

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
General Style: 1-level=Aggressive; other level=Sound;
Resp: as on the opening bids
after our overcall – transfers
Raises=PRE; Fit showing jumps
Simple RAISE: may be doubleton honour SUPP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS: 1m: 15-17; 1M: 4+OM-5+m OR 19-22 BAL
4th LIVE: 2-suiter (5-4) unbid
VS 1♣(16+): 5+♥ 4+♣ OR 5+♠ 4+♦
Reop Pos: 12-15 BAL (may be without stopper)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiters: 6+, Natural, WEAK if NV. Resp: New suit=Forcing
2-suiters: 2NT 7-15PC 5-5 lower suit and other unbid suit OR 16+PC 5-5 higher unbid suits
Reopen: Natural. 5/6 losers; Strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE = 7-15PC 5-5 higher unbid suits OR 16+ 5-5 lower suit and other unbid suit
Jump CUE=Strong 1-suiter without stopper in opps suit
VS. NT (vs. Strong/Weak; Reopening; PH)
vs. strong (15+HCP): dbl: 4+4 M's; 2♣ - 5♣+4+ M
2♦: 5+♦ & 4+M; 2♥/♠: 5+♥/♠; 2NT - 5+♣&5+♦; 3x - pre
vs. weak: dbl: 14+, 2♣: M's 4+; 2♦: 5+M; 2M: 4+M/5+m; 2NT: m's
Reopen: dbl: 5+M; 2♣ - 5♣+4+ M; 2♦: 5+♦ & 4+M; 2♥: 4+4 M's; 2♠ - 6+♠
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=t/o; aft. 3♣ - 3♦ low minor; aft. 3suit – 4m Leap. Mich.
Jump=Strong; LEB var. after (WK2x)-DBL-(P)
2NT=16-19HPC
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣
Vs 1♣: 2♣ - 6+♣ or 5+♦5+♥; 2♦-6+♦ or 5+♠5+♥;
2♥: 6+♥ or 5+♠5+♣; 2♠: 6+♠ or 5+♦5+♣;
INT: 4+♣5+♥ or 4+♦5+♠; DBL=5+♣. Vs 2♣: dbl – 5+♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=Strong; nat; after near NT to suit - transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE: COMBINE			
	Lead	In Partner's Suit	
Suit	2-4th, Xxx, xX, S/P	Hi=from even; Low=odd	
NT	3 rd , lowest from HHxx(+)	same+(hi=even, low=odd)	
Subseq	S/P	S/P	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax; AKx(+);	AKx(+); Ax	
King	AKJ10(+), AKx(+); KQ(+); Kx	Good suit	
Queen	QJ(+); Qx	KQ(..), QJ(..)	
Jack	J10(+); Jx	J10(+); Jx	
10	HJ10(+), 10(+).	HJ109(+), 10(+).	
9	H109(+), 109x, 9xx	H109(+), 9xx(+)	
Hi-X	Xxx, xXxx, xXxxx	HxS(+), Xxx (+), , Sx	
Lo-X	xX, HxxS	HHx(+S)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=ENCRG	S/P	S/P
Suit 2	S/P	Hi/lo=Odd	Hi/lo=Odd
3	Hi/lo=Odd		
1	same	same	same
NT 2	same	same	same
3	same		
Signals (including Trumps): Count in a suit critical to partner (Hi = O)			
Suit preference: odd - higher suit, even - lower (except 2-nd card each suit are inverted (odd=Low))			
Smith Low; Discarding: O – enc., ELo – Low suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape; Reopen: very light;			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive DBL: After T/O DBL thru 4♥			
Repeat same suit DBL by Neg doubler = Take out			
We base decisions to pass COMP DBLs on the Total Tricks Law			
L/D, ANTI LEAD-DIRECTING DBL			

W B F CONVENTION CARD
CATEGORY: Open
NCBO: Ukraine
PLAYERS:
DRAGAN Volodymyr – NESKOROMNY Mykola
SYSTEMS SUMMARY
GENERAL APPROACH AND STYLE
1♣: 2+, 11(10)-21
1♦: 4♦441♣ or 5+, 11(10)-21
INT resp. over 1M: SF, 5-12, 2 over 1 resp.: F1
INT: 14(13)-16 HCP bal VUL
2♣: strong, 23+ bal or GF
Light 3rd hand openings, light lead directing bids/doubles
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening is GF
2♦ Opening = 5+♦ 5+M (4-10 HCP)
2♥ Opening = Weak ♥ 6+(5) (4-10 HCP)
2♠ Opening = Weak ♠ 6+(5) (4-10 HCP)
2NT Opening = 5+♣ 5+M (4-10 HCP)
3NT Opening = Gambling (solid m, outside stopper)
2NT Overcall = 7-15PC 5-5 lower suit and other unbid suit OR 16+PC 15PC 5-5 higher unbid suits
Michaels Cue-bids – 7-15PC 5-5 higher unbid suits OR 16+ 5-5 lower suit and other unbid suit
1♣-1NT: 12-13 HCP VUL
Fit showing jumps
VS. ARTIFICIAL 1♣: PASS: perhaps 16+; NT - 2-suiter 4+M-5+♣; 2♦ - 7-15PC 5♠&4+♥ OR 16+ 5+♦&5+M
2NT – 7-15PC 5+♦&5+M OR 16+PC 5♠&5+♥
VS. Precision 2♣: dbl – 2+ clubs; 2♦ = takeout dbl OR 4-4 M's.
SPECIAL FORCING PASS SEQUENCES
We invited to game and opps bid game
Opps bid 5 in 1-st round (we bid)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	11-13, 17-21 bal OR 11(10)-21, 4+♣	1♦: 0-7 any / 8-11 unbal no 4+M; 1M: 8PC+, 4M+; 1NT: 12-13 bal. no 4M; 2♣: 11+ 5+♦, 2♦: 11+ 5+♣; 2M: 4-7 PC 6+; 3/4x: 6+/7+ 4-7PC; 2NT – GF no 4M, 5m	1♣-1♦-1M: 3+; 1♣-1♦-1M-2NT: 7-10, 5-5m's 1♣-1♦-1M-3m: 8-10 6+m 1♣-1M-1NT-2♣: checkback; 1♣-1NT-2♦: GF	1♣ - 2♣/♦: 8-10 6+ 1♣ - 2♥ - 8-9 5-5M's
1♦		4	7♥	11(10)-21, 4♦441♣ or 5+♦	1♥/♠-4+♥/♠ 0+HCP, 1NT - 7-11, 2♣/♦ - 4+♣/♦ 11+ HCP; 2♥/♠ - weak; 3♣: 4-7 6+; 3♦: 4-9 4+; 3NT: void spl	1♣/♦-2♣/♦: then we show M stoppers 1♦-1M/1♠-1NT-2♣: checkback	1♦ - 2♣: 8-10 6+ 1♦ - 2♦: 8-10 4+ 1♦ - 2♥ - 8-9 5-5 M's
1♥		5	7♦	11-21 HCP	1♠: 0+HCP 4+♣; 1NT: 5-12 SF; 2♣: 11+ 2+; 2♦: 11+ 5+ 2♥: 7-10; 2NT: 10+ 4♥+; 3♣: any void spl; 3NT: ♠ spl	checkback; 1♥-1♠-2NT: 16+ F1; 1♥-1NT-2NT: 17-18 bal; 1♥-1NT-2♣: 17+any	1♥ - 2♦ - 9-10 3+♥
1♠		5	7♥	11-21 HCP	1NT: 5-12SF; 2♣: 11+ 2+; 2♦/♥: 11+ 5+; 2NT: 10+ 4♠+ 3m/♥: 4-7 6+; 3♠: 4-7 4+; 3NT: void spl	1♠-1NT-2♣: Gazzilli 1♠-2♣-2♦: 5=♠, 3-♥ 11-13 OR 18+	1♥/♠ - 2♣/3♣/♦/♥: values+fit 1♠ - 2♥- 9-10 3+♠
INT			7♥	14(13)-16; may be 5M/6m/single/5422	2♣=STAY 0+HCP; 2♦=JTB or 14+ BAL; 2♥-JTB; 3m=INV; 3M=5(4)+ ♣/5(4)+ ♦/1M	1NT-2♣-2♦-2♥: NF (P/C to 2♣) 1NT-2♦-2♥-2♠ - 14+ BAL	
2♣	Yes	0	7♥	FG: 23+ BAL or 22+ any	2♦ - 0-4PC OR 9+; 2♥ - 4-8PC 0-3♥; 2♠ - 4-8PC 4+♥, 0-3♠; 2NT - 4-8PC 4+♥ 4+♠; 3m - 4-8PC 6+m; 3M - 4-8PC 7(6)M	2♣-2♦-2♥-2NT=22-24HCP, Bal..	
2♦	Yes	0	7♥	5-10 HCP 5+♦ 5+M	2M: P/C; 2NT: relay 3♣: signoff; 3/4M: P/C	2♦-2NT-3♦/♥: 5+♠ min/max; 3♣: 5+♥ min; 3♠ - 5+♥, 2=♠ max, 3NT - 5+♥, 2=♣ max; 4♣ -5+♥, max, 2 singl	
2♥		6	7♥	5-10, 6(5)+♥	2NT – ask about singl, 2♠: signoff; 3♣/♦ - 5+ Inv	2♥-2NT-? 3♣ - singl ♣ or ♠	
2♠		6	7♥	5-10 HCP	2NT – ask about singl, 3♣/♦ - 5+ Inv	2♠-2NT-? 3x-Singl, 3♠=No singl min, 3NT – max No singl	
2NT	Yes		7♥	5-10 HCP 5+♠5+M	3♦ - ask , 3/4M: P/C	2NT-3♦-3♥- 5+♠; 3♠ - 5+♥, 2=♠, 3NT - 5+♥, 2=♦ max; 4♣ -5+♥, max, 2 singl	
3♣		6		PRE aggressive 1st NV, 3rd free			
3♦		6		PRE aggressive 1st NV, 3rd free			
3♥		6		PRE aggressive 1st NV, 3rd free			
3♠		6		PRE aggressive 1st NV, 3rd free			
3NT	Yes			7 card solid suit, side A/K	4♣ = P/C. 4♦ = ASKS SINGL.	3NT-4♦-4♥/♠=SINGL ♥/♠; 4NT=NO SINGL; 5♣=SINGL ♦.	
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT	Yes			Minors 6+/5+			
5♣				PRE		HIGH LEVEL BIDDING	
5♦				PRE		Cue-bids – any class, unserious 3NT (if trump is M) / 4m (m)	
5♥				PRE		TURBO - even number of aces (from 5 or 6): 4m+1 (m)/4♠ (♥)/4NT (♠)	
5♠				PRE		5NT – trump Q (if 5 aces or only possible suit) or pick up a trump	
						Excl. RKCB (0123): jump to unbid/opp suit over game level/4NT, rel/6x: ask Q	