DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIG	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			
LIGHT: 1-level & reopening position; natural	Lead	In	Partner's Suit	Poland
	Suit 2/4, small from		ne same	
	from 3 : Hxx/x	XXX		CATEGORY: RED
	NT The same	111	ne same	ANDRZEJ FRONCZAK - OTHER
				-
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			
2 <sup>nd</sup> /4 <sup>th</sup> live: 15-17(18)HCP, SYS ON	Lead Vs. Suit		s. NT	
4th: 11-14(15) HCP, SYS ON	Ace $AKx(+), Ax(+)$	) Al	XJ10+	- 1
	$\begin{array}{cc} \text{King} & \text{AK, Kx, KQ(J)} \\ \text{Queen} & \text{Qx, QJ(+)} \end{array}$		Q109+, AK, Kx, AKx(+)	-
	Jack $Jx, J10(+), KJT$		, K10+, KJ10+, KQJ+	SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)	$\frac{3200}{10}$ $\frac{3x, 310(+), K31}{10}$		ne same	Polish Club, 5 card Major
1-Suit: moderate,, sound 4 <sup>th</sup> seat/reopening (11-13)	$\frac{10}{9}$ $\frac{1x, \sqrt{19(1)}}{109x +}$		ne same	2 over 1 GF
2-Suit: 2NT: unusual (2 lowest unbid)	Hi-X Middle from 3,		ne same	1NT 15(14 <sup>+</sup> )-17HCP
2-Suit: ZN1: unusuai (2 iowest unoid)	· · · · · · · · · · · · · · · · · · ·	*		11\(1\)1\(1\)4\)-1\(\)HCP
D 1 . 14 . 2NT 10 . 21 . 4L1 4 NT 1-4 15 . 10	Lo-X Low from xx  SIGNALS IN ORDER OF PI		ne same	1 - 10 14 NT - 15 15 1 - 10 1
Reopen: 1nt: 11-14, 2NT 19-21, dbl and NT later 15-18	Partner's Lead		nd Discarding	1*: 12-14 NT or 15+5+* or any 18+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)  Direct cue: Michaels	1st Rev ATT	Declarer's Lea	UDCA	CRECIAL DIDC THAT MAY DECLIDE DEFENCE
	Suit 2nd rev CNT	Rev CNT	UDCA	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Jump cue: looking for stopper (gambling)	3rd S/P	S/P	UDCA	2 ★: 11-14 Precision style 2 ♦: mini-Multi, 6+cards in either Major, weak
	1st Low: encouraging	Rev ENC	UDCA	2♥: himi-vitud, 6+cards in ettilet ivrajot, weak 2♥: 5+♥-5+other, may have 4card minor in NVul,
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2nd Low: even	low=even	low: even	2.5 5+6-5+m, may have 4card minor in NVul,
Vs. STR 1N: 2*: majors 54+; 2*: (5)6+ */*; 2M: 5M&4+m; 2NT: **+*	3rd S/P	S/P	iow. even	22. 3 2-3 ini, may have weard inition in ivvui,
4 <sup>th</sup> seat: X likely 3+3 in Majors; 2*: majors 54+; other nat	Signals (including Trumps):	5/1		Splinters, cue-bids
beat. 14 likely 5 / 5 lif Majors, 2-4. Inajors 5 / 4, other little	eighnis (meraumg rrumps).			One-way check-back
X 4 <sup>th</sup> seat: 4+3+ Majors				
Vs. WK 1N: 2♣ Majors, X PEN 14+, other NAT				
		DOUBLES		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)				
	TAKEOUT DOUBLES (Style; Responses; Reopening)			_
Vs. Multi: X=t/o of ♠, other nat	Aggressive until 4♥			
				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 a or 2 a				When we bid game in attack
STR 14: x two-suiter, 1nt – minors, other natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDBLs			
	NEG X THRU 4♥ (/1m), 4♦ (	(/1M) 3 <u>A</u> (/1NT) R	RESP X THRU 3	1
	7.2.0 A 111KO TV (/1111), TV (.	(/ 1141), J. (/ 1141), P	CLOT A THRO J#	<b></b>
	1			
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner's dbl			IMPORTANT NOTES
XX INV+ & PEN intentions;				
1M-(x): 2NT: 3+fit & INV				PSYCHICS: rare
				rs remes; rare

OPENING GS	ARTIFICI	MIN. NO.	NEG. DBL						
OPE	ART	MIN		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1*	X	0		11+hcp a) Weak nt, no 5M b) 15+5+& unbal/semi, c)18(17)+any	1 ◆ negative 0-6(7) any or 7-11 not suitable for 1n with minor(s)	After 1 response:1M may have better major 3+ cards when weak nt; 1nt 18-20 bal, 2 FG any, 2 after any response at one level 5+ 15+hcp After 1M: 2 18+hcp, 3+ cards in M, relay, responses after 2 : 2 7-9 4M, 2 7-9 5+M, 2nt = 10-11 4M, 3 7 = 5+M 10-11, 3 7 = 12+ 4M, 3 7 = 12+ 5+M	The same		
1+		4	4♥	11-17  a) 4 • 5 * 11-14 b) 4 • with 4 • (441) c) 5+•	natural 2•: inverted minor				
1♥		5	4♥	11-17HCP	1NT: nf 2nt: INV 3+fit		2♣ Drury Fit-jumps		
1 🔥		5	4♥	11-17HCP	As above; 2♥ 5+ GF		As above		
1NT			3 🔥	15-17	2. Stayman / transfers / 2. transfer to */2nt: natural INV; /3. transfer to *				
2*		5		11-14 5+ with 4M or 6+ may have 4M	2 ♦: ask for shape; 2nt: Natural INV, 3 ♣: support NF ,3X: 6+X INV	2*-2*: 2M=5+*4M 3* 6+* MIN or bad for NT, 2nt: 6+* MAX	The same		
2 •	X			1-2: 1 weak Major (wide range)  NV aggressive / V decent  3rd: 4+4+ both M, weak, 4th 6+ (11)12-13(14)	2♥: p/c or INV+ with ♥; 2♠: p/c or INV to 4♥ if pd has ♥; 2nt: relay, not GF 3♠: any single suit GF 3♦: INV both M supp; 3♥: p/c; 3♠: 6+♠ INV; 4♠: bid your suit by transfer; 4♦: bid your suit	After 2nt Relay: 3♣ any good hand (then 3♠ relay and we show suit in reversed way), 3♠ bad with ♠, 3♥ bad with ♠			
2♥	X	5		2 suiter, ♥+m	2NT R INV+, 2♠/3♣: P/C, 3♦ INV with ♥ supp				
2 🔥	X	5		2 suiter ♣+m, 3 <sup>rd</sup> nat pre,	2NT R INV+; 3♣ P/C; 3♠ INV with ♠ supp; 3♥ GF ♥				
2NT	X			Both minors 4 <sup>th</sup> 21-22 pc – nt	/3♣/♦, SO /3♥: relay or nat, 3♠ nat				
3.		6		PREE (wide range)	3M GF nat, 3♦ semi nat F1				
3 ♦		6		PREE (wide range)	3M GF				
3♥		6		PREE (wide range)	Nat, 4NT RKC				
3 🔥		6		PREE (wide range)	Nat, 4NT RKC				
3NT	X	7		1 <sup>st</sup> &2 <sup>nd</sup> SOLID m, max. D outside, 3 <sup>rd</sup> &4 <sup>th</sup> to play	4♣/5♣/6♣ P/C, 4♦ shortness ASK, 4nt length ask	/4♦: 4M ss, 4n no ss, 5♣ om SS; /4nt: 5♣-7crd, 5♦ 8crds, etc.			
4.		6		PREE (wide range)	4M TP 4NT RKC				
4♦		6		PREE (wide range)	4M TP 4NT RKC				
4♥		6		PREE (wide range)	4NT RKC				
4 🔥		6		PREE (wide range)	4NT RKC				

## HIGH LEVEL BIDDING

Cuebids Splinters, RKCB