DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 7-17, normally 5+ suit
2-level: sound 10-17, 5+ good suit
Responses: 2-level constructive
over 1M: 2♣=Drury, 3M-1=mixed raise, 3M=pre (0-6)
1NT OVERCALL
2nd seat: 16-18
4th seat: 11-14
Responses:
after 1m opening: system on
after 1M opening: 2♣=d or stayman, 2oM=to play
JUMP OVERCALLS
4-11 6+suit, 2♦=majors
2NT=55 lowest unbid suits
2NT=INV+
DIRECT & JUMP CUE BIDS
over 1m (nat): 2m=majors
over $14(2)$: $2\diamondsuit = majors$
over 1M: Michaels
Over 1111 Michaels
VS. NT
vs. strong 1NT: x=5m+4M
2♣=majors
2♦=6M
2M=5M+4m
vs. weak 1NT (\leq 13): x=15+
vs. weak 11v1 (≤ 19). x−10+
VS. PREEMPTS
takeout double
leaping Michaels
leaping wichaels
VS. ARTIFICIAL STRONG OPENINGS
vs. strong 1♣: 1NT=4M-5m, other as after 1NT
OVER OPPONENTED TAKEDOUT POUR
OVER OPPONENTS' TAKEOUT DOUBLE
10
$xx=10+$ without fit (except $1\lozenge-x=\heartsuit$)
transfers:
14-(x): $1\lozenge/\lozenge = 4-5 \lozenge/\spadesuit$, $1\spadesuit = NT$ or \clubsuit , $2X = transfers$
$1\heartsuit$ -(x): $1NT=\clubsuit$, $2\clubsuit=\diamondsuit$, $2\diamondsuit=good\ raise$
$1 \spadesuit -(x)$: $1NT = \clubsuit$, $2 \clubsuit = \diamondsuit$, $2 \diamondsuit = \heartsuit$, $2 \heartsuit = good raise$

		ID SIGNAL LEADS ST			
OPEN.	ING		YLE	I D.	rtner's Suit
Suit		Lead 2nd/4th best		1	th best
				,	tn best
Notrump 2nd/4th best Subsequent				3rd	
Other:	ient				
Otner:					
LEADS	S				
Lead		Vs. Suit		Vs. N	ΙΤ
Ace		AKx		AKx	
King		AK, KQx		KQx,	AKJ10
Queen		QJx			KQ109
Jack		J10x, KJ10x		Jx, J	
10		10x, H109x		10x, 1	109x, HJ10x
9		109x		9x, H	109x
Hi-X		xXx, xXxX,	HXx	xXx,	xXxx, HXx
Lo-X		xX		xX	
SIGNA	LS	IN ORDER	OF PRIC	RITY	
	Par	tner's Lead	Declarer's	Lead	Discarding
1	atti	tude	count		S/P
2 Suit	cou	nt	S/P		count
3					
1	atti	tude	S/P		S/P
2 NT	cou	nt	count		count
3					
Signals:					
nigh-lov					
low-high	n=eve	en/enc			
DOUB					
		DOUBLES			
standar					
(1♣)-x-	(pass))-1\$=0-6			
		NEOUS DO	OUBLES/	REDC	OUBLES
14-(10)	/♥)-×	=4+\(\)/			
1◊-(1♡)-x=4+♠					

WBF CONVENTION CARD
CATEGORY: Red
NCBO: Poland
EVENT: Seniors Herning
PLAYERS: Piotr Bizoń – Marek Blat
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Polish Club
♣=balanced (or unbalanced with 5 clubs) 11-14, 5+clubs
5+, 18+ any
$\diamondsuit=5+$ diamonds unbal or 4441 with black sing or 4d-5c 11-22
M=5+M 10-17
NT=14-16, 5M332 or 6m322 possible
2♣=6+clubs 10-14
?\$\\\O\♠=weak two
NT=20-21 balanced
BNT=7+ solid major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Openings:
BNT opening=7+ solid major
Responses:
-1 = any 0-6 or 7-12 unbalanced w/o 4-card major or 16+
pal
d-2♡=55 majors
Competitive:
requent transfers after overcalls
SPECIAL FORCING PASS SEQUENCES
1NT)-x-(xx)-pass=forcing
MPORTANT NOTES
3rd hand openings may be light
We are not very strict about our hcp ranges
Frequent transfers in competition

PSYCHICS: can occur occasionally (splinters, cuebids, game

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		0	4♠	a) 11-14 balanced or 5clubs or 4441 with red sing b) 5+♣ 15+ c) 18+ any	$1\diamondsuit=0.7$ any or 8-12 minors or 16+ bal, 2m=nat gf, 2 \heartsuit =bal 12-16, 2 \spadesuit =6m inv, 3 \clubsuit =55 minors GF	after 1\$\ightrightarrow\$: 1M=3+M, 1NT=17-19	PH: $2\diamondsuit=55$ majors, $2M=55$ M+m, $2NT=55$ minors
1\$		4	4♠	11-22 5+♦ unbalanced or 4441 with black singleton or 11-14 4d-5c	$2\diamondsuit = \text{inverted}, 2\heartsuit = 5 + \spadesuit - 4 + \heartsuit 5 - 9, \\ 2\spadesuit = 6 + \clubsuit \text{INV}, 3\clubsuit = \text{mixed} \text{raise}, \\ 3\diamondsuit = \text{pre}$		PH: 2M=55 M+♣
1♡		5	4\$	11-17 5+♡	2♣=GF relay, $2\diamondsuit$ =3+hearts inv or light GF, 2♠=SJS, $2NT$ =4+hearts GF, $3m$ =inv, $3\heartsuit$ =mixed raise	after 2 \clubsuit : 2 \diamondsuit =min, 2 \heartsuit =4 \spadesuit , 2 \spadesuit =4+ \diamondsuit , 2NT=one-suiter, 3 \clubsuit and higher=4+ \clubsuit	PH: 2♣=Drury
1♠		5	4♡	11-17 5+•	$2\clubsuit$ =GF relay, $2\diamondsuit$ =5+hearts 10+, $2\heartsuit$ =3+spades inv or light GF, 2NT=4+spades GF, 3m=INV, $3\heartsuit$ =6+hearts 7-9, $3\spadesuit$ =mixed raise	after $2\clubsuit$: $2\diamondsuit=\min$, $2\heartsuit=4\heartsuit$, $2\spadesuit=4+\diamondsuit$, 2 NT=one-suiter, $3\clubsuit$ and higher= $4+\clubsuit$	PH: 2♣=Drury
1NT				14-16 balanced (5M possible)	2&=modified stayman, $2\diamondsuit=5+\heartsuit$, $2\heartsuit=5+\spadesuit$, $2\spadesuit=\text{inv}$ bal or $6\clubsuit$, $2\text{NT}=6\diamondsuit$ or weak 55 minors, $3\clubsuit=\text{asking}$ for 5M, $3\diamondsuit=55$ minors GF, $3\text{M}=(31)(54)$	after $2\clubsuit$: $2\diamondsuit$ =no major, $2\heartsuit$ =4-5h, $2\spadesuit$ =4-5s	
2♣		6		10-14 6+	$ \begin{array}{ccc} 2\diamondsuit = \text{relay}, & 2M = \text{constructive}, \\ 2NT = \text{puppet}, & 3\clubsuit = \text{INV}, \\ 3\diamondsuit/3\heartsuit = \text{transfers} \end{array} $	after $2\diamondsuit$: $2\heartsuit=4M$, $2\spadesuit=extras$ w/o 4M, $2NT=max$ bal, $3\clubsuit=min$ w/o 4M	
2\$		5		0-10 5+\$	2M=constructive NF, 2NT=relay, 3♣=puppet, 3♦=inv	after 2NT: 3♣=good suit, 3♦=bad, 3M=sing max	4th seat: 10-13
2♡		5		0-10 5+♡	2NT=relay, 3m=nat GF	after 2NT: 3.=5-card suit, higher: bad/bad,bad/good,good/bad,good/good	4th seat: 10-13
2♠		5		0-10 5+♠	2NT=relay, $3\clubsuit=6\heartsuit$ inv+, $3\diamondsuit=$ nat GF, $3\heartsuit=$ nat GF	after 2NT: 3. =5-card suit, higher: bad/bad,bad/good,good/bad,good/good/good/good/good/good/good/goo	4th seat: 10-13
2NT				20-21 balanced	$3\clubsuit$ =puppet Stayman, $3\diamondsuit/3\heartsuit$ =transfers, $3\spadesuit$ =minors	after 3 \clubsuit : 3 \diamondsuit =at least one 4-card M, 3 \heartsuit =no major, 3 \spadesuit /3NT=5 \spadesuit / \heartsuit	
3X		6		pre (0-9)	$3\diamondsuit$ =ask, $3M$ =nat GF, $4\clubsuit$ =mini RKC in X ($4\diamondsuit$ if X= \clubsuit)	, ., ., .,	
3NT	x			AKQxxxx in M	$4\clubsuit = bid 4M-1, 4\diamondsuit = light slam INV$		3rd and 4th seat: to play
4m		6		pre	,		1 V
4M		6		pre			
нісн	LEVEL	BIDDI	NG	1	ADDITIONAL	NOTES	

HIGH LEVEL BIDDING	ADDITIONAL NOTES
RKC 1430	
Exclusion Blackwood	
Splinters	
Cue-bids	
Lightner double	