

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level: 8-16 HCP (4)5+cs. 2-level: 11-16 HCP, 6cs; or 13-16 HCP, good 5cs.
New suit = NAT, constructive; Jump shift = FJ; Raises = PRE; Non-Jump in NT = 10-12; Jump to 2NT = 13-15 HCP; 3NT = to play. CUE = HCR; Jump CUE = Stopper Ask, GF.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 1NT = 15(+)-18 HCP with stopper {System on}.
4 <sup>th</sup> : 1NT = 12-15 HCP, may not have stopper {System on}.
(1x) Pass (1y) 1NT = 17-19 HCP. New suit responses are NAT.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2 <sup>nd</sup> : Weak ; 2NT = UNT
4 <sup>th</sup> : Intermediate; 2NT = 19-21 HCP {System on}.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
2 <sup>nd</sup> /4 <sup>th</sup> : Direct CUE = MICHAELS (Weak or Strong).
(1m) 2m = H & S, 55+. 1C (short): 2C = NAT, 2D = Michaels.
(1M) 2M = oM + m, 55+. RESP: 2NT = Game Try, 3m = P or C.
2 <sup>nd</sup> /4 <sup>th</sup> : Jump CUE asks for stopper {may be 1-suited GF}.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DBL =PEN (UNT by PH); Multi Landy; 3M = NAT, constructive; 3m = NAT; 2NT = UNT or Strong 2 suiter F to suit agreement.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak 2: X = t/o + LEB (FADS); 2NT = 16-18; CUE = Michaels.
Weak 3: X = t/o; 3NT = to play; CUE = Michaels.
Weak 4: X = t/o; 4NT = 2 suiter.
Multi 2H: X(2 <sup>nd</sup> ) = 13-15 BAL (3+ H & S) or 17+ (not 2 suiter); X(4 <sup>th</sup> ) = t/o of suit bid by RHO + LEB (FASS); 2NT = 16-18. 6 <sup>th</sup> /8 <sup>th</sup> : X = t/o, 2NT = C & D, 3m = NAT with weaker oM, 3oM = NAT with 5cm, CUE = Michaels. (2D) DBL (2M) DBL = PEN, 4cM.
2NT (UNT): X = PEN interest; 3C/D = H & S, better H/S.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C</b>
STR 1C: TRUSCOTT, WJOs.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ HCP. Raises = PRE. New suit = NAT, F1. Jump shift = FJ. 1NT = 7-10 HCP. 2/3NT = INV/GF, 4c support. Except 1C (X): 1D = NAT, NF (no minimum strength); 2m = 5+cs, 6-10 HCP, NF; 2M/3m = 6+cs, 9-11 HCP, INV.
<b>OVER OPPONENTS' SUIT OVERCALL</b>
DBL = NEG; New suit = NAT, F1. Jump shift = FJ. Raises = PRE. CUE = INV raise. 2NT = NAT after 1m opening; GF 4c support after 1M opening. 3NT = NAT. Jump CUE = SPL. Except 1C (1/2 suit): 2os (NJ) = 5+cs, 6-10 HCP, NF; 2os (J) = 6+cs, 9-11 HCP; 3os = 5+cs, F1 (DJ = PRE); 2NT (NJ) =LEB; CUE = 11+ HCP, no 4cM, no stopper. Jump CUE = "Bid 3NT".

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2nd/4th	same	
NT	2nd/4th	same	
Subseq	2nd/4th	same	
Other: Vs suit K asks COUNT, A/Q asks REV ATT.			
Vs NT K asks COUNT/UNBLOCK, A/Q asks REV ATT.			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	AK+, A+	AK+, Ax	
King	AK+, KQ+, Kx	AKJ+, KQJ+, KQT+, Kx	
Queen	KQ+, QJ+, Qx	AQJ+, QJT/9+, QJx, KQx, Qx	
Jack	JT+, KJT+, Jx	JT+, AJT+, KJT+, Jx	
10	HT9+, Tx	HT9+, Tx	
9	T9x+, 9x	T9x+, 9x	
Hi-X	Xx, xXx+	Xx, xXx+	
Lo-X	HxxX+, HxX, xXx	HxxX+, HxX, xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Suit	1st	Hi/lo = ODD	Hi/lo = ODD
	2nd	Hi = DISCRG on A/Q	S/P
	3rd	S/P	S/P
NT	1st	Hi/lo = ODD	Hi/lo = ODD
	2nd	Hi = DISCRG on A/Q	S/P
	3rd	S/P	S/P
Signals (including Trumps):			
Reverse Smith Peters v NT. Trumps: Hi/lo = ODD			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O DBL = 3+ cards in any unbid M, 2+ cards in any unbid m; or 17+.			
RESP: Cue-bid = 10+ HCP unsuitable for any other quantitative bid.			
2NT often scrambling after DBL of 2M. Reopening DBL = 9+ HCP.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG DBL thru 4D: 1C (1D) DBL = 4/5H & 4S; 1m (1H) DBL = <4S;			
1m (1S) DBL suggests 4+H. RESP DBL. Game Try DBL.			
COMP DBL when opponents have bid and raised a suit.			
Support DBL/RDBL eg 1D (Pass) 1M (DBL/1S/1NT/2m):			
RDBL/DBL shows exactly 3 card support.			
DBL of Splinter: L/D for lower ranking of other 2 non-trump suits.			
DBL of 3NT: Lead (in order of priority): 1. your suit. 2. my suit.			
3. dummy's 1st suit. 4. your shorter Major.			
Lightner DBL: A DBL of a slam requests an unusual lead.			
It usually shows a void.			

W B F CONVENTION CARD	
	21 Feb 2020
<b>CATEGORY:</b>	<b>RED</b>
<b>NCBO:</b>	<b>SCOTLAND</b>
<b>PLAYERS:</b>	<b>George Plant (10009)</b>
	<b>Malgorzata Rozman (18744)</b>
	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
<b>Polish Club</b>	
1C opening = 3 way: Preparatory (12-14 HCP); Natural (16-17 HCP); or Strong (18+ HCP).	
1C -1D = ART: NEG, 0-7 HCP (no 4cM with 7 HCP); 8-11 UNBAL, 5-4 C & D or poor 6cm; or 13+ HCP BAL, no 4cM, not suitable for 3NT response.	
1D opening = NAT, 4+D, 12-17 HCP.	
1H/1S opening = NAT, 5+H/S, 12-17 HCP.	
1NT opening = 15-17 HCP.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2C opening = 6+C or 5C & 4M, 12-15 HCP.	
2D opening = Mini-Multi (Weak 2H/S).	
2H opening = Weak, 5H & ano (5S or 4+m).	
2S opening = Weak, 5S & 4+m.	
2NT opening = Weak, C & D, 55+.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b>	

OPENING	✓ = ARTIFICIAL	MIN LENGTH	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1C	✓	0	4D	<b>3 way:</b> Preparatory, Natural or Strong. <b>Preparatory:</b> 12-14 HCP, no 5cs (except C with a 5332 hand). <b>Natural:</b> 16-17 HCP UNBAL or semi-BAL with 5+C or 4441 (1D). <b>Strong:</b> 18+ HCP, any distribution.	<b>1D</b> = 0-7 HCP (no 4 card major with 7 HCP); 8-11 UNBAL, 5-4 C & D or poor 6m; or 13+ HCP BAL, no 4cM or 5cm, not suitable for 3NT response. <b>1M</b> = 4+M, 7+ HCP (may have longer minor). <b>1NT</b> = 8-10 HCP, no 4 card major. <b>2m</b> = 12+ HCP, 5+m, GF. <b>2M</b> = SJS, good 6+M. <b>2NT</b> = 11-12 BAL, no 4 card major, INV. <b>3m</b> = 8-11 HCP, good 6+m, INV. <b>3M</b> = 7M with 2 top honours, nothing outside. <b>3NT</b> = 13-15 HCP, 4333 distribution, no 4cM, secondary honours, bad for slam.	<b>1C-1D:</b> 1M = NAT, NF (may be 3M if 12-14, may have longer m). 1NT = 18-20 BAL; 2C = 16+, 5+C, NF; 2D = ART GF, not 2 suiter (then 2H = 2nd NEG); 2M = NAT, 5+M, 8½+ PTs, NF; 2NT = 21-23 BAL; 3m = 6+m, 8½+ PTs, NF; 3H/3S/4C = GF 2 suiter, 5-5 (H & ano/S & m/C & D); 3NT = gambling, long m. [1C-1D-1M-1NT (5-7 HCP): then 2C/D = 5+C/D & 4M, 16+/18+ HCP, F1.] [1C-1D-1H-2S = 5-4 C & D, 8-11 HCP; 1C-1D-1M-2NT/3oM = 13+ BAL.] [1C-1D-2C-3M = 13+ BAL, M stopper better than oM stopper (if any).] <b>1C-1H:</b> 1S = NAT, F1 (may have longer m). 1C-1H-1S: 2C/2D = 2 way Checkback. <b>1C-1M:</b> 1NT = 12-14 BAL, <4S. 1C-1M-1NT: 2C/2D = 2 way Checkback. 2C = 16+, 5+C, F1 (2sM, 2NT, 3C by responder are only NF bids; 2D = ART GF). 2D = ART GF, 3+M; 2NT = (semi-)BAL GF, <3M; 3m = 18+, 6m (or vg 5m), GF. 3NT = 5D, 4C, 1M & 3oM, 18-20. 1C-1S-3H = 5D, 4H, 3C & 1S, 18+. <b>1C-1NT:</b> 2C = 16+, 5+C, GF; 2D/2M = 18+, 5+cs, GF; 3suit = 6+suit, GF (requests cue bid). <b>1C-2m:</b> 2M = 4+M; 2NT = no 4cM, <4m; 3m = 4+m. <b>1C-3C:</b> 3D = M stopper ask (INT / STR), GF; 3M = 5+M, 18+. 1C-3D: 3M = INT / STR.	
1D		4	4D	4+D, 12-17 HCP (5+D; 12-17 HCP; 4441 with 4D, 12-17 HCP; or 4D & 5C, 12-15 HCP). Note: BAL hands with 4D & 12-14 HCP are opened 1C.	2C = 4+C, GF unless rebid 3C (6C, 9-11 HCP). 2D = 4+D, (10)11+ HCP (Inverted raise), no 4cM. 1NT = 7-10; 2NT = 11-12; 3NT = 13-15. 2M/3C = SJS; 3D = PRE; 3M/4C = SPL.	<b>1D-1M:</b> 3M = INV raise (next step = singleton ENQ); 2NT/3D = 6D, <3M/3M, 15-17 HCP. <b>1D-2C:</b> 2D = 12-14; 2M = 5D & 4M, 15-17; 2NT = 12-14, 4441 (1C); 3C/3M = 4C, 15-17 (3M=SPL); 3D = 6+D 15-17; 3NT = 15-17, 4441 (1C) - then suit bid sets suit directly above (4S = RKCB for C). <b>1D-2D:</b> 2M = stopper (then 2NT is NAT, NF with stopper in oM); 2NT = min BAL, stoppers in both Ms; 3C = NAT; 3D = min UNBAL; 3M = SPL, 6+D, 15-17; 3NT = 6+D, 15-17, no M SPL.	Inverted raises still apply.
1M		5	4D	5+M, 12-17 HCP.	1NT = 7-11. 2NT = limit raise. 3M = PRE. 2m = GF unless rebid 3m (2C = 2+C, 2D = 5+D). 1H-3S & 1S-3NT = any SPL, 9-12 HCP. 1H-3NT/4m = SPL, 12-16 HCP (3NT = S SPL). 1S-4m/4H = SPL, 12-16 HCP.	<b>1M-2M-2NT</b> = ENQ; 3m/3oM = good side suit (then 3M/3NT/4M are to play); 3M/4M = min/max with ruffing potential, 3NT = max, BAL. <b>1M-2NT-3C</b> = ENQ; 3D = min BAL raise, 3M = PRE-INV; 3oM = max, 4M & 3+ controls, 3NT = max BAL raise, 4M = to play – a pretty good unbalanced hand. <b>1H-3S-3NT</b> asks for shortage (4H = S). 1S-3NT-4C asks for shortage (4S = C).	2C = Drury. 3C = 6+C <3M, 9-11 HCP. 1H-2S/1S-2NT = SPL Limit R.
1NT				15-17 HCP, BAL.	2C = Stayman. 2D/2H/2S/2NT = → H/S/C/D. 3m = 5C & 5D, INV/GF. 3M = 5431 convention. 4C = Gerber. 4D/4H = Texas Transfers.	<b>1NT-2C-2X-3C</b> = to play. 1NT-2C-2D-3D = Extended Stayman. Rubensohl after 2-level interference. <b>1NT-2C-2M-3D</b> = to play. 1NT-2C-2M-3oM = Slam Try in M. <b>1NT-2C-2D-3M</b> = Smolen {4 cards in M, 5+ cards in oM, GF}.	
2C		5	4D	5C & 4M or 6+C, 12-15 HCP.	2D = Relay, F to 3C. 2M = 5+M, NF (6-11 HCP). 2NT = PUP to 3C. PRE C raise or GF 2-suiter. 3C = NAT, INV. 3D/3H/3S = NAT, INV, 6+cs.	<b>2C-2D:</b> 2M = 4M (then next step by responder asks for 3cs: NT = 5-4-2-2, 3C = 6+C); 2NT/3C = 6+C, no 4M, good/bad for declaring NT; 3D = 6C & 4D, max. Then 3D (except over 3C) / 3oM by responder = GF 1 suiter. Over 3C: 3D asks for shortage (3NT = none, 4C = D). System on after interference. <b>2C-2NT-3C:</b> 3D = D & H, 3H = H & S, 3S = S & D.	
2D	✓	0		Weak 2H/S, 6M, 6-10 HCP.	2H/2S/3H/3S = P or C. 2NT = ENQ. 3C = PUP to 3D, GF 1 suiter (then 3NT = solid m). 3D = INV raise of opener's M. 4C = → M. 4D = bid M. 4H/4S = NAT, to play.	<b>2D-2S:</b> 2NT/3m = max weak 2H (semi-NAT); 3H = min weak 2H. After X: XX is to play in own suit <b>2D-2NT:</b> 3C = max; 3D = min H; 3H = min S. Opener bids step 1 if RHO passes. <b>2D-2NT-3C:</b> 3D asks suit (then 3H = S, 3S = H); 3H/3S = P or C. <b>2D-3D:</b> 3H/3S = min H/S; 4C/4D = max H/S.	
2H 2S		5		2H = 5H & ano (5S/4+m), 6-11 HCP; 2S = 5S & 4+m, 6-11 HCP. 5-5VUL.	2S (over 2H) / 3C = P or C. 2NT = Strong ENQ. 3oM/4m = NAT, 6+cs, F1. 3D = INV raise of M.	<b>2H-2NT:</b> 3C/3D 2nd suit C min / D; 3H/S = 2nd suit S max/min; 3NT = 2nd suit C max. <b>2S-2NT:</b> 3C/3D 2nd suit C/D min; 3H/S = 2nd suit C/D max.	
2NT	✓			5C & 5D, 6-10 HCP.	3H = ENQ. 3S = NAT, F1. 4m = PRE NV & PRE-INV VUL.	<b>2NT-3H:</b> 3S = S <sub>xxx</sub> , 3NT = H <sub>xx</sub> , 4m = 6m, 4H = H <sub>xxx</sub> , 4S = S <sub>xxx</sub> .	
3 suit		6		NAT PRE			
3NT	✓			Gambling, solid 7cm (≤Q outside).	4C/5C/6C = P or C. 4D = Singleton ENQ. 4M = to play. 4NT = slam try.	<b>3NT-4D:</b> 4M = singleton M, 4NT = no singleton, 5m = singleton in other minor. <b>3NT-4NT</b> = Bid 5m with 7 card minor or 6m with 8 card minor.	
4C/4D		7		NAT PRE	4M = to play, 4NT = RKCB 1430.	<b>HIGH LEVEL BIDDING</b>	
4H/4S		7		NAT PRE	4NT = RKCB 1430; new suit = Lackwood 3041.	RKCB 1430 for majors (then 5NT = specific K ask); D1P0/R1P0; EKCB 3041.	
4NT				Specific Ace Ask	5C = 0. 5D/5H/5S/6C = specific A. 5NT = 2.	Minorwood 1430 for minors (then 4NT, 5m to play, otherwise step 1/2 = Q or K ask as required).	