

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, Level 1 = may be light 6-16HPC, Level 2 = Solid 11-16HPC
Resp: 2♣ Drury with SUPP
Reopening: natural may be very light, DBL – points 11+HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd (14)15-17HCP BAL (Stayman, Transfers)
Reopening: 10-14HCP BAL
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural preemptive.
Unusual 2NT 5+5+ lowest ranked suits
1m-2♦ = 5+5+ both Majors
Reopen: Natural solid
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♥-2♥ = 5+♠5+♣, 1♠-2♠ = 5+♥5+♣
1♥/♠-2NT = 5+♠5+♦,
1♥-3♣, = 5+♠5+♦, 1♠-3♣ = 5+♥5+♦
Jump Cue-Bid = ask for stoper
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = both Majors
2♦ = one Major
2♥ = 5+♥ 4+m
2♠ = 5+♠ 4+m
2NT = both minors
DBL vs STR = 4M 5+m, DBL vs WEAK = 13+HCP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
If 2♦ Multi – DBL takeout against ♠
vs. Natural PRE – DBL takeout
NT - Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
1m-(DBL)- transfers
1M-(DBL)-transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
Other: Lavinthal in trumps, Opening lead on 6/7 level randomly			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK(+)	same	
King	AK, AK(+), Kx, KQ(+)	same	
Queen	KQ(+), QJ(+), Qx, KD109(+)	same	
Jack	Jx, J10(+), A/KJ10(+)	same	
10	10x, A/K/Q109x(+), 109	same	
9	H9x, 109x(+)	same	
Hi-X	HXx, xXx(+)	same	
Lo-X	xX, HxxX(+), HHxX(+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LO-even, HI-odd	LO-even, HI-odd	Lavinthal
Suit 2	LO-ENC, HI-DISC	Suit preference	
3	Suit preference		
1	LO-ENC, HI-DISC	Suit preference	Lavinthal
NT 2	LO-even, HI-odd	LO-even, HI-odd	
3	Suit preference		
Signals (including Trumps):			
Suit preference to first Declarer Lead on NT contract			
Lavinthal in trumps (also on lead)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1m-DBL = 12+HCP min 43 MM or any 17+HCP			
1M-DBL = 12+HCP (3)4+oM or any 17+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative, asking stoper, reopening, Lightner,			
1m-pass-1M-1/2x-DBL = 3card SUPP			
1m-pass-1M-DBL-RDBL = 3card SUPP			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: POLAND
PLAYERS: Monika Sautaux – Agnieszka Pietrzyk
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club, 5+card Major 11-22HCP
1♠ = 11+HCP 5+♠ or 11-14HCP/18-19HCP BAL or any GF
1♦ = 11-22HCP 5+♦ or 4♦(441)
1NT = (14)15-17HCP BAL can be 5M(332) or 6m(322)
2NT = 20-21HCP BAL
1M-2♣ = GF natural or GF BAL or GF with SUPP
2♣ = 4-10HCP 5+4+ both Majors, 2♦ = 4-10HCP 6+M
2♥ = 4-10HCP 5+♥ 4+m, 2♠ = 4-10HCP 5+♠ 4+m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♠-1♦ = 0-6HCP, 7-9/13-16HCP no 4M, 7-11HCP minors/minor
1♠-1NT = 10-12HCP BAL no 4M
1♠-2♥ = 7-9HCP 5♠ 4+♥, 1♠/♦-2♠ = INV+ BAL no 4M
1♦-2♦ = 10+HCP 4+♦ no 4M, 1♦-2♥ = 4-9HCP 5♠ 4+♥
1M-1NT = 4-11HCP w/o SUPP or 4-6HCP with SUPP
2♣ = 4-10HCP 5+4+MM (4 th seat 10-14HCP)
2♦ = 4-10HCP 6+M (4 th seat 10-14HCP 6+♦)
2♥ = 4-10HCP 5+♥ 4+m (4 th seat 10-14HCP 6+♥)
2♠ = 4-10HCP 5+♠ 4+m (4 th seat 10-14HCP 6+♠)
SPECIAL FORCING PASS SEQUENCES
1NT-DBL-PASS=F1 to XX to play or DONT (two suits)
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	POLAND Monika Sautaux – Agnieszka Pietrzyk			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	F1 11+HCP5+♣ or any GF or 11-14HCP/18-19HCP BAL	1♦ = 0-6HCP or 7-9/13-16HCP no 4M or 7-11HCP minors/minor, 1NT=10-12HCP BAL no 4M	1♣-1♦-1NT=18-19HCP BAL, 1♣-1♦:3♥=GF♥&any,3♠=GF♠&m,4♣=GFmm	1♣-(DBL or 1x)-TRFs to 2♣ 1♣-(2x)-NAT to 2♣,TRFs up 2NT
					2♥ = 7-9HCP 5♣4+♥, 2♠ = INV+ BAL no 4M	2♦=GF BAL,3♦=GFon one any suit	
					2NT=17+HCP no 4M, 3M=preempt	1♣-1NT-2♦=18+HCPrelay, two-way checkback	
1♦		4	4♥	11-22HCP 5+♦ or 4♦(441)	2♦=10+HCP 4+♦ no 4M, 2♥=7-9HCP 5♣4+♥	1♦-1M:3♦=16-18HCP 6+♦ wSUPP, 2NT=GF	1♦-(DBL or 1x)-TRFs to 2♣
1♥		5	4♥	11-22HCP 5+♦	2♠ = INV+BAL no4M, 3♣=PRE4+♦ or GF anySPL 1NT= 4-11HCP w/o SUPP or 4-6HCP with SUPP	1♦-2♣-2♦=min hand, two-way checkback 1M-1NT-2♣=F1 nat weak or strong hands	1♦-(2x)-NAT to 2♣,TRFs up 2NT 1♥-(DBL or 1x)-transfers
					2♣ = GF natural or GF BAL or GF with SUPP	1M-2M:2NT=GF,2♠/3♦/♦=INV ask for values	1♥-(2x)-NAT to 2♣,TRFs up 2NT
1♠		5	4♥	11-22HCP 5+♦	1♥-2♠/1♠-2NT=9-11HCP wSUPP wSHORTAGE	1♥-2♠-2NT/1♠-2NT-3♣=ask for shortage	1♠-(DBL or 1NT)-transfers
					1♥-2NT/1♠-3♥=9-11HCP wSUPP w/oSHORTAGE	1M-2♣:2♦=min w/o 6M, 2M=6+M	1♠-(2x)-NAT to 2♣,TRFs up 2NT
					1♥-3♠/1♠-3NT=12-14HCP anyVOID wSUPP		PAS-1M-2♣=Drury (2M-min)
					1M-3M=preempt, 1M-3m=nat 6+ INV		PAS-1M-3m=INV NAT wSUPP
INT			3♠	(14)15-17HCP BAL	2♣=Stayman,2♦/♥=TRF,2♠=TRF♣ or INVto3NT	1NT-2♣-2♦-2♥/♠=P/C	1NT-DBL-PASS=F1 to XX
				Can be 5M or 6m	2NT=TRF♦,3♣=Puppet Stayman,3♦=GF(53)MM	1NT-2♠: 2NT=min, 3♣=max	to play or DONT (two suits)
					3♥=31(54),3♠=13(54),4♣=Gerber,4♦/♥=TRF♥/♠	1NT-3♣:3♦=4M,3♥/♠=5♥/♠,3NT=no 4+M	
2♣	X	0		4-10HCP 5+4+MM	2♦=relay, 2♥/♠=to play, 2NT=INV w/oSUPP,	2♣-2♦: 2♥=5+♥4♠ or 5♥5♠min, 2♠=4♥5+♠,	2♣-(DBL): pass=5+♣ to play,
					3♣=GFon♣ or S/Oon♦, 3♦=GFon♦, 3M=weak	2NT=5♥5♠max,3♣=6♥4♠max,3♦=4♥6♠max	RDBL="say 2♦ & pass next"
						3♥=6♥5♠,3♠=5♥6♠max	2♦=relay, 2NT=weak wSUPP
2♦	X	0		4-10HCP 6+M	2♥=P/C or GF6+♥,2♠=P/C or INVto4♥ or GF6+♠	2♦-2NT: 3♣=min (3♦=relay GF,3♥=P/C),	2♦-(DBL): pass=5+♦ to play
					2NT=relay INV+, 3♣=GF on m (3♦=ask),	3♦=6♥max, 3♥=6♠max	RDBL="say 2♥ & pass next"
					3♦=INV wSUPP, 3♥=P/C 3♠=INVto4♠	2♦-2♥-2♠-3♥=GF♥,2♦-2♠-2/3x-3♠=GF♠	2M=P/C
2♥	X	5		4-10HCP 5+♥4+m	2♠=nat NF, 2NT=relay, 3♣=P/C, 3♦=INV to 4♥,	2♥-2NT: 3♣/♦=5♥4♠/♦ or 5♥5♣/♦ min,	2M-(DBL):
				4 th seat 10-14HCP 6+♥	3♥=weak wSUPP, 3♠=nat GF, 3NT=to play	3♥/♠=5+♥5+♣/♦ max	RDBL=like above
2♠	X	5		4-10HCP 5+♠4+m	2NT=relay, 3♣=P/C, 3♦=INV to 4♠, 3♥=nat GF	2♠-2NT: 3♣/♦=5♠4♠/♦ or 5♠5♣/♦ min,	3♣=P/C, 2NT=relay
				4 th seat 10-14HCP 6+♠	3♠=weak wSUPP, 3NT= to play	3♥/♠=5+♠5+♣/♦ max	
2NT				2NT = 20-21HCP BAL	3♣=Puppet Stayman, 3♦=TRF♥/♠, 3♠=5+4+mm	2NT-3♣:3♦=4M,3♥/♠=5♥/♠,3NT=no 4+M	
					3NT=5♠4♥4♣/♦=nat (5)6+,	2NT-3♦-3♥: 3♠=TRF to 3NT, 3NT=5♥4♠	
					4♥/♠=shortage 5+♣5+♦ slam try		
3♣		(6)7		PRE solid on 1 st 2 nd	New suit forcing		
3♦		(6)7		PRE solid on 1 st 2 nd	New suit forcing		
3♥		(6)7		PRE can be very light			
3♠		(6)7		PRE can be very light			
3NT	X			Gambling 1 st 2 nd w/o side stoper	4/5♣=P/C 4♦=ask for shortage, 4M=to play	HIGH LEVEL BIDDING	
				To play on 3 rd 4 th		Cue-bid, Splinter, RKCB 5♠=1/4 5♦=0/3 5♥=2w/oQ 5♠=2wQ w/o side K	
4♣		(6)7		PRE NV can be very aggressive		next with colour King/Kings	
4♦		(6)7		PRE NV can be very aggressive		Exclusive Blackwood 0/3 1/4 2	
4♥		(6)7		PRE NV can be very aggressive		4NT-DBL PAS=1/4 5♣=0/3..., 4NT-5♣ PAS=1/4 5♦=0/3... etc.	
4♠		(6)7		PRE NV can be very aggressive			
4NT	X			PRE both minors			