DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Natural, Cue = good raise; 2N = 4+ raise opposite 1M
Jump cue = mixed raise

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct 15-18, system on
Protective 12-15, 2♣ = range ask; 2♠ = ♣/♦; 3m = INV; 3M = SPL

JUMP OVERCALLS (Style; Responses; Unusual NT)

PRE
2N = lowest 2 unbid
V: (1♣)-3♣ = ♠+♦; (1♦)-3♣ = ♠+♣; (1M)-3♣ = OM+♦
Reopen: 19-21

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m)-2♦ = 5/5MM
NV: (1M)-2M = OM+m
V: (1M)-2M = OM+♣

VS. NT (vs. Strong/Weak; Reopening;PH)

Dbl = PEN; 2♣ = MM; 2♦ = ♥/♠; 2M = 5M/4+m; 2N=mm

PH: Dbl = 5m/4M

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl = T/O; (2M)-4m = OM+m; (3m)-4om = om+M

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Dbl = MM; NT = mm

OVER OPPONENTS' TAKEOUT DOUBLE

1m-(Dbl)-2L = natural, PRE
1M-(Dbl)- transfers from 1N; Jump = SPL; Jump OM = PRE raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th & 2nd	
NT	4th & 2nd	HxS if we have supported
Subseq		

Other: 3rd & 5th in partner's unsupported suit vs NT;

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	AK+
King	AK; KQ+	KQ+; AKJ+ (U/B)
Queen	QJ+	QJ+; KQ10+ (U/B)
Jack	J10+; HJ10+	J10+; HJ10+
10	109+; H109+	109+; H109+
9	9x; H98+	9x; H98+
Hi-X	xx	xx; xSx+; HSx
Lo-X	Hxx+	Hxxx+

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	HI = ENC	HI = Even	SP
Suit 2	HI = Even		HI = Even
3			
1	HI = ENC	Smith (HI = ENC)	SP
NT 2	HI = Even	HI = Even	HI = Even
3			

Signals (including Trumps):
SP overtones if ATT/COUNT known/not important

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Dbl = usually T/O without a fit

W B F CONVENTION CARD

CATEGORY: **i.e. Green / Blue / Red / HUM / Brown Sticker:**
NCBO:
PLAYERS: **Artur Malinowski-David Bakhshi**
EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Polish Club: 1♣ = (11)12-14NT, 5+♣ 16+, or any 18+
5CM; 15-17NT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = 6+♣ or 5+♣/4M (10-15)
2♦ = Weak 2♥/♠
2M = 5M/4+m (NV); 5M/5+m (V)
2N = 5/5mm (5-10)
3N = Good 4♥/♠ (1st & 2nd)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♠	(11)12-14NT, 5+♣ (16+), or any 18+	1♦ = any 0-7 or 17+NT; 2m = FG; 2♥ =INV NT or 6+m; 2♠ = 5/4+mm (8-11)	1♣-1♦-1M = 3+M (11)12-14NT, or 5+M (18+) 1♣-1♦-2♦= ART FG; 1♣-1M-2♦ = ART FG	Some transfers in competition
1♦		4	4♠	5+♦ unless any 4441 with 4♦	2♦ = FG 4+♦; 2♥ = 5♠/4+♥ (6-11); 2♠= 4+♦ INV	2♣/♦ = ART after 1m-1♥-1♠/1m-1M-1N	
1♥		5	4♠		1N = F1; 2m = FG; 2♠ = 5/5 ♠+m FG; 2N = FG raise; 3♣ = 4♥ INV; 3♦ = any FG SPL; 3N = ♦ VOID	2♣/♦ = ART after 1N rebid; 2♣ = natural or (11)12-14NT after 1♥-1N	2♣ = 3+♥ (9-11); 2♦ = 3+♥ (7-8)
1♠		5	4♥		1N = F1; 2m/♥ = FG; 2N = FG raise; 3♣ = m SPL; 3♦ = 4♠ INV; 3♥ = SPL; 3N = ♥ VOID	As for 1♥	2♣ = 5+♥; 2♦ = 3+♠ (9-11); 2♥ = 3+♠ (7-8)
IN			4♠	15-17 (can be offshape)	2♣ = PUP; 2♠ = INV NT, ♣/♦, ♣ NF or mm FG; 2N = FG ENQ; 3L = SPL; 4♣/♦ = ♥/♠	1N-2♣-2♦-2M = INV; 1N-2♣-2♥ = 4414; 1N-2♣-2♠ = any other 4441	System on after Dbl = ART; Some transfers in competition
2♣		5	4♠	6+♣ or 5+♣/4M (10-15)	2♦ = ART; 2N = ♣ (5-8), or any 5/5 FG without ♣ 3♣ = ♣ (9-11); 4♦ = RKC	2♣-2♦-2M = 4M; 2N = NT oriented with 6♣; 3♣ = anti-NT with 6♣	
2♦	X	0	2♠	Weak 2♥/♠	2N = ENQ; 3♦ = G/T in either M; 4♣ = asks Opener to transfer to M	2♦-2N-3♣ = max; 3♦/♥ = ♥/♠ min; 3♥/♠ = max with 5♠/♥	
2♥		5	3♦	5♥/4+m NV; 5/5 V (5-10)	2N = ENQ; 3♦ = ART G/T; 4♣ = RKC for ♥	2♥-2N-3M = max with linked m	
2♠		5	3♦	5♠/4+m NV; 5/5V (5-10)	2N = ENQ; 3♦ = ART G/T; 4♦ = RKC for ♠	2♠-2N-3M = max with linked m	
2N	X			5/5mm (5-10)	3♥ = FG ENQ		
3♣		6			3♦ = ENQ; 3M = NF NV		
3♦		6			3M =NF NV; 4♣ = ENQ		
3♥		6			3♠ = NF NV; 4♣ = RKC		
3♠		6			4♣ = RKC		
3N	X			Good 4♥/♠ (1st & 2nd)	4♣ = S/T; 4♦ = bid your M; 4M = S/T (short M)	3N-4♣-4♦/♥ = ♥/♠	
4♣/♦				Natural	4♦/5♣ = RKC		
4♥/♠				Natural			
4N				Good 5♣/♦			
						HIGH LEVEL BIDDING	
						RKC = 1430 if 4N for ♦/♥/♠, but 3041 if not 4N or if 4N for ♣	
						5N = often pick-a-slam	