

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Nat. 8+HCP → drury
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Nat. - system on
4 th - 11 - 15
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels,
Stoper ask
(1C) - 3C nat.
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong: x = 4M longer minor
2C = majors
2D = 1 major
2H/S = 5 + 4+ minor
2NT = minors or two suiter big hand
Vs weak: x = 13+, rest like vs strong (3 rd hand NV we treat as weak)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Jumps are constructive, NT = nat, DBL = t/o, leaping michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C - crash
OVER OPPONENTS' TAKEOUT DOUBLE
1D - (x) - nat
Transfers elsewhere.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	Att.	3/5	
Subseq	2/4/Att.	2/4	
Other: 5 level up – russinov, in our suit att.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for att.	
King	AK, KQ+	Asks for count – good suit	
Queen	QJ+	Asks for att.	
Jack	J10+, AJ10+, KJ10+	Same	
10	10x, H10x, H109+	Same	
9	H9x, 109x+, H98+	Same	
Hi-X	Hxx, xxx+	Same, xx+	
Lo-X	Hxxx+, xx+	Interest – good suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	Lav. (S/P)
Suit 2	Att.	S/P	count
3	S/P	smith	
1	Att./count	count	Lav.(S/P)
NT 2	S/P	S/P	count
3			
Signals (including Trumps): lo = enc, even, positive smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, may be weak with passed partner			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1C – (1D) – x = 4+H			
Support double and redouble.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Poland
PLAYERS: Michal Nowosadzki – Jacek Kalita
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural (1c can be 2+ with longer diamonds only with 18-19 bal)
INT=(14+)15-17BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D=6+H/S 5-1
2H=5+5(4)+H+ other 5-11
2S=5+/5+(4)m 5-11
SPECIAL FORCING PASS SEQUENCES
When we bid game in attack
IMPORTANT NOTES
Nonvul. preempts might be destructive.
PSYCHICS: rare

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3(2)	4H	11-23, 3+ or 18-19 bal (no 5M, poss. 3352 with weak D)	1x=nat, 2C = nat GF, 2D = C inv, 2H = 5S4H 6-9, 2S = pre or GF w C, 3C = mixed	1C-1H-1S promise 44 (1nt with 4333) double checkback	
1♦		3	4H	11-23, 3 only with 4432	2D = 10+, 2H = 5S4H 6-9, 2S = C inv, 3C = weak or GF, 3D = mixed	1D – 1M – 2nt = F1 with diamonds double checkback	
1♥		5	4D	11-23 5+H	1nt = semi F, 2C = GF 2+, 2D = nat GF, 2S = mixed or bal inv, 2nt = unbal inv, 3C/D = nat inv, 3S = any void	Double checkback, gazzilli	Drury
1♠					2nt = any S inv (5-11 w 4 or 10-11 w 3)	Double checkback, gazzilli	Drury
INT			4H	15(14+) - 17 (semi)bal	2C=stayman, 2D/H=xfers, 2S=xfer to C or INV 2NT=xfer to D or minors, 3C-puppet, 3D- inv. with minors, 3H/S- short	1nt-2C-2H- denies 4S	
2♣		0	4H	22+ bal or GF	2D=waiting, 2H=3+controls, 2S/3C/D/H=xfer to DW10+ suit (6+ cards), 2nt=minors	2C-2D-2H – H or 25+	
2♦	+	0	2S	6+H/S 5-11HCP	2H/S=p/c, 2NT=relay, 3C=bid by xfer, 3D= GF D+other, 3H=p/c, 4C=bid major by xfer, 4D=bid major, 4H/S=to play		
2♥		5		5/5+H and other, 54 poss. with mnv.	2S=p/c, 2NT= Relay, 3C=p/c, 3D=GF with S, 3S= inv.		
2♠		5		5+S and 5(4)+C/D 5-11	2NT= Relay, 3C=p/c, 3D=H inv+, 3H=nat nf		
2NT			4H	20-21 (semi)bal	Puppet, transfers	2nt-3C-3H = no major	
3♣		6		Might be very light in green, sound in red	3D asks for singleton, 4D = optional keycard		
3♦		6		As above	4C = optional keycard	3x-4C-4D – minimum, 4H-decent hand 0 keycards, 4S-1,	
3♥		6		As above	As above		
3♠		6		As above	As above		
3NT	+			Full 7card minor w/o side stopper	4D – asks for shortness		
4♣		7		preempt			
4♦		7		preempt		HIGH LEVEL BIDDING	
4♥		7(6)		preempt		Blackwood 14 03 2/5 2/5+Q 2/5+Q+K...	
4♠		7(6)		preempt			
4NT				Huge minot two suiter		Exclusion Blackwood	
						Trump Inquiry (5NT)	

