

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural, 8-16, 5+
Drury 2C promises fit or 6card C to play
Responder's CueBid denies fit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP + stopper in 2 <sup>nd</sup> position; 12-15 in reopen
Subsequent bidding same as after 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE 6-10HCP, 6card suit
2NT over 1suit = 5/5 in any other suites ; 4-5 losers
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1suit – 2suit = 5/5 in any other suits; 6-7 or 2-3 losers
Jump cue asks for stopper or shows single-suiter GF
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL: 14+ penalty oriented if NT weak; 4M + 5m if NT strong
2C: 5+diamonds (or also 4M + 5m if NT weak)
2D: 5+hearts
2H: 4+ in both majors
2S: 5+spades
2NT: 5+ clubs; 3C: 5+/4+ in minors; 3D: good 5/5 majors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL: good 13+; 2NT: 15-18
Lebenshol over 2H/S
Jumps constructive
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1C: 1D=weak NT, 1H/S natural, 1NT both majors, any
2C/D = 6cards or 5 + 4M; 2H/S = 6 cards or 5+4 any
2NT = both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ penalty oriented; 1M-DBL-1NT= raise to 2M
1M-DBL-2NT= invitational raise; 1M-DBL-2/3M=preempt
New suit at 1 level is F1, 2 level is NF; Jump shift = color + fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> , 4 <sup>th</sup>	2 <sup>nd</sup> , 4 <sup>th</sup>	
NT	As above	As above	
Subseq	Same	Same	
Other:	top from small card sequence as in Q987		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) asks for attitude	same	
King	KQx; AK(+) asks for count	same	
Queen	QJ, QJx(+), AQJx(+)	same	
Jack	J10(+), HJ10	same	
10	10x, 109, H109	same	
9	109x, H9x	same	
Hi-X	xSx, HSx	same	
Lo-X	HxxS(+), xS	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Suit Preference ("SP")	SP
Suit 2	Reverse count	Reverse count	Reverse Count
3	SP		
1	Low = ENC	Smith Echo	SP
NT 2	Reverse Count	SP	SP
3	SP	Reverse Count	Reverse Count
Signals (including Trumps):			
Reverse Attitude, Reverse Count, Suit Preference, Smith Echo, McKenny			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O double = 3+cards in unbid major(s) and 2 cards in unbid minor(s)			
Reopen DBL may be weak (9+HCP)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBLs and RDBLs, responsive DBLs, Lightner			
Artificial against strong NT			
1NT – pass – 2Suit –DBL=good same suit			

W B F CONVENTION CARD
<b>CATEGORY: Artificial - Red</b>
<b>COUNTRY: Australia</b>
<b>EVENT: All events</b>
<b>PLAYERS: Anton Pol – Andrew Swider</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Polish Club
Three-way 1C opening: Prepared, Natural or Strong
4+card 1D
5-card majors
Strong NT (15-17)
2 Over 1 responses at least 1 round force
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C: 12-14 Bal (no 4 D), 15+ natural, 18+ any
1D resp to 1C three-way: Neg (0-6), Minors (7-11), Str Bal (12+)
Precision 2C (11-14 HCP)
2D = weak 2 in a major (6-11)
2H, 2S = two suiters (5-10 HCP)
2NT = both minors below opening
2C response to 1M = semiNat (2+ clubs)
<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♣	Yes	0	4D	12-14, no 4-card M, no 4-card D 15-17, 5+clubs, unbalanced. 18+, any distribution	1D: 0-6 any, 7-11 unbal no 4M, 12+ bal no 4M 1H/S: 7+, natural 4+cards. INT: 9-11bal no 4M 2C/D: 12+ nat GF, 2H/S: GF 6+cards 2 high hons	1C-1D-1NT: 18-21 bal; 2NT: 21-23 1C-1D-1M: 12-14, 3+M, or 18-20, 5+M 1C-1D-2D: art GF (2H second negative)	
					2NT: 12+bal, no 4M. 3C/D: 9-11 good 6card suit 3H/S: 7 card suit with 2 high hons, nothing else	1C-1D-2M: 21-24, 5+M; 1C-1D-jump=2suit GF 1C-1M-2D: art GF with fit 3+	
		4	4C	12-17, 5 clubs possible if 12-14	2D: 10+, 4+ inv. 3D: PRE. 1-2 NT: 7-10, 11-12 2C: : GF or 9-11 6card suit	1D-any-2C: 5+/4+ both ways. Check-backs 1D-1H-2NT/3D: 15-17, 6D, no fit/fit;	
1♥		5	4D	11-17	1NT: 7-11. 2NT: invit & fit. Jump raise: PRE	After M agreed, 2NT is forcing.	2C – Drury, fit
1♠		5	4D	11-17	2C/D: GF or 9-11 6card suit. 2C seminat, 2D nat	Long suit trial bids. Check-backs.	
INT			4D	15-17 bal, no 5 card major	2C Stayman, 2D/H/S transfers, 2NT inv, 3C trf to D, 3D nat inv, 3M: 5431 singl M, 5/4 m	Super-accepts 1NT-2C-2H/S-3D/H = strong agreeing H/S	
2♣		5	4D	11-14, 5 clubs & 4M or 6 clubs	2D ask, 2M: nat NF, 2NT WK supp or STR 2suit 3C limit raise (inv), 3D/H/S – limit, good suit	Next suit up by responder after opener's rebid asks about a 3card suit or shortage	
2♦	Yes	0		6-10, 6(+) cards in a major	2/3M – pass or correct. 2NT ask. 3C: GF single suited 3D inv either M, 4D: bid your suit, 4H/S to play	2D-2NT-3C=good opening, then relays 2D-2NT-3D/H = minimum H/S	
2♥		5		6-10, 5/5 or longer, Hearts and another	2S or 3C pass or correct; 2NT positive ask; 3D/S good suit (6+), one round force	General rule: lower-ranking suit is agreed naturally; higher ranking by a cue bid	
2♠		5		6-10, 5/5 or longer, Spades and a minor	2NT positive ask; 3C – pass or correct, 3D/H good suit (6+), one round force		
2NT	Yes			6-10, 5/5 or longer in minors	3H asks to bid a longer minor or a longer Major if minors equal. 3S natural forcing		
3♣		6		Pre-empt Rule 4-3-2-2	3H/S natural 1 round force. 3NT/ 4H/S to play. 4D cue		
3♦		6		Pre-empt Rule 4-3-2-2	3H/S natural 1 round force. 3NT/ 4H/S to play. 4C cue		
3♥		7		Pre-empt Rule 4-3-2-2	3S nat 1 round force. 3NT/4H/4S to play. 4C/D cue		
3♠		7		Pre-empt Rule 4-3-2-2	3NT/4H/S to play. 4C/D cue		
3NT	Yes			Gambling: solid 7-card minor, no outside entry	4/5C pass or correct. 4D asks about shortage 4H/S to play		
4♣		7		Rule 4-3-2-2			
4♦		7		Rule 4-3-2-2			
4♥		7		Rule 4-3-2-2			
4♠		7		Rule 4-3-2-2			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Cue-Bid 1 <sup>st</sup> and 2 <sup>nd</sup> round controls equal	
5♥						Roman Key Card Blackwood 1430, 2+No of kings; DOPI	
5♠						Minor Key Card Blackwood 1430	
						Hoyt, Gerber over NT	
						Splinters, Auto-splinters	
						Exclusion Blackwood (1430)	
						5NT Josephine	