

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b> Nat, 5 cards suits, On level 1: 8-16, if not vulnerable-can be less,
On level 2: 11-16, 1♣ (if 1♣=2+♣) - 2♣ = Nat;
Responses: -opponent suit (after our opening m)=Inv+, asking for stoper: - opponent suit (after our opening M) = GF, asking for stoper, can be supported; by passed hand = only Inv with support
- 2NT (after our opening M) = Lebensohl (Inv with support or weak with suit lower than suit of intervention)
Transfer 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 2 <sup>nd</sup> hand: 16-18; Responses: System On On 4 <sup>th</sup> : 11-15 usually w/o 4M; Responses: transfers, no Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1♣ - 2♦ = 55+M 1♣ - 2♥/♠ = 6♥/♠; 1♦ - 2♦ = 55+M; 1♦ - 2♥/♠ = 6♥/♠; 1♥ - 2♣ = 6♣ 2NT = 55+m, (after 1♦, 2NT = 5+♥ with 5+♣) On level 3: Preemptive, 7(6), non-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 On level 4: Leaping Michaels cue-bid
<b>VS. NT (vs. Strong/Weak; Reopening - PH)</b> Vs. strong: (on first and reopening) DBL = 5+m 4M 2♣ = 54+M; 2♦ = 6+(5) M; 2♥/♠ = 5+♥/♠ 5(4+) m; 2NT = 55+ m Vs. weak: DBL=13+Bal or 17+ any; others like Vs. strong, but 10-16
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> DBL = TO or 17+, any, After 2♦ Multi: DBL = TO, 3+♥ or 17+ any; 2NT=Nat, 16(15)-18; On level 4: Leaping Michaels cue-bids
<b>VS. ARTIFICIAL STRONG OPENING 1♣</b> DBL = 54+ M; INT = 54+ m <b>With Bal hand 15(14)+ : pass; in next round - possible DBL;</b> <b>OVER OPPONENT'S TAKE OUT DOUBLE</b> After m: RDBL = strong 10+PC = any After M: - RDBL = strong 10+, without support; - 1N=10-11, 3 cards support; 2NT=11+, 3+ cards support; - 2(♠)/3♣/♦/(♥) seminatural, 4+ cards support, 7-9 - 3M = preemptive, 4+ cards support

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>AKxx</b>	<b>AKxx,</b>	
King	<b>KQx, Kx</b>	<b>KQ109x, Kx, AKJ10x</b>	
Queen	<b>QJx, Qx</b>	<b>KQx, QJxx, Qx</b>	
Jack	<b>J10x, Jx, KJ10, AJ10</b>	<b>J10x, Jx, KJ10, AJ10</b>	
10	<b>10x, K/Q109</b>	<b>10x, A/ K/ Q109x, AK109x</b>	
9	<b>109x, H9x</b>	<b>109x</b>	
	<b>x X</b>	<b>Xx</b>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	2/1 GF	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 17+ PC Reopen: DBL = 9(8)+ PC, at least 1 M SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS DBL/RDBL after RHO overcall/DBL = three cards support			
<b>Lead directing DBL; Strong RDBL; SOS RDBL;</b>			

W B F CONVENTION CARD
<b>CATEGORY: RED</b> <b>NCBO: POLAND WISLA</b> <b>Strefa Standard</b> <b>PLAYERS: Lukasz Lebioda - Piotr Stopa - Włodzimirz Wala</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> <b>Polish club, five cards Majors, four cards diamonds</b> 1♣=Forcing 1 round, 4+♣ 11-21 or 1♦ = 4+♦ 11-21; 1♥/♠ = 5+♥/♠, 11 - 21 1NT=15-17PC, Bal, may be any 5332 or 5422 or 6m322 2♣ = Acol 2♦ = weak, natural, 6-10(11) 2♥/♠ = weak, 6(5) Nat 2NT = 20-21 PC 2/1 <b>GF</b> Blackwood, Josephine, cue bids, splinters, Stayman, Lebensohl, <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> 1♣ - 1♦ (opponent) - DBL= 4+♥4♠, 3NT = solid minor, without side value 1♣/♦ - 2♥ = 5+♠, 4+♥, 7-9 1♥/♠ - 1NT = Semi forcing 1♣/♦ - 2♠ = <b>Inv+</b> , Bal 1♣/♦ - 2♦ (in defense) = 55+M Our opening - our response Nat. 4+ cards - opponent Intervention - now our DBL, RDBL = 3 cards support 1♥/♠ - 3m = 6+ invit no fit 1♥/♠ - 3m by passed hand = invit with fit
<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 –19 or 22 - 24 Bal; b) 5+♣ 11-21 unbal; c) 4414, 11–21, singleton ♦;	1♦ = 0 - 6 (5) PC any or 7 - 11 PC unbal or 16-18 bal, without four M 1M = 7(6)+, 4+; 1NT = 7-10(11), no four M 2♣/♦ = <b>GF</b> natural, 5+cards 2♥ = 7 - 9 PC, 5+♠ and 4+♥; 2♠ = <b>Inv+</b> , 11+ without four cards M; 3♣/♦= <b>Inv</b> , 6+♣/♦, nice suit;	1♣-1♦-1M = <b>NF</b> , 3+M; 1♣-1♦-1NT = 18-19; 1♣-1♦- 2NT = 22 -24; 1♣-1M-1NT-2♣= <b>R</b> ; 1♣-1M-1NT-2♦= <b>R</b> 1♣-1M -2♣-2♦ = <b>R, GF</b> ; others = <b>Inv</b> 1♣ – 1M –1NT - 3♣ = <b>NF</b> , 6(5)+♣; 1♣-2♥-2NT= <b>R, GF</b> ; 1♣-2♥ - 3♣ = <b>NF</b> , Nat;	1♣-1M-1NT-2♣= <b>NF</b> ; 1♣-1M-1NT-2♦= <b>NF</b>
1♦		4	4♠	a) 11-21 PC 4+♦; b) 4♦-5♣; 11 – 14;	1M = 7(6)+, 4+; 1NT = 7-10(11), no four M 2♣ = <b>GF</b> , 5+; 2♦ = <b>Inv</b> , 4+♦, 10+PC, no 4 M; 2♥ = 7 - 9, 5+♠ and 4+♥; 2♠ = <b>Inv+</b> , bal without four M; 3♣= <b>Inv</b> . 6+♣; 3♦ = 4+♦, 6-9; 3♥/♠ = splinter;	1♦-1M-1NT-2♣ = <b>R</b> ; 1♦-1M-1NT-2♦= <b>NF</b> ; 1♦ – 1M –1NT - 3♣ = <b>NF</b> , 6(5)+♣; 1♦ -2♦- 2♥/♠ = only stopper ♥/♠; 1♦ -2♦-2NT/3♣/3NT= <b>F1</b> stoppers M/GF/NF 1♦-2♥-2NT = <b>NF</b> , Nat; 1♦-2♥ -3♣ = <b>R, GF</b> ; 1♦-2♠ -2NT/3NT= <b>NF</b> , 1♦-2♠-3♣/♦= <b>NF</b> , Nat	
1♥		5 (4 possible on 3 or 4 seat)	4♦	11 – 21 PC, 5+♥	1NT = 6-11(12); 2♣ = <b>GF</b> , 2+♠; 2♦/♠ = <b>GF</b> , Nat 5+; 2NT = <b>GF</b> , 4 cards support; 3♣/♦ = <b>Inv</b> , Nat, no support; 3♥ = <b>Inv</b> , 3+ cards support 3♠ = some splinter weaker than standard; 3BA = splinter ♠; 4♣/♦ = splinter	1♥ - 1NT -2♣= <b>NF</b> 54+ Nat or nice hand, 13-15 1♥ - 2♠ - 2BA = Nat 1♥ - 2NT - 3♣/♦ = Nat 1♥ - 2NT - 3♣/4♣/♦ = splinter, nice hand 1♥ - 1♠ -1NT - 3♣ = <b>NF</b> , 6(5)+♣;	Drury
1♠		5 (4 possible on 3 or 4 seat)	4♥	11 - 2 1 PC, 5+♠	1NT = 6 - 11(12); 2♣ = <b>GF</b> , 2+♠; 2♦/♥= <b>GF</b> , 5+♦/♥; 2NT= <b>GF</b> , 4 cards support; 3♣/♦/♥= <b>Inv</b> 10-11PC no support 3♠= <b>Inv</b> , support; 3NT = some weaker splinter; 4♣/♦/♥ = splinter;	1♠ -1NT - 2♣= <b>NF</b> 54+ Nat or nice hand 13-15 1♠ - 2NT - 3♣/♦/♥ = Nat 1♠ - 2NT - 4♣/♦/♥ = splinter, nice hand	Drury
1NT			3♠	15 - 17 PC Bal may be 5 major-332, 5422, 6322;	2♣ = <b>R</b> , 2♦/♥/♠/3♣ = transfers; 2NT/3♦ = <b>Inv</b> ; 3♥/♠ = singleton ♥/♠, 5431; 4♦/♥ = transfers; 4BA = <b>Inv</b> ; 4♠ = Gerber <b>10234</b>	1NT - 2♣ - 2♦ - 3♦ = 55+ M, <b>Inv+</b> 1NT - 2♣ - 2♦ - 3♥= <b>GF</b> 4♥5♠; 3♠= <b>GF</b> , 5♥4♣ 1NT - 2♦/♥ - 2♥/♠ -3♣/♦ = <b>GF</b> , Nat 1NT - 2♦/♥-(2♠)/3♣/♦/(♥)=xx 2♠/♣/♦/♥, Hxxx 1NT - 2♦/♥ - 2NT= max, HHx	
2♣	X	0		<b>GF</b> , 25+ Bal or 21+ unBal	2♦ = negative, less than 3 controls; 2♥/♠/NT/3♣/♦ = Nat, 3 controls	2♣ - 2♦ - 2♥ - 2♠ = transfer on 2NT, 4 - 6(7) 2♣ - 2♦ - 2♥/♠/3♣ - 3♣/♦ = second negat 2♣ - 2♦ - 3♦ - 3♥/♠ = better M	
2♦		6(5)		6(5)-10 PC, 6(5)♦	2♥/♠/3t = <b>F1</b> , Nat. 2NT= <b>R</b> asks for value 3♦ = preemptive; 3♥/♠ = <b>Inv</b> , Nat, 6+	After <b>R</b> -suit=value, no min 3BA=nice suit max	
2♥		6(5)		6-10 PC, 6(5)♥	2♠= <b>R</b> ; 2NT= <b>F1</b> , 5+♠; 3♣/♦= <b>F1</b> , Nat; 3♥=preemptive	After <b>R</b> -suit=value, no min; BA=nice suit max	
2♠		6(5)		6-10 PC, 6(5)♠	2NT = <b>R</b> ; 3♣/♦/♥ = <b>F1</b> , Nat; 3♠=preemptive	After <b>R</b> -suit=value, no min; BA=nice suit max	
2NT				20-21, Bal	Stayman, transfers, 3♠ = <b>GF</b> , minors		
3♣/♦/♥/♠		7(6)		preemptive			
3NT				Solid minor suit, no side value	4♣ = <b>NF</b> , pass or correct; 4♦ = <b>R</b> ;	3NT- 4k- 4♥/♠=sing; 4NT=no sing; 5♣/♦=nat.	
4♣/♦/♥/♠				preemptive			
4NT				minors			