


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Good suit 8-16(17) HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd
11-14 4th
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: 6-10 weak
2-Suit:
Re-open: 12-15 good 5 or 6-card suit
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct Michaels cue: Majors
2NT minors over M or lower M/m over m
jump cue asks for stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
against weak NT - DBL = PEN, against strong DBL = single minor
2♣ = majors; 2♦ = single M; 2M = M + m; 2NT = minors
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O
VS. ARTIFICIAL STRONG OPENINGS
DBL = TRF to hearts, 1♦ = TRF to spades, 1♥ = two suits same colour
1♠ = two suits same rank, 1NT = two suits hearts & clubs or spades & diamonds
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP and forcing to two in the opening suit, doubles now are PEN

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd, 5th	3rd, 5th		
NT	as above	as above		
Subseq	as above	as above		
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	Asks for count (NAT)	Asks for count (NAT)		
King	Asks for attitude	Asks for attitude		
Queen	1st	1st		
Jack	1st	1st		
10	1st or 3rd (KJ10 etc)	1st or 3rd (KJ10 etc)		
9	1st or 3rd (Q109 etc)	1st or 3rd (Q109 etc)		
Hi-x	even	even		
Lo-x	odd	odd but may be even if eg. KJ82		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	NAT count	NAT count	odd/even
	2	attitude	suit preference	suit preference
	3	suit preference		
NT	1	as above	as above	as above
	2			
	3			
suit preference				
DOUBLES				
TAKEOUT DOUBLES (Style; Response; Reopening)				
T/O doubles to 4♥				
1m - (1♥) - DBL denies 4 spades				
1m - (1♦) - DBL shows 4/4+ in majors				
1m - (1♠) - DBL suggests H4 and 7+ HCP				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				

WBF Convention Card		
♠ ♥ ♦ ♣		
Category:	Red	
NCBO:	Australia	EVENT: 49th APBF Championship
PLAYERS:	George Bilski	
	Terry Brown	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Modified Polish Club		
5-card major 11-16 HCP		
Weak NT		
Multi 2♦		
Relays with natural responses		
2 over 1 response NAT NF		
1NT openings: (11)12-14 HCP		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1♣ opening with 1♦ positive (6+ HCP), others 0-5 HCP		
2♣ any 3-suited hand 10-20 HCP or strong BAL		
Multi 2♦ (weak 2M or strong BAL or GF in any suit)		
2M (weak 2-suited 5M/5+m)		
2NT (weak2-suited 5/5+m)		
1NT forcing to 1♦♥/♠opening		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
PSYCHICS: Rare		

O P E N I N G	T I C K I F	A R T I F I C I A L	O F M I N O R C A R D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥		11-16 5+♣ or 15-17 BAL or 17-20(21) any	1♦ any, others 0-5 HCP NAT, 1NT = 4/3+ in m no M4 Jump bids = 0-5 HCP long suits	1♣1♦; 1M = NAT F, 1NT = 15-17 BAL, 2NT = 18-20 BAL 2♣ = 11-16 HCP 5+♣ no M4	
1♦		5	4♥		11-16 HCP	1NT = D3 5-7 or 9+ any; others NAT NF	After 1NT now 2C = ART MIN, others NAT MAX, next suit ART GF relay	
1♥		5	4♥		11-16 HCP	1NT = H3 5-7 or 9+ any; others NAT NF	as for 1♦	
1♠		5	4♥		11-16 HCP	1NT = S3 5-7 or 9+ any; others NAT NF	as for 1♦	
1 NT					(11)12-14 BAL may have M5	2♣ = ask for M5; 2♦, 2M, 2NT, 3C = TRF	2♣2♦ = no M5 & min; 2♣2M = M5	
2♣	✓	0	4♦		10-19 (5440) or 12-21 (4441) or 21-22 25-26 BAL	2♦ = 7+ ART enquiry, others P/C	After 2D; 2NT = 21-22 BAL, 3NT = 25-26 BAL, others show short suit and range	
2♦	✓	0	4♦		Weak 2M or 23-24 BAL or GF	2M, 3M, 4M = P/C; 2NT = ask; 3m = NAT NF		
2♥		5			Weak H5 and m5+	2NT = ask	3m = NAT MIN; 3♥ = ♣ MAX; 3♠ = ♦ MAX	
2♠		5			Weak S5 and m5+	2NT = ask	3m = NAT MIN; 3♥ = ♣ MAX; 3♠ = ♦ MAX	
2 NT	✓				Weak 5/5+ in minors	3H = ART ask	3♠ = S2; 3NT = H2; 4m = m6; 4M = M3	
3 bids		6			PRE, RULE OF 2/3/4	New suit F		
3NT	✓				SOL minor 7 or 8 cards	4♣/5♣ = P/C; 4♦ = ask	4M = M short; 4NT = no shortage; 5♣ = D short; 5♦ = C short	
4♣	✓				Good 4♥ opening	4♦ = slam INV; 4♥ = to play; 4NT = RKCB; other CUE		
4♦	✓				Good 4♠ opening	4♥ = slam INV; 4♠ = to play; 4NT = RKCB; other CUE		
4♥		6			PRE, RULE OF 2/3/4	4NT = RKCB	HIGH LEVEL BIDDING	
4♠		6			PRE, RULE OF 2/3/4	4NT = RKCB		
4NT	✓				Specific ace ask	5♣ = no ace; 5♦/♥/♠ = ace; 5NT = no ace; 6♣ = C ace	LIGHTNER	
5♣					to play		RKCB 0314, DOPI ROPI	
5♦					to play			
5♥					to play			
5♠					to play			
5NT					to play			