversed	H –natural, spots -reversed	
Subseq	H –natural, spots -reversed	H –natural, spots -reversed	
Other: 10 “strong ten” could be from inner sequence			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KDx, Kx	KDx, Kx	
Queen	QJx, Qx	QJx, Qx	
Jack	J10x, Jx	J10x, Jx	
10	10x or KW10, AJ10,	10x or KW10, AJ10,	
9	109x, H9x	109x, H9x	
Hi-Lo	Odd (count)	Odd (count)	
Lo-Hi	Even (count)	Even (count)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	Lavinthal
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Count signals preference, return suit signal (ruff)			
Lead: second or fourth best (depend of quality)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Re-open double 8-11 PC or 15+PC (1NT -12-14)			
Take-out or strong double			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Opener double after RHO overcall (fit 3 – double)			
Lead directing double			
Strong redouble. SOS redouble			

W B F CONVENTION CARD
<b>CATEGORY: Julian Klukowski Memorial Trophy</b>
<b>NBO: POLAND</b>
<b>PLAYERS:</b>
<b>Tadeusz Garbacik – Wit Klapper</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural (but short club possible!) with artificial gadgets
1♣ - if balanced 2+cards with 1♦ response negative
1 NT - strong
Major suit preference with hands up to 11 PC
2♣ ACOL unbalanced distribution GF
Cue- bids, Blackwood,
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ natural or 11-14 or 18-21 PC balanced 2+clubs
2♣ ACOL unbalanced distribution GF
2♦ - multi 6+ ♥ or ♠ pre-emptive or 24+PC NT
2♥ - 5+ hearts and 5+other pre-emptive
2♠ - 5+ spades and 5+ minor pre-emptive
2 NT 22-24 PC strong NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
After GF bidding, or when more PC like opponents
<b>IMPORTANT NOTES</b>
Blackwood and “disturbing” – answer in sequence but re-double “out of” = penalty
<b>PSYCHICS: rare, but after 1♦ - 1♥/♠ happens</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	4♠	11-14 or 18-22 Balanced 11-22 5+♣, 4144 or 4414	1♦ 0-6 PC any or 7-11 unbalanced without 4♥/♠ or 15+PC balanced also without 4♥/♠ 2♣/♦ GF natural, 2♥- (4♥-5♠ -7-9 PC) 2♠- (transfer to NT) 3♣/♦/♥/♠ natural invite 6+ cards		
1♦		4	4♠	11-22 PC 5+♦, 1444 or 4441	2♠- GF, 2♥-(4♥and 5♠ 7-9 PC), 2♣ transfer to NT -invite, 2NT balance invite 3+♦ 3♣ -pre-emptive on ♦ or strong splinter, 3♦ - invite 9-11 PC, 3♥/♠ - splinter		
1♥		5	4♠	11-22 PC possible longer minor	1NT 7-11PC no fit, 2♣ -3+♣ could be strong balanced with supply, 2NT invite with three hearts 3♣ - invite (four hearts with any singleton), 3♦ invite (four hearts -no singleton), 3♥-pre-emptive		2♣ - Drury
1♠		5	4♠	11-22 PC possible longer minor	The same like after 1♥		
1NT		2		15-17 balanced could be  5 cards in major or 5422 or 6322	2♣ Stayman, 2♦/2♥ JTB, 2♠- transfer to ♣ or invite NT, 2 NT transfer to ♦, 3♣/3♦ - good suit (AQ, KQ) 6+ invite, 3♥/♠ - bidding singleton and 54 in minors GF.		
2♣	X	0		GF – but not NT distribution, (rather not 5332 but 5+4+ or better)	2♦ - negative less than 3 controls A=2 K=1 3♥/♠ natural good suit (one loser) 3 NT – any very good suit 6+cards	2♣ - 2♦ ► and then 2♥/♠ -5+ and 4+minor, 3♥/♠ good 6+ 2NT – 5+ minor 4+ MAJOR	
2♦	X	6+		MULTI - 6-10 PC, pre-emptive on ♥/♠ or strong NT 24+PC	2♥ - pass or correct, 2♠ - pass with ♠ invite if ♥  2NT – asking bid GF, 3♦ -invite with both majors	2♦ - 2 NT 3♣ weak any suit, 3♦/♥ - transfer (good hand)	
2♥		5-5		5♥-5 other 6-10 PC	3♥ - pre-emptive		
2♠		5-5		5♠-5minor 6-10 PC	2NT – relay, 3♠ - pre-emptive		
2NT		2		22-24 NT	3♣ puppet-stayman, 3♦/3♥ JTB		
3♣		6+		Pre-emptive 4322 rule			
3♦		6+		Pre-emptive 4322 rule			
3♥		6+		Pre-emptive 4322 rule			
3♠		6+		Pre-emptive 4322 rule			
3NT	X	7+		Gambling, no side entry (minor)	4♣ - pass or correct, 4♦ - asking bid		
4♣/♦				Pre-emptive vulnerable depend			
4♥/♠				Pre-emptive vulnerable depend			
4NT				Aces asking bid			
5♣				Pre-emptive vulnerable depend		<b>HIGH LEVEL BIDDING</b>	
5♦				Pre-emptive vulnerable depend		Cue – bids, Blackwood (1-4, 0-3-2+Q), Hoyt, Josephine,	