

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 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; now → 2♦ = R
Responses: -opponent suit (after our opening m)= Inv+ , asking for stoper;
- opponent suit (after our opening M) = GF , asking for stoper can be support; by pass hand = only Inv with support
- 2NT(after our opening M)= Lebensohl (Inv with support or weak with suit lower than suit of intervention
After transfers: DBL = TO to transfer suit
Transfers suit - 4 in second M5+ in one m
INT OVERCALL (2nd/4th Live; Responses; Reopening)
On 2 nd hand: 16-18; Responses: System On
On 4th:11-15 without 4 M; Responses: transfers, no Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣ - 2♦ = 55+ MM 1♣ - 2♥/♠ = 6♥/♠;
1♦ - 2♦ = 55+ MM; 1♦ - 2♥/♠ = 6♥/♠; 1♥ - 2♠ = 6♠
2NT = 55+ mm, (after 1♦, 2NT = 5+♥ with 5+♣)
On level 3: Preemptive, 7(6), no constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
On level 2: Michaels cue-bid
On level 3: Asking for stoper in opening suit
On level 4: Leaping Michaels cue-bid
VS. NT (vs. Strong/Weak; Reopening - PH)
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
On reopening (always): DBL = 54+ at least one M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TO or 17+, any, After 2♦ Multi: DBL = TO, 3+♥ or 17+ any;
2NT=Nat, 16(15)-18; After interven. double can be asking for stoper.
Possible Transfers. On level 4: Leaping Michaels cue-bids
VS. ARTIFICIAL STRONG OPENING 1♣
DBL= ♦ or 2 next suits, subseq. 1♦ = ♥ or 2 next,... ; 1NT = divided
With Bal hand = pass; with 15(14)+, in next round - possible DBL;
OVER OPPONENT'S TAKE OUT DOUBLE
After m: RDBL = strong 10+PC = any
After M: - RDBL = strong 10+, without support
- 1NT = 6-9, support; - 2NT = Inv+ , support;
- 3♦/♥ (transfer to opening suit) = mixed raise
- 3M = preemptive, support 4+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	H-natural, spots-reversed	H-natural, spots-reversed	
NT	H-natural, spots-reversed	H-natural, spots-reversed	
Subseq	The same	The same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKxx ,	
King	KQx, Kx	KQ109x, Kx, AKW10x	
Queen	QJx, Qx	KQ(10)xx, QWxx, Qx	
Jack	J10x, Jx, KJ10, AJ10	J10x, Jx, KJ10, AJ10	
10	10x, K or Q109	10x, A/ K/ Q109, AK109x	
9	109x, H9x	109x	
	x X	x X	
SIGNALS IN ORDER OF PRIORITY			
	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)			
DOUBLES			
TAKE OUT DOUBLES (Style; Responses; Reopening)			
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			
Lead directing DBL			
Strong RDBL, SOS RDBL			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: POLAND WISLA
WJ Standard
PLAYERS: Janusz Lekki - Piotr Stopa - Włodzimierz Wala
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish club, five cards Majors,
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 = 55+ m, 2/1 GF
Blackwood, Josephine, cue bids, splinters, Lebensohl,
two way check back: 2♣/♠, Stayman, Puppet Stayman.
Michaels cue-bid, Leaping Michaels
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Multi
3NT = solid minor, without side value
1♣/♦ - 2♥ = 5+♠ 4+♥, 7-9
1♥/♠ - 1NT = Semi forcing
1♣/♦ - 2♠ = Inv+ , Bal
1♣/♦ - 2♦ (in defense) = 55+M
1♣ - 1♦ (opponent) - DBL= 4+♥ 4♠,
1NT - 2♦/♥-(2♠)3♣/♦/(♥)=xx in ♥/♠, max, Hxxx support
1NT - 2♦/♥ - 3♥/♠ = no maximum, Hxxx support
Our opening - our response Nat. 4+ cards - opponent's intervention, now our DBL, RDBL = 3 cards support
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♣	a) 11-14 or 18 - 20 or b) 22 (23 Bal)+any c) 6+♣ or 5♣+ unBal, 15+. d) 4414, 11+. red singleton e) 5+♦, (17) 18 - 21 f) 5+♥/♠, 18+	1♦ = 0 - 6 (5) PC any or 7 - 11 unBal, minors or 16-18 Bal, without four M 1M = 7(6)+, 4+; 1NT = 7-10(11), no four M 2♣/♦ = GF, Nat., 5+cards 2♥ = 7 - 9, 5+♠ and 4+♥; 2♠=Transfer, Inv+, Bal, 11+ without four M; 3♣/♦=Inv, 6+♣/♦, 19-21; 3♥/♠=5♦♥/♦♠, 19-21	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♦= R, GF; other = Inv. 1♣-1M-2♦=R; GF 1♣-2♥-2NT= R, GF; 1♣-2♥-3♣ = I, Nat; 1♣-2♠-2NT/3NT=NF, 1♣-2♠-3♣/♦/♥/♠=GF	
1♦		4	4♣	a) 11-21 PC 5+♦; b) 4♦41black singleton,11-21 c) 4♦-5♣; 11 - 14;	1M = 7(6)+, 4+; 1NT = 7-10(11), no four M 2♠=GF, 2+♣; 2♦=Inv+, 4+♦. 10+PC, 4+♦, no 4 M; 2♥ = 7 - 9, 5+♠ and 4+♥; 2♠=Transfer, Inv+, Bal, 11+ 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 stopper ♥ or ♠; 1♦-2♦-2NT/3♣/3NT= F1 stoppers 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♦	11-17(18) PC, 5+♥	1NT = 6-11(12); 2♣= GF, 2+♠; 2♦ = GF, Nat, 5+; 2♠= Inv, 3+♥ with singl; 2NT = Inv, 3♥ no singl; 3♣ = Inv, 4♥+ no singl; 3♦ = mixed raise, 4+♥; 3♥ = preemptive, 4+♥; 3♠ = any weaker splinter; 3NT = splinter ♠; 4♣/♦ = splinter ♣/♦	1♥ - 1NT - 2♣=NF 54+ Nat or nice hand, 13-15 1♥ - 2♠ - 2BA = R, asking for singleton 1♥ - 3♣ - 3♠/4♣/♦ = splinter, nice hand 1♥ - 1♠ - 1NT - 2♣=R; 1♥ - 1♠ - 1NT-2♦=R;	Drury
1♠		5 (4 possible on 3 or 4 seat)	4♥	11-17(18) PC, 5+♠	1NT= 6 - 11(12); 2♣ = GF, 2+♠; 2♦/♥=GF,5+♦/♥; 2NT=Inv, 3+♠ with singl; 3♣ = Inv, 3♠, no singl; 3♦ = Inv, 4♠, no singl; 3♥ = mixed raise,; 3♠ = preemptive, 4+♠; 3NT = any weaker splinter; 4♣/♦/♥ = splinter ♣/♦/♥;	1♠ - 1NT - 2♣ = ART F1 1♠-1NT - 2♣ - 2♦ = F1: minimum or 4♥ 1♠ - 2NT - 3♣ = R, asking for singleton 1♠ - 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♥/♠ = singleton ♥/♠, 5431; 4♦/♥ = transfers; 4BA = Inv	1NT - 2♣ - 2♦ - 3♦ = 55+ M, Inv+ 1NT - 2♣ - 2♦ - 3♥=GF 4♥5♠; 3♠=GF,5♥4♠ 1NT - 2♦/♥ - 2♥/♠ - 3♣/♦ = GF, Nat 1NT - 2♦/♥ - 2NT= max, HHx or Hxxx support	
2♣		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, ♥♠;	Pass - 2♣ - 2NT = Invite Pass - 2♣ - 3♣ = preemptive
2♦	X	0		Multi, 6(5) cards in 1M, 6(5) -10 or 21 - 22 bal	2♥/♠=pas or correct. 2NT=R; 3♣/♦=Inv M;3♥=B, M 3♠ = Inv, Nat, 6+; 4♣/♦=bid suit: -with transfer/Nat	2♦ - 2NT - 3♣ = unknown suit, minimum 2♦ - 2NT - 3♦/♥ = Transfers, 6♥/♠, maximum	
2♥		5		5♥ 5(4+) m, 6-10	2♠=NF, Nat; 2NT=R; 3♣= pass or correct; 3♦=Inv to M; 3♥ = preemptive; 3♠ = I, Nat;	2♥ - 2 NT =3♣/♦, Nat min/3♥/♠=55+♣/♦, max	
2♠		5		5♠ 5(4+) m, 6-10	2NT=R;3♣=pas or correct;3♦=Inv to M,3♥=Inv Nat	2♠ - 2 NT=3♣/♦, Nat min/3♥/♠ = 5+♣/♦, max;	
2NT				55+ m, 6-10	3♣/♦ = NF, to play, 3♥ = R; 3♠ = Inv to 5 m;	2NT - 3♠ - 3NT = accept Inv in both m;	
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♥/♠=sing; 4NT=no sing; 5♣/♦=NAT	
4♣/♦/♥/♠				preemptive			
4BA				minors			