DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGN	ALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE			
2c natural after 1c/d		Lead		In Partner's Suit	CATEGORY: i.e. Green
2d is majors after 1c/d	Suit				NCBO: Poland
	NT				PLAYERS: Wiktor Melman – Mirosław Miłaszewski
	Subseq				EVENT (Open/Women/Senior/Transnational)
	Other:				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
	Lead	Vs. Suit		Vs. NT	
	Ace				GENERAL APPROACH AND STYLE
	King				
	Queen				2/1, short (2+) club
	Jack				2d – weak two in any major
JUMP OVERCALLS (Style; Responses; Unusual NT)	10				
	9				
	Hi-X				
	Lo-X				
Reopen:	SIGNALS I	NORDER OF F	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	tner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
	1				
	Suit 2				2d opening – weak two in unknown major
	3				
	1				
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2				
	3				
	Signals (including Trumps):				
			DOUBLES		
				• •	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES
	SPECIAL A	RTIFICIAL &	COMPETITIV	E DBLS/RDLS	
		u			
	-1				
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
					PSYCHICS:

HowHowResponsesSubsequent Action1 \bullet 24d12-13 HCP, balanced or natural1d - seminatural, 2c inverted raise, 2d - 5-7 HCP, 5h-4s, 2h - 5-7 HCP, 5s-4h2 way checkbackAfter or Nf, street1 \bullet 44d2d - constraints, 2c inverted raise, 3c - nat, inv2 way checkbackAfter or Nf, street1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fit1h-1s-1nt 2 way checkbackAfter or Nf, street1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fit1h-1s-1nt 2 way checkbackAfter or Nf, street1 \bullet 54d2d - art, weak with h, nat GF, inv with spade supGazzilliNf, street	
$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	MPETITIVE & PASSED HAND BIDDING
1 \bullet 44d2d - inverted raise, $3c - nat, inv$ 2 way checkbackAfter on Nr, str1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fitIh-1s-Int 2 way checkbackAfter on Nr, str1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fitIh-1s-Int 2 way checkbackAfter on Nr, str1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fitIh-1s-Int 2 way checkbackAfter on Nr, str1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fitIh-1s-Int 2 way checkbackAfter on Nr, str1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fitIh-1s-Int 2 way checkbackAfter on Nr, str1 \bullet 54d2c GF, can be 2+ 2s art, 9+with fitIh-1s-Int 2 way checkbackAfter on Nr, str1 \bullet 54d2c Stryman, 4 on promise 4 crd major, 2s - clubs or strong minor 2 suiter, 2NT - diamonds or weak minor twosuiter, 3Ns - short suitGazzilli2 \bullet x02-11 with any 6-card M2/3h/s - pass/correct, 4c - bid under your suitImage: Constructive and the construc	overcall 2c weak, 2 level
Image: Normal basisImage: Normal basisNormal basis <th< td=""><td>trong jump shifts</td></th<>	trong jump shifts
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	overcall 2d weak, 2 level
Image: Normal basisImage: Normal basisSolution of the second seco	trong jump shifts
1 \blacktriangle 54d2d - art, weak with h, nat GF, inv with spade sup (bits or strong minor 2 suiter, 2NT - diamonds or weak minor twosuiter, 3h's - short suitGazzilli1 \land 15-17 HCP (possible 14 with Scrd suit)2c - Stayman, do not promise 4 crd major, 2s - 	overcall 2 level
INT15-17 HCP (possible 14 with Scrd suit) $2c$ – Stayman, do not promise 4 crd major, $2s -$ clubs or strong minor 2 suiter, $2NT - diamonds$ or weak minor twostiter, $3N'_s - short suitGarbage StaymanSome t2 \bulletx023 + bal, or other game forcegood suit; 2NT - 3 controls or 10+ HCP2\sim2 \bulletx05-11 with any 6-card M23h/s - pass/correct, 4c - bid under your suit\sim2 \bulletx05-11 with any 6-card M23h/s - pass/correct, 4c - bid under your suit\sim2 \bullet56-11, 5h - 5 another suit2s - pass/correct, 3c - to play, 3d - inv to 4h,\sim2 \bullet56-11, 5h - 5 in a minor3c - pass/correct, 3d - inv to 4h,\sim2 \bullet56-11, 5h - 5 in a minor3c - pass/correct, 3d - inv to 4h,\sim2 \bullet56-11, 5h - 5 in a minor3c - pass/correct, 3d - inv to 4h,\sim2 \bullet56-11, 5h - 5 in a minor3c - pass/correct, 3d - inv to 4h,\sim2 \bullet56-11, 5h - 5 in a minor3c - puppet Stayman, 3s - puppet to 3NT\sim3 \bullet6\circ\circ\sim\sim3 \bullet6\circ\sim\sim\sim3 \bullet6\circ\sim\sim\sim3 \bullet6\circ\sim\sim\sim3 \bullet6\circ\sim\sim\sim3 \bullet6\circ\sim\sim\sim3 \bullet6\circ\sim\sim\sim$	trong jump shifts
Image: Constraint of the second se	
Image: constructive in red vs whitegood suit; 2NT - 3 controls or 10+ HCPImage: constructive in red vs white2 \bullet x05-11 with any 6-card M2/3h/s - pass/correct, 4c - bid under your suitImage: constructive in red vs white2 \bullet 56-11, 5h - 5 another suit2s - pass/correct, 3c - to play, 3d - inv to 4h,Image: constructive in red vs white2 \bullet 56-11, 5h - 5 in a minor3c - pass/correct, 3d - inv to 4sImage: constructive in red vs white2 \bullet 56-11, 5h - 5 in a minor3c - puppet Stayman, 3s - puppet to 3NTImage: constructive in red vs white3 \bullet 6Natural, preemptive, constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs whiteImage: constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Image: constructive in red vs white <t< td=""><td>e transfers after overcall</td></t<>	e transfers after overcall
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Image: constructive in red vs white4d - bid your suitImage: constructive in red vs white2*56-11, 5h - 5 another suit $2s - pass/correct, 3c - to play, 3d - inv to 4h,$ Image: constructive in red vs white2*56-11, 5s - 5 in a minor $3c - pass/correct, 3d - inv to 4s,$ Image: constructive in red vs white2*56-11, 5s - 5 in a minor $3c - pass/correct, 3d - inv to 4s,$ Image: constructive in red vs white2*56-11, 5s - 5 in a minor $3c - pass/correct, 3d - inv to 4s,$ Image: constructive in red vs white2*120+-22, balanced $3c - puppet Stayman, 3s - puppet to 3NT, and and and and and and and and and and$	
Image: constructive in red vs white $3s - nat, inv$ Image: constructive in red vs white3 \bullet 6Natural, preemptive, constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Gambling, solid minor4c - pass/correct3NTImage: constructive in vs whiteImage: constructive in vs white3NTImage: constructive in vs whiteImage: constructive in vs white3 \bullet 6Image: constructive in vs white3 \bullet 6 <td></td>	
Image: constructive in red vs white $3s - nat, inv$ Image: constructive in red vs white3 \bullet 6Natural, preemptive, constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Constructive in red vs whiteImage: constructive in red vs white3 \bullet 6Constructive in red vs white4 \bullet Constructive in red vs white3 \bullet 63 \bullet 64 \bullet No side A/K 1 st and 2 nd hand4 \bullet Vatural, preemptive4 \bullet Natural, preemptive	
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Image: second	
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4	
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5* HIGH LEVEL BIDDING	, J
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