

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: 1-level=Aggressive; other level=Sound;
Resp: as on the opening bids (See other side) except 2♣ on 1M
Raises=PRE;
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
After 1♣/1♦: 14,5-17,5 HCP Balanced; RESP=transfers
After 1♥/♠: a) 4♠♥+5m+, b) 18-20 Bal., 1,5+ stop.
<b>4<sup>th</sup> Live:</b> other 2-suit. 4+4+ depend on vuln. (if nat.)
<b>Reop.:</b> 14-17
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6+, Natural, WEAK if NV. Resp: New suit=NF
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE = 2-Suiter: MICHAELS
2NT Overcall = 2-Suiter: Unusual
Jump CUE=Strong 1-suiter without stopper in opps suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy, in REOPEN -DONT
DBL 4 ♠ 5+m (maybe strong); Vs Weak NT strong
2□ Majors 4-4 at least (depends on vuln.)
2♦ 1 Major (5,5+)
2M 5+M 4+m
2NT minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=take-out; CUE=5+5+;
Jump=Strong; LEB-Variation after (WK2x)-DBL-(P)
2NT=15,5-18HCP
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ (16+): DBL=4+♣, 1s=4+s;
INT=5+4+□+□ or 5+4+□+□; 2♣/♦/♥/□=6♣/♦/♥/♠ or
5+4+♦+♥/♥+♠/♠+♣/♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=Strong;
New Suit=NF; Fit showing jumps
Transfers over 1□ and 1M (except 1♥ - (Dbl) - □)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE COMBINE</b>			
Suit	Lead	In Partner's Suit	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	3 <sup>rd</sup> , lowest from HHxx(+)	as above	
	3 <sup>rd</sup>	3 <sup>rd</sup>	
Other: Low from doubleton non-H; Rusinov THRU DCLR.			
Suit preference: odd - higher suit, even - lower (except 2-nd card each suit)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx(+), Ax(+)	AK, AKx(+), Ax(+)	
King	AKJ10(+), AKx(+), KQ(+)	AKJ10(+), KQ(J/109)x(+)	
Queen	QJ, QJ(+), Qx	QJ, QJ(+), Qx	
Jack	J10(+), J10, Jx	J10(+), J10, Jx	
10	HJ109(+), 10(+)	HJ109(+), 10(+)	
9	H109(+), 9xx(+)	H109(+), 9xx(+)	
Hi-X	HxxS(+),Sxx(+)	HxS(+),Sxx(+),Sx	
Lo-X	HxxS(+),	HHx(+),S, Sx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=ENCRG	S/P	S/P
Suit 2	S/P	Hi/lo=O	Hi/lo=O
3	Hi/lo=O		
1	same	same	same
NT 2	same	same	same
3	same		
<b>Signals (including Trumps):</b> Smith (Leader=Low, Partner=High )			
Count in a suit critical to partner (Hi = O)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape; Reopen: very light;			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner			
Support DBL			

W B F CONVENTION CARD	
<b>CATEGORY: Red</b>	
<b>NCBO: Ukraine</b>	
<b>PLAYERS:</b>	
<b>YULII CHUMAK - VOLODYMYR DRAGAN</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE: POLISH CLUB BASED 3-WAY 1♣</b>	
1♦: 4+unbal	
5-card M (11-16 HCP)	
1NT resp: SF;	
2♦: 6+ either M, 4-11 HCP	
1NT opening: 14-16 HCP	
2 over 1 resp.: ART, F1	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
OP 2♦ 4-11 hcp 5,5+ either M	
OP 2♥/♠ 4-11 hcp 5+4,5+♥+other/♠+minor	
DIRECT CUE = 2-Suiter: MICHAELS	
2NT Overcall = 2-Suiter: Unusual NT	
Competitive 2NT = limit raise or better	
OP 2NT 4-11 hcp both minors	
OP gambling 3NT	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
(1x)-dbl-(redbl)-PASS=F;	
(2/3x)-DBL-(5x)-PASS=F	
PASS=F then we bid VUL game but opps are NV	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
The range of weak (4-11 HCP) artificial bids is vary	
From weak (4-7 HCP) (could be 5+4+)	
to strong (8-11 HCP) depending on VUL	
<b>PSYCHICS:</b>	
Rare	

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	4♠	11-13= (could be 5♦), 11+ 4414 15+, 5♣+	1♦ -0-7 any or 7-11 w/o 4M. 1♥/♠ - 4+♥/♠ 7+ hcp 2♣/♦ - F1 5+ ♣/♦, possible 4♥/♠	1♣ - 1♦ - 2♦ art GF or 22-24 balanced 1♣ - 1♥/♠ - 2♦ art GF	No checkbacks
				17+ any	1NT – inv.to 3NT; 2♥/♠ - 6+♥/♠ PRE; 2NT=FG, bal.	1♣ - 1♥/♠ - 1♠/NT - 2♣/♦ - weak/str checkback	
1♦		4	4♠	11-16 unbal, could be 4♦5♣+	1♥/♠=6+HCP 4+; 1NT – NAT; 2♦=10+HCP4+	1♦ - 1M - 2NT = 6+♦, w/o 3M, 14-16hcp; then 3♣ = ART weak	
				5332 with good ♦	2♣=4+ F1; 2♥/♠= 6+ PRE; 3♦=PRE	1♦ - 1M - 3♦ = 6+♦, 3 in M, 14-16hcp; then 3M = F	
1♥		5	4♠	11-16 5+♥	1NT=7-12 Semi-F; 2♣ 1+ F1; 2♦ 5+ F1; 2NT = INV+ (3)4card fit	1♥ - 1♠ - 2NT/3♥ = (w/o / w 3♣, 14-16hcp)	2♣ - good raise
					3♣/♦=preemp. 6+♣/♦; 3♥ - PRE 3♠/NT/4♣/♦=SPL		
1♠		5	4♥	11-16 5+♠	Similar		2♥ - good raise
INT			4♠	14-16, bal	2♣ - ST; 2♦ - transfer or strong bal. (don't prom. ♥) 2♥/NT – transfers 2♣ - transfer to ♣ or invit	1NT – 2♦/♣ - no 2♣/♠ = spec. with 4♥/♠ 1NT- 2♦- any-1 <sup>st</sup> =strong.; 1NT – 2NT – 3♣=4♣	
2♣		5	4♠	11-14 6+♣ OR 5+♣4M	2♦=ART; 2♥/♠=NF; 2NT= relay to 3♣ (stop or inv+); 3♣=10-12HCP; 3♠=NAT INV	2♣ - 2♦ - 2♥/♠/NT/3♣ - 2♣/3♦/3♥/3♦ - ask.	
2♦	Yes	6	2♠	4-11 6+♥/♠	2NT=RELAY, 3♣/♦=GF/inv fit in both M, 4♣/♦ - ask for transfer/M 2♥/♠/3♥/♠/4♥ - PASS/CORRECT (P/C)	2♦ - 2NT – 3♣/3♦/3♥/3♠ - weak♥/♠/str♠/♥	
2♥		5		4-11 5+♥ 5(4)+any	2NT= ask; 3♣ - P/C; 3♦ - inv. To 4♥		
2♠		5		4-11 5+♠ 5(4)+minor	Similar to 2♥		
2NT	Yes			weak 5+♣-5+♦	3♣/3♦/4♣/4♦/5♣/5♦ - to play, 3♥ - ask.		
3♣		6	4♠	preempt, 3rd pos – random	new suit=F1		
3♦		6	4♠	preempt, 3rd pos – random	new suit=F1		
3♥		7		preempt, 3rd pos – random	new suit = F1		
3♠		7		preempt, 3rd pos – random	new suit = F1		
3NT				7+ solid suit, side A/K at vuln.	4♦=forcing, other P/C		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦		7				Cue-bids – any class, 4NT after cue on 4th level– Turbo, nat INV if not, excl. Bl.	
5♥		8				5NT – pick a slam or inv to 7	
5♠		8					