

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Nat, 5(4)+; 8+ > Drury, vul, level 2 = 10+	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-17	
11-14 reopen	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Constructive 6+ suit, except white against red major suit jump overcalls=preemptive	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
(1♣/♦)-2♦ = majors	
(1♣)-2♥/♠ = weak ♥/♠	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
VS Strong: x = 5+m-4M, 2♣ = M 4-4+, 2♦ = 6+♥/♠, 2♥/♠ = 5+-4+m	
Reopen: x- ♣ or 2 suits w/o ♣ 2♣= ♣+ other suit , 2♦ = 5+♥/♠, 2♥/♠ = 5+-4+m	
VS Weak: x = 13+ BAL, 2♣ = M 4-4+, 2♦ = 5+♥/♠, 2♥/♠ = 5+-4+m	
Reopen: same	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Take-out, asking bid, NT = NAT,	
Jumps: constructive	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Vs 1 ♣	
natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1♣-(x)-1NT=♣ 2♣/♦=TRFs ♦/♥ 2♥= bad or very good raise	
2♣=normal raise	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Same	
King	AK, Kx, KQ(+), KQ10x	AKJ10x, KQx	
Queen	QJ(+), Qx, AQJ(+)	KQ109, QJx	
Jack	J10(+), Jx, AJ10(+), KJ10x	Same	
10	10x, H10x(+),	Same	
9	H9x(+), 109x	Same	
Hi-X	HXx, JXx(+), xXx(+)	Same	
Lo-X	xX, HxxX	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	A, Q, x – Enc; K - C	Count, hi-low=odd	Suit Preference
Suit 2	Count, low-hi=even	SP	Count, same
3	SP		
1	Enc	Smith's sign, low=enc	SP
NT 2	Count, same	Count, same	
3	SP		
Signals (including Trumps):			
Trumps Lavinthal, attitude, UDCA			
Reverse Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard, can be weaker by passed hand, 1♦=NEG			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣-(1♦)-x = ♥ 1♥= ♠ 1♠= TRF to ♣ or NT			
1♣-(1♥)-x = ♠ 1♠= TRF to ♣ or NT			
1♦-(1♥)-x = ♠ 1♠= TRF to ♣ or NT			
Support double			

W B F CONVENTION CARD	
<b>CATEGORY: Red</b>	
<b>NCBO: Poland</b>	
<b>PLAYERS: Czajka-Narkiewicz</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Polish Club	
Three-way 1♣; Balanced 11-14, 4+♣ -15+, 18+ any	
1NT = 15-17 bal	
2♣ = 11-14; 5+♣ and 4M or 6+♣	
2♦ = weak, 6+ ♥/♠	
2♥/♠ = weak, 5+/5(4) m	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
As above	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Standard	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS :Yes</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	4♥	Balanced 11-14 or (17)18+ or 4+♣ 15+	1♦ = NEG (0-6) or minors (7-9) or 16+ BAL 2♥= 5♠+ 4♥+ 6-9 2♠= INV to NT no 4 M	1♣ - 1♦ - 1♥ = 12-14 3♥+ or 18+ 5♥+ or 4♥+ 5♣ 15+ or 4441♦ 15+	
1♦	No	4	4♥	11-17PC, 5+♦ or 4♦441 or 4♦ 5♣ 12-14	1NT = NF BAL; 2♦-10+PC+4♦ 2♥=5♠+ 4♥+ 6-9 2♠= 5♠+ 4♥+ 10-11 2NT = INV BAL; 3♣= PRE or GF SPL 3♦=mixed raise, 3♥/♠=spl		
1♥	No	5	3♣	11-17, 5+♥	1NT = NF 6-11, 2♣=GF 2♠=INV 6♣+ 2NT=inv 4 card supp; 3♣=mixed raise 3♦ =inv 3 card supp ,3♥=PRE, 3♠=any void 3NT=spl ♠ 4♣=spl, 4♦=spl		Drury, 3♣/♦=suit+supp
1♠	No	5	4♥	11-17, 5+♠	1NT = NF 6-11; 2♥=12PC+ 5♥+2NT = INV with 4 card supp ; 3♣=mixed raise 3♦ =inv 3 card supp 3♥=shortness 3♠ = PRE; 3NT= any void 4♣/♦/♥=spl		Drury, 3♣/♦=suit+supp
INT	No		3♣	15-17	STAYMAN; TRFs, 2♠=TRF to ♣ 3♣- trf to ♦ 3♦= ask 5M 3M=shortness w/o 4M	1NT-2♣-2♦-3♥/♠ smolen	
2♣	No	5	-	(10)11-14 5♣ 4♥/♠,or 6+♣	2♦=relay ;2♥/♠= NF; 2NT=art, force 3♣ 3♦/♥/♠=NAT(6+) INV, relay system on	2♣-2♦: 2♥/♠=NAT (4); 2NT=6+♣ max 3♣=6+♣ min; 3♦/♥/♠=6♣+4♦/♥/♠max 2♣-2NT-3♣: 3=55M inv+ 3♥/♠=5+ GF bad suit	
2♦	Yes	0		3-10,6+♥/♠ or 5+♥/♠ good suit	2♥/♠=P/C 2NT=relay 3♥=P/C preempt, 3♦=inv to 4M 4♣= bid your suit by trf 4♦=bid your suit	2♦-2NT: 3♣= weaker hand; 3♦/♥= better hand (6+♥/♠);	
2♥	No	5		5+♥ and (4)5+♠/♦, 3-10	2♠= nat, nf , 2NT=ASK; 3♣=P/C , 3♦=inv to 4♥ 3♥=preemptive,		
2♠	No	5		5+♠ and (4)5+♣/♦, 3-10	2NT=ASK;3♣=P/C, 3♦= inv to 4♠ 3♥= INV with 6+♥ 3♠=preempt		
2NT	No			Minors 55+ 3-10	3♣/♦=P/C 3♥=GF ask 3♠=nat inv		
3♣	No	6		PRE	3♥=nat F1, 4♦=asks for stiff 4NT-Gerber on ♣		
3♦	No	6		PRE	3♥=nat F1, 4♠=asks for stiff 4NT-Gerber on ♦		
3♥	No	6		PRE	3♠=nat F1, 4♣/4♦=Cue 4NT-Gerber on ♥		
3♠	No	6		PRE	4♣/4♦=Cue 4NT-Gerber on ♠		
3NT	Yes	7		GAMBLING, no stopper	4♣=P/C, 4♦ = ASK; 4NT = ask about possible 8 <sup>th</sup> trick		3rd/4th = sign-off
						<b>HIGH LEVEL BIDDING</b>	
						Cue-bids,	
						Exclusion Blackwood	