

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b> Nat, 5 cards suits, On level 1: 8-15, if not vulnerable-can be less,
On level 2: 11 - 15, 1♣ (if 1♣=2+♣) - 2+♣ = Nat;
Responses: -opponent suit (after our opening m)= <b>Inv+</b> , asking for stoper; - opponent suit (after our opening M) = <b>GF</b> , asking for stoper can be support; <b>by passed hand</b> = only <b>Inv</b> with support - 2NT (after our opening M) = Lebensohl ( <b>Inv</b> with support or weak with suit lower than suit intervention
After transfers: DBL = TO to transfer suit Transfers suit - 4 in second M 5 in one m
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> On 1 <sup>st</sup> and 3 <sup>rd</sup> seat: 16-18; Responses: System On On 4 <sup>th</sup> :11-15 without 4 M; Responses: transfers, no Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1♣ - 2♦ = MM, 1♣ - 2♥/♠ = 6♥/♠; 1♦ - 2♦ = MM; 1♦ - 2♥/♠ = 6♥/♠; 1♥ - 2♠ = 6♠ 2NT = mm, (after 1♦, 2NT = ♥ with ♣) On level 3: Preemptive, 7(6), not constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b> On level 2: Michaels cue-bid On level 3: Asking for stoper in opening suit
<b>VS. NT (vs. Strong/Weak; Reopening - PH)</b> Vs. strong: (on first and reopening) DBL = 5+m 4M 2♣ = 54+Ms; 2♦ 2♦ = 6+(5) M; 2♥/♠ = 5+♥/♠ 5(4) m; 2NT = 55+ m Vs. weak:DBL=13+Bal or 16+ any; others like Vs. strong, but 10-15
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b> DBL = TO or 16+, any, After 2♦ Multi: DBL = TO, 3+♥ or 16+ any; 2NT = Nat, 16(15) - 18 On level 4: Leaping Michaels cue-bids
<b>VS. ARTIFICIAL STRONG OPENING 1♣</b> DBL = 54+ at least one major; 1NT = 54 mm <b>With Bal hand = pass; with 15(14)+, in next round - poss. DBL;</b>
<b>OVER OPPONENT'S TAKE OUT DOUBLE</b> After m: RDBL = strong 10+PC = any After M: - RDBL = strong 10+, without support - 1NT = 6 - 9, support; - 2NT = <b>Inv+</b> , support; - 3♦/♥ (transfer to opening suit) = mixed raise - 3M = preemptive, support 4+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	H-natural, spots-reversed	H-natural, spots-reversed	
NT	H-natural, spots-natural	H-natural, spots-natural	
Subseq	The same	The same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	<b>A</b> Kxx	<b>A</b> Kxx,	
King	<b>K</b> Qx, <b>K</b> x	<b>K</b> Qx, <b>K</b> x, <b>A</b> KW10x	
Queen	<b>Q</b> Jx, <b>Q</b> x	<b>K</b> Q109x, <b>Q</b> x	
Jack	<b>J</b> 10x, <b>J</b> x, <b>K</b> J10, <b>A</b> J10	<b>J</b> 10x, <b>J</b> x, <b>K</b> J10, <b>A</b> J10	
10	<b>10</b> x, K or <b>Q10</b> 9	<b>10</b> x, A or K or <b>Q10</b> 9	
9	<b>10</b> 9x, <b>H</b> 9x	<b>10</b> 9x	
	xX	Xx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H lead: small encour	count	Lavinthal
Suit 2	X lead: count	Lavintahl in trumps	
3			
1	H lead: small encour	Reversed Smith signal	Lavinthal
NT 2	X lead: count	count	
3			
Signals (including Trumps): Lavinthal, reversed Smith, reversed count attitude signal preference, return suit signal (ruff) Lead: second or fourth(third) best (depends on quality)			
<b>DOUBLES</b>			
<b>TAKE OUT DOUBLES (Style; Responses; Reopening)</b> 12(11)+ PC or any distribution 16+ PC Reopen: DBL = 9(8)+ PC, at least 1 M			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b> DBL/RDBL after RHO overcall/DBL = three cards support Lead directing DBL Strong RDBL, SOS RDBL			

W B F CONVENTION CARD
<b>CATEGORY: RED</b> <b>NCBO: POLAND</b> <b>Wisla WJ Standard</b> <b>PLAYERS: Klapper - Wala</b> <b>Klapper - Stopa</b> <b>Klapper - Lekki</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> <b>Polish club, five cards Majors,</b> 1♣ = Forcing one round, 11+ 1♦ = 5+♦, 4441♣, 11-21; 4♦5♣, 11-14 1♥/♠ = 5+♥/♠, 11 - 17(18) 1NT=15-17PC, Bal, may be any 5332 or 5422 or 6m322 2♣ = Precision 2♦ (Multi) = one M, 6(5), 6 - 10(11) or 21-22 Bal 2♥/♠ = 5♥/♠ 5(4) m, 6 - 10(11) 2NT = m 2/1 <b>GF</b> Blackwood, Josephine, cue bids, splinters, Lebensohl, Stayman, Puppet Stayman
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> 2♦ Multi 3NT = solid minor, without side value 1♣ /♦ - 2♥ = 5+♠,4+♥, 7 - 9 1♣ /♦ - 2♠ = <b>Inv+</b> , Bal 1♣ /♦ - 2♦ (in defense) = 55, M 1♣ - 1♦ (opponent) - DBL= 4+♥4♠,
<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	PASSED HAND BIDDING
1♣	X	2	4♠	a) 11-14 or 18-20 or 23+bal b) 5+♣, 15+ unBal. c) 4414, 11+ singleton ♦; d) 5+♦, 22+ e) 5+♥/♠, 18+	1♦ = 0 - 6 (5) PC any or 7 - 11 unbal. or 16-18 Bal, without four M 1M = 7(6)+, 4+; 1NT = 7-10(11), no four M 2♣/♦ = GF natural, 5+cards 2♥ = 7 - 9, 5+♠ and 4+♥; 2♠ = Inv+, 11+ without four cards M; 3♣/♦ = Inv, 6+♣/♦, good suit; 3♥/♠ = 7+♥/♠, weak	1♣-1♦-1M=NF,4(3)M; 1♣-1♦-1NT=18-20 1♣-1♦-2NT=23-24, next 3♣ = Puppet Staym 1♣-1M-1♠/NT-? ...2♣=forces 2♦; 2♦=GF; 1♣-1M/1NT-2♣-2♦ = GF R; other = Inv. 1♣-1M-2♦=5+♦; 1♣-1M-1NT-3♣=S/O; 1♣-2♥-2NT = R, GF; 1♣-2♥-3♣ = I, Nat; 1♣-2♠-2/3NT = NF; 1♣-2♠-3♣/♦/♥/♠ = GF	
1♦		4	4♠	a) 11-21 PC 5+♦; b) 4♦41some singleton.11-21 c) 4♦-5♣; 11 - 14;	1M = 7(6)+, 4+; 1NT = 7-10(11), no four M 2♣ = GF, 5(4)+ ♣; 2♦ = Inv+, 4+♦; no 4 M; 2♥ = 7-9, 5+♠ and 4+♥; 2♠ = Inv+, Bal without four M; 3♣ = Inv. 6+♣; 3♦ = 4+♦, 6-9; 3♥/♠ = splinter;	1♦-1M-1♠/NT-? ...2♣=forces 2♦; 2♦= GF R; 1♦-2♦-2♥/♠ = only stoper ♥ or ♠; 1♦-2♦-2NT/3♣/3NT= F1 stopers M/GF/NF 1♦-2♥-2NT =NF, Nat; 1♦-2♥-3♣ = R, GF; 1♦-2♠-2NT/3NT=NF, 1♦-2♠-3♣/♦ = NF, Nat	
1♥		5 (4 possible on 3 or 4 seat)	4♦	11 - 18 PC, 5+♥	1NT = 6-11(12); 2♣ = GF 2+♣; 2♦ = GF Nat 5+; 2♠ = Nat 6+ NF; 3♣ = 4+♥, 5-9; 2NT = Inv, 4+♥; 3♦ = Inv, fit 3♥; 3♥ = preempt; 3♠ = any weaker splinter (3NT ASK); 3NT = better splinter ♠; 4♣/♦ = better splinter;	1♥ - 1NT - 2♣ = NF 54+ 1♥ - 2♠ - 2BA = R, asking for singleton 1♥ - 2NT/3♦ - 3♠/4♣/♦ = splinter, nice hand	Drury
1♠		5 (4 possible on 3 or 4 seat)	4♥	11 - 18 PC, 5+♠	1NT = 6-11(12); 2♣ = GF 2+♣; 2♦/♥ = GF 5+♦/♥; 2NT = Inv, fit 4+♠; 3♥ = Inv, fit 3♠; 3♠ = preempt; 3NT = any weaker splinter (4♣ ASK); 4♣/♦/♥ = better splinter; 3♠ = 4+♠, 5-9;	1♠ - 1NT - 2♣ = ART F1; 1♠ - 2NT - 3♣ = R, asking for singleton 1♠ - 2NT/3♥ - 4♣/♦/♥ = splinter, nice hand	Drury
1NT			3♠	15 - 17 PC Bal may be 5 major-332, 5422, 6322;	2♣ = R, 2♦/♥/♠/3♠ = transfers; 2NT/3♦ = Inv; 3♥/♠ = 5431; 4♦/♥ = transfers; 4BA = Inv	1NT - 2♣ - 2♦ - 3♦ = 55MM, Inv+ 1NT - 2♣ - 2♦ - 3♥/♠ = GF 4♥ 5♠ / 5♥ 4♠ 1NT - 2♦/♥ - 2♥/♠ - 3♣/♦ = GF Nat	
2♣	X	5		6+♣ or 5♣ 4M, 11-14	2♦ = R; 2♥/♠ = NF, Nat; 2NT = transfer to 3♣, Barrage or strong 2 suiters; 3♣ = Inv, support ♣; 3♦/♥/♠ = Inv, Nat, 6+;	2♣ - 2♦ - 2♥/♠/BA/3♣=4♥/♠/6♣, max/6♣ min 2♣ - 2 NT - 3♣ - 3♦/♠ = GF, ♦♥ / ♦♠; 2♣ - 2 NT - 3♣ - 3♥/NT = I, ♥♠ / GF, ♥♠;	
2♦	X	0		Multi, 6(5) cards in 1M, 6(5) -10 or 21 - 22 Bal	2♥/♠ = pas or correct. 2NT = R; 3♦/♥ = Inv to M/B to M 3♠ = Inv, Nat, 6+; 4♣/♦ = bid suit: with transfer/Nat	2♦ - 2NT - 3♣ = unknown suit, maximum 2♦ - 2NT - 3♦/♥ = Transfers, 6♥/♠, minimum	
2♥		5		5♥5(4)m, 6 - 10	2♠ = NF, Nat; 2NT = R; 3♣ = pass or correct; 3♦ = Inv to 4♥; 3♥ = preempt; 3♠ = I, Nat;	2♥ - 2 NT - ? ...3m = Nat min ... 3M = 5♥ 5♠/♦, max;	
2♠		5		5♠ 5(4)m, 6 - 10	2NT = R; 3♣ = pas or correct; 3♦ = Inv to 4♠; 3♥ = Nat Inv; 3♠ = preempt;	2♠ - 2 NT - ? ...3m = Nat min; ... 3M = 5♠ 5♣/♦, max;	
2NT				55+ ms, 6- 10	3♣/♦ = NF, to play, 3♥ = R; 3♠ = Inv to 5 m;	2NT - 3♠ - 3NT = accept Inv in both minors;	
3♣/♦		7(6)		preemptive		2NT - 3♠ - 4♣/♦ = pass or correct:	
3♥/♠		7(6)		preemptive			
3NT				Solid minor suit, no side value	4♣ = NF, pass or correct; 4♦ = R;	3NT - 4♦ - ? ...4♥/♠/5♣ = sing; 4NT = no sing	
4♣/♦/♥/♠				preemptive			
4BA				minors			