DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEADS STYLI	Ξ			
Style: aggreesive				In Partner's Suit	CATEGORY: Green	
Bids between cue bid and simple raise = transfers	Suit	2nd/4th		2nd/4th	NCBO:	
Jump raise preemptive	NT	2nd/4th		2nd/4th	PLAYERS: Tadeusz Janowski, Krzysztof Nguyen	
Other new suit bids – forcing at 1 and 3 level, NF at 2 level	Subseq				EVENT Open	
-	Other: MU	JD		•		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 <sup>nd</sup> pos 15-18	Lead	Vs. Suit		Vs. NT		
Responses – same as after 1NT opening	Ace	AK(+)		AKQ, AKJ	GENERAL APPROACH AND STYLE	
4 <sup>th</sup> pos 11-14	King	AK(+), K	Q(+)	KQJ(+) KQ10(+)	5 card majors, 3-card minors	
Same as after 1NT opening	Queen	QJ(+)		QJ10(+) QJ9(+) AQJ(+)	15-17 NT	
	Jack	J10(+) KJ		J109(+) KJ10(+) AJ10(+)	2/1 forcing to game	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H109	, 109(+)	10x, H109, 109(+)		
Weak jump overcalls	9	9x		9x		
•	Hi-X	Sx, xSx, x	Sxx(+)	Sx, xSx, xSxx(+)		
	Lo-X	HxS, Hxx		HxS, HxxS(+)		
Reopen: Intermediate, 2NT=19-21 BAL	SIGNALS	IN ORDER OF	PRIORITY	· · ·		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cue = Michaels	1	Low/Hi E	Low/Hi Eve	en Suit preference	Multi 2D opening	
Direct jump cue = natural over a minor, stopper ask over a major	Suit 2	Low/Hi Even	Suit preferei	nce	Lucas 2H/2S	
	3	Suit preference			3NT gambling	
	1	Low/Hi E	Low/Hi Eve	en Suit preference	Transfers in competitive auctions	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Low/Hi Even	Suit preferei	nce		
Multi-Landy	3	Suit preference				
vs strong NT 2H/2S weak, 5 bid suit + 4+m	Signals (ir	cluding Trumps):	·	•		
vs weak NT 2H/2S natural		<u> </u>				
	_		DOUBLES	5		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (S	yle; Responses	; Reopening)		
Leaping Michaels	Standard					
	Cue – invi	tational with supp	ort in both majo	ors or any GF		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					SPECIAL FORCING PASS SEQUENCES	
X – both majors	SPECIAL	, ARTIFICIAL &	& COMPETIT	IVE DBLS/RDLS		
1NT – both minors	Responsive, Negative, Support					
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
Transfers (see note 7.3)						
					PSYCHICS: Very rare	
					101011100. Yely luic	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	12+	Inverted minors, reverse flannery (see note 3.2)	XYZ, 2-way checkback, 4 <sup>th</sup> suit GF	Transfers after x/1-level overcall
						(See note 3.3-3.7)	(See note 7.1-7.6)
1♦		3	4H	12+	As above, 1D-2C forcing to game	As above	
1♥		5	4H	12+	Forcing 1NT, 2/1 forcing to game, Bergen raises Jacoby 2NT, minisplinters (see note 3.2)	As above, Gazzilli (see note 3.3-3.7)	2-way drury, transfers after x and 1-level overcalls
1 🖍		5	4H	12+	As above	As above	(See note 7.1-7.6)
INT				15-17 BAL	Stayman, 4-way transfers (2NT to diamonds)	Second round transfers after Jacoby transfer	System on after 2C, Rubensohl
					3C puppet Stayman (see note 3.2)		(See note 7.1-7.6)
2.				Artificial, strong	2D semi-positive; 2H - negative	2C-2D-2H Kokish	See note 7.1-7.6
					2S – 5+ H, 2NT – 5+ S		
2♦				5-11 6+ H or S	2M/3M p/c, 2NT relay (See note 3.2)	See note 3.2	Major bids – p/c (except 4H/4S)
							X - penalty
2♥		5		5-11 5H + 4+m	2NT forcing relay, 3C NF relay, 3D inv raise 3/4H preemptive raise (see note 3.2)	See note 3.2	
2.		5		5-11 5S + 4+m	As above		<del>                                     </del>
2 m		3		3-11 33 + 4+m	AS above		<del>                                     </del>
2NT				20-21 BAL	3C puppet Stayman, transfers (See note 3.2)	See note 3.2	
3 <b>♣</b>		6		Preemptive			
3♦		6		Preemptive			
3♥		6		Preemptive			
3♠		6		Preemptive			
3NT				Gambling			
4.		7		Preemptive			
4		7		Preemptive			
<b>4</b> ♥		7		Preemptive			
<b>4</b> ♠		7		Preemptive			
4NT							
						HIGH LEVEL B	IDDING
					Kickback 1430 (4 in a suit above the agreed one asks for aces)		
						Cue bids showing 1 <sup>st</sup> or 2 <sup>nd</sup> round control Exclusion Keycard Blackwood, splinters, D0P1, R0P1	
						(see note section 4)	
						1	