

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style = Light: 1X = suit 5(4)+, 8–16; 2X = 5+, 10–16 HCP
Reopen: ~same;
Responses: Drury 2♣ (fit not always required); 1X F1; 2X not F;
Cue = good raise; Jump = 6+ INV; 3M–1 = mixed raise; 3M PRE
Against Multi: lebensohl.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position vs openings showing 3+ cards or Precision 1♦: 15–18
RESP: 2♣ STAY or TRF to ♦; Other 2X: TRF; 2NT = INV; 3♣/♦ = NAT INV; 4♣/♦ = 55; 4♦/♥ = Texas
2 nd position vs Polish-like 1♣: 5♣ 4M, 10–15. Pass may be strong;
4 th position: balanced 11–14(16), stopper not needed.
RESP to 4 th hand INT: Stayman 2♣; All other bids NAT;
JUMP OVERCALLS (Style; Responses; Unusual NT)
1–suiters: NAT, pre-empt; New suit F1; 4♣ = OPT Gerber;
2–suiters: see Note 20.
2NT = usually two lowest suits, only after 1♠: 5♦ 5♥;
Reopen: good suit 6+, INV; Jump over PRE = STR NAT 6+;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: twosuit, any strength;
Jump: after 1M = ASK for stop; After 1m = good 55 MM
Response: 2NT = ASK; Cue = INV; Other bids = P/C;
Reopen: 2NT = 18–21; Cue = like direct bid, but stronger;
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = majors; 2♦ = 6M; 2♥/♠ = 5M 4+m; 3♣ = 55 minors;
2NT = 6♣ or strong 55; 3♦/♥/♠ = NAT pre-empt;
DBL: vs Strong = 5m 4M; vs Weak = 13+ HCP
Re-open = ~same if partner may have cards; dbl = 4+4+, 10+ HCP.
If partner is below 11 HCP: DBL = 5+♣ or twosuit without ♣; 2♣ = twosuit with ♣; other bids = NAT 5+.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT = NAT, puppet STAY; DBL = T/O, Equal Level Conv. not F;
Cue bid = ASK for stop or very strong hand;
Leaping and non-leaping Michaels 4♣/♦; TRF defence after 3♣/♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. strong 1♣: CRASH (DBL = Color, 1♦ = Range, 1NT = Shape);
Vs. strong 2♣: Dbl = clubs; 2NT = M+m; 3♣ = mm; 3♦ = MM;
Other bids NAT preempt;
OVER OPPONENTS' TAKEOUT DOUBLE
TRF over T/O DBL (RDBL PEN only after 1M and 3m CONSTR);
2NT = 55 mm after 1♣; NAT INV after 1♦; INV w/ fit after 1♥/♠;
After 1M – (DBL): 3M–1=fit 4M 5–9 HCP, 3M=PRE, 3NT=fit GF.

LEADS AND SIGNALS			
OPENING LEADS STYLE: UDCA			
	Lead	In Partner's Suit	
Suit	4 th best / 2 nd from nothing	NAT if it was not supported	
NT	4 th best / 2 nd from nothing	Attitude if it was supported	
Subseq.	Count: Hi/Lo = odd	Count: Hi/Lo = odd	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
1 st lead in partner's suit: Lo from odd if not supported, else see below.			
Ace	AK(+), Ax(+);	AKx(+);	
King	KQ sec, AK sec, KQx(+);	AKJ10, AKQ10, KQ109;	
Queen	QJ(+), Qx;	AKQ(+), KQx(+), QJ(+);	
Jack	J10(+), Jx;	AQJx(+), J10(+);	
10	10x, H10x;	AJ10x(+), KJ10x(+), 10x;	
9	H9x, 109x(+), J9x(+);	A/K/Q109x(+), 109x(+);	
Hi-X	xSxx(+), HSx, xSx;	xSxx(+), HSx, xSx;	
Lo-X	xS, HxxS;	HxxS, xS;	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = encouraging	Hi/Lo = odd	Hi = S/P high
Suit 2	Hi/Lo = odd count	S/P	Lo = encouraging
3	S/P		
1	Lo = encouraging	Hi/Lo = odd	Hi = S/P high
NT 2	Hi/Lo = odd count	S/P	
3	S/P		
Signals (including Trumps):			
S/P in trump suit; Lavinthal; Smith echo;			
Vs. suit: low discard shows value; Vs. NT: lavinthal discards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Equal Level Conversion is not F after T/O DBL;			
DBL may be light if partner is P/H – classic shape or 44+;			
Responses after (1♣) – DBL : 1♦ = NEG; 1M = F1; Jump = INV; 2♣ = F1;			
After other openings: 1M = not F; Jump = INV; Cue = F1;			
After pre-empts: DBL = classic T/O or two suited or strong.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL after partner's 1o1 (also if TRF);			
DBL of OPPT cue bid: level 2 = A/Kx(+); level 3 = nothing here;			
DBL of OPPT cue bid by opener: good shape, desire to fight			
After our PRE and OPPT T/O DBL: we use TRF = real suit or L/D			
All low level (2,3) DBL if OPPTs found a fit = T/O;			
General rule in competition: DBL = cards, suit = shape;			

W B F CONVENTION CARD
CATEGORY: RED_1
NCBO: POLAND
PLAYERS: JAN GOLIŃSKI – JANUSZ LEKKI
EVENT: ANY; Open / Senior / Transnational
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE: Polish Club
Polish Club (modified):
1♣ = 12–14 BAL or 5+♣ 11+ or 5+♠ 18+ or any 22+ HCP
1♦/♥ = 11–21 HCP; 1♠ = 11–17 HCP;
5–card majors, 1NT: semi-forcing; 2 over 1: GF
2♣ rebid by opener ART in most of the sequences.
Pre-empt jump raises over 1♦/1M;
1NT 15–17; 2NT = 19–21; STAY, TRF, TRF after STAY 2♣.
4 th position: 2♣/♦ = STR BAL 17–18 and 19–20 HCP;
Weak bids (1, 2, 3 position): 2♣ = 4+4+ MM (VUL 5+4+); 2♦ = 6(5)+M (multi); 2♥/♠M = 5M 4+m (VUL 55);
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening = 5(4)+4+ majors, 5–10;
2♦ opening = 6(5)+M, 5–10;
2♥/♠ opening = 5M 5(4)m, 5–10;
3NT opening = Gambling, SOL minor;
Jump 2NT overcall = 55 (not 4 th hand);
Cue bid overcall = 55; 1♣ Polish or 2+♣ – 2♦ overcall = majors
Lebensohl 2NT after (2♦/♥/♠) – DBL – pass – ?
Transfers over interference;
Negative doubles up to 4♦;
SPECIAL FORCING PASS SEQUENCES
Low level intervention after our GF bid: DBL = S/S;
High level and slam bidding: DBL = weakest, cue bid or game = medium hand, strongest action: pass and pull.
IMPORTANT NOTES
Double Jump in new suit = Splinter
Jump Cue Bid by Opener = Splinter raise
In COMP: many TRFs
In COMP: splinters only in OPPT suit.
In COMP: LEB in many situations
PSYCHICS: rare

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 NT or 5+♣ 11+ or 5+♠ 18+ or any 22+. Possible any 4414 w/ 1♦.	1♦ = NEG 0–6 or 7–10 no M; 1♥/♠ = 4+M; 1NT = GF BAL; 2♣ = TRF 5+♦; 2♦ = 6♥/♠ WK; 2♥ = 5+♠ 4+♥ WK; 2♠ = BAL INV or 6♣ 15+; 2NT/3♣ = NAT INV; 3♦ = 5♣5♦ GF; 3♥/♠ = S/S 5+♣ 4+♦ GF; 4♣/♦ = 7♥/♠ S–SOL;	1♣ – 1♦ – 1NT = 5+♣ <16 or any GF 1♣ – 1M – 2♣ = any 6♣ or 5♣ >=15 1♣ – 1M – 2NT = 22+ NT or S/T with M fit; 1♣ – 2♦/♥ – 2NT = asking, TRF responses; Double checkback; Other: many relays;	TRF after intervention; PH – all RESP NAT; PH – no double checkback; Support DBL on level 2,3.
1♦		4	4♦	5+♦, 11–21 Possible 4441 w/ 4♦.	2♦ = 6♥/♠ WK; 2♥ = 5+♠ 4+♥ WK; 2♣ = 5+ GF; 2♠ = 4♦ INV+; 3♣ = 6+ INV;	After RESP 2♦/♥: 2NT = ASK; Double checkback; Other: many relays;	TRF after intervention; PH – no double checkback.
1♥		5	4♦	5+♥, 11–21 With 6♥ 5♠ we open 1♥. With 6m 5♥ we open 1♥.	1NT = semi-F, 2♣ = any GF (note 1); 2♦ = 5+ GF; 2♠/3♣ = 6+ INV; 2NT = fit 3+ INV+; 3♣ = fit 4+ 6–9; 3♦ = hidden splinter 9–12	ART after resp. 1NT, 2♣, 2♠, 2NT, 3♣/♦; Gazzilli after resp. 1♠ & 1NT; Dbl checkback after 1♥ – 1♠ – 1NT;	TRF after intervention; Cue bid = good raise; RDBL PEN PH – no double checkback.
1♠		5	4♦	5+♠, 11–17 With 6m 5♠ we open 1♠.	1NT = semi-F; 2♣ = any GF (note 1); 2♦/♥ 5+ GF; 2NT = fit 3+ INV+; 3♣ = ART, 6+♥ INV+; 3♦ = fit 4+ 6–9; 3♥ = hidden splinter 9–12;	ART after resp. 1NT, 2♣, 2♠, 2NT, 3♣/♦/♥ After 1NT: 2♣ = waiting; 2♦ = TRF 4+♥; 2♥=6♠ min; 2♠=6♠ max; 2NT=6♠4any max;	TRF after intervention; Cue bid = good raise; RDBL PEN.
1NT		–	4♦	15–18, poss. 5M, 6m or K sec 4 th hand: 14–16 NT	2♣ STAY (note 7); 2♦/♥/3♣ TRF (poss. 4♥ INV); 2NT puppet; 2♠ = range ask or 6♣; 3♦ = GF, 5♣5♦ or 44(41); 3M = S/S	After STAY, TRF; After 2Red TRF, 3x = GF; After 2NT: 3♣ = no M5; 3M = M5; 3♦ = max;	DBL at 2/3-level = T/O; 2NT and up = TRF;
2♣	X	–	–	4+♥ 4+♠, 5–10 (VUL 5+4+) 4 th hand: 17–18 NT (note 10)	2♦ = asking, 2NT = GF asking 3♣/♦ = INV to 4♥/♠	After ASK 2♦ and resp., INV TRF w/ 6♣/♦	No change if possible, else NAT; RDBL = bid R and later pass;
2♦	X	6(5) M	–	6(5)+ in ♥/♠, 5–10 4 th hand: 19–20 NT (note 10)	2♥/♠ may be 6+♥/♠ GF; 2NT = GF asking; 3♣ = major fits INV or 6+♣ GF; 3♦ = 6+♦ GF; 3/4♥ = P/C; 3♠ = 6♠ INV; 4♣/♦ = bid M TRF/nat	After 2NT resp. 3♣ = any MIN; After 2NT & 3♣/♦ opener shows M by TRF; Resp. 4♣/♦ create forcing pass.	DBL after 2♥/♠ overcall = P/C; RDBL = bid R and later pass;
2♥		5	–	5♥ 4+♣/♦, 5–10 (VUL 55+) 4 th hand: 6+♥, 11–14	2NT = GF asking; 3♣ = P/C; 3♦ = INV to 4♥; 3/4♥ = to play, 3♠ = 6+♠ INV;	After 2NT: 3m min (poss. 54); 3M 55;	RDBL = bid R and later pass;
2♠		5	–	5♠ 4+♣/♦, 5–10 (VUL 55+) 4 th hand: 6+♠, 9–12	2NT = GF asking; 3/4♣ = P/C; 3♦ = TRF 6+♥; 3♥ = INV to 4♠; 3/4♠ = to play, 4♦ = NAT INV;	After 2NT: 3m min (poss. 54); 3M 55;	RDBL = bid R and later pass;
2NT		–	–	BAL 19–21, poss. 5♥, no 5♠ 4 th hand: 21–22 NT, see 2NT	3♣ = STAY (note 9); 3♦/♥ = TRF; 3♠ = minors; 4♣/♦ = 6♦/♠ S/T; 4♥/♠ = 7♣/♦ WK;	Smolen after STAY and resp. 3♦;	DBL = PEN; 3X = mostly TRF; 4X = mostly NAT;
3♣		6	–	Mostly pre-empt	4♣ = OPT Gerber (not after 3♣);	Resp. to Gerber: R = NEG., others show KC: 0, 1, 1+Q, etc...	TRF after OPPS T/O DBL
3♦		6	–	1 st , 2 nd hand V: 3♣/♦ = CONST	3♣–4♦ = OPT Gerber;		
3♥		6	–	4 th hand: all 3X = game try	3x–3♥/♠ = NAT F1;		
3♠		6	–				
3NT	X	7m	–	Gambling, solid minor No serious side values	4♣ = pass or correct, 4♦ = asking for shortness 4♥/♠ = to play, 4/5NT = slam INV	Responder is in full charge of the contract	NAT
4♣		7	–	Pre-empt	After pre-empt all bids NAT except 4♦ = RKC (♣)		NAT
4♦		7	–	4 th hand: slam try in ♥/♠	4 th hand: Relay = NEG, other bids show keycards		
4♥		7(6)	–	To play	4♠ = RKC, 4NT/5♣ = cue bid, 5♦ = trump INV		NAT
4♠		7(6)	–	To play	4NT = RKC, 5♣/♦ = cue bid, 5♥ = trump INV		
4NT	X	–	–	Asking for specific aces	5♣ = no ace, 5♦/♥/♠ & 6♣ = this A, 5NT = two A	Opener declares final contract	NAT
5♣		7	–	To play		HIGH LEVEL BIDDING	
5♦		7	–	To play		RKCB 03–14 (not if WK); kickback 4♦/♥/♠, cue bids, splinters, OPT Gerber;	
5♥ 5♠		7	–	Slam try	Please bid 6 with A/K/Q	5ba = pick a slam or GSF; Non-serious 3NT;	