

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: 1-level=Aggressive; other level=Sound;
Resp: 1M NF
after our overcall – transfers
Raises=PRE; Fit showing jumps
Simple RAISE: may be doubleton honour SUPP
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd POS: 2-suiter 4+M-5+m OR 4+♥ (after 1♠) OR 19-22 BAL
4th LIVE: 15-18 bal
VS 1♠(16+): 5+♥ 4+♠ OR 5+♠ 4+♦
Reop Pos: 15-17 BAL (may be without stopper)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suiters: 6+, Natural, WEAK if NV. Resp: suit=nf
2-suiters: 2NT 7-14PC 5-5 lower suit and other ubbid suit OR 15+PC 15PC 5-5 higher unbid suits
Reopen: Natural. weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE = 7-14PC 5-5 higher unbid suits OR 15+ 5-5 lower suit and other ubbid suit
Jump CUE=Strong 1-suiter without stopper in opps suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs.strong (15+HCP): dbl: 4+4 M's or short m; 2♣ - 5♣+4+ M
2♦: 5+♦& 4+M; 2♥/♠: 5+♥/♠; 2NT – 5+&6+ any; 3x - pre
vs.weak: dbl: 14+, 2♣: majors 4+; 2♦: 5+M; 2M: 4+M/5+m; 2NT: minors
Reopen: dbl: 5+M; 2♣ - 5♣+4+ M; 2♦: 5+♦& 4+M; 2♥: 4+4 M's; 2♠ - 6+♠
Reopen mini (11-HCP): dbl: 2+2 M's or 16+; 2m-4+m, 1-M; 2M – nat; 2NT – 5-5 mM
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
after 3♣/♠ - low minor; Leaping Michaels
Jump=Strong; LEB after (WK2x)-DBL-(P)
<b>After 1-suit: 2NT=5+m/4+M, After 2-suit: 2NT=16-19HPC</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
<b>Vs precision 1♠: 2♣ - 5+♣ or 4+♦5+♥; 2♦-5+♦ or 5+♠4+♥;</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE: COMBINE</b>			
	Lead	In Partner's Suit	
Suit	2-4th , Xxx, xX, S/P	Hi=from even; Low=odd	
NT	3 <sup>rd</sup> , lowest from HHxx(+)	same+(hi=even, low=odd)	
Subseq	S/P	S/P	
Other: Low from doubleton non-H; Rusinov THRU DCLR.			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	AK, Ax;	AKx(+);Ax	
King	AKJ10(+),AKx(+); KQ(+);Kx	Good suit	
Queen	QJ(+);Qx	KQ(..), QJ(..)	
Jack	J10(+); Jx	J10(+); Jx	
10	HJ109(+), 10(+), J109(8)xx	HJ109(+), 10(+), J109(8)xx	
9	H109(+), 109x,9xx	H109(+), 9xx(+)	
Hi-X	Xxx, xXxx, xXxxx	HxS(+), Xxx (+) , , Sx	
Lo-X	xX, HxxS	HHx(+)	
<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=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			
<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>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Ukraine</b>
<b>PLAYERS:</b>
<b>KARLIKOV Petro –NIESKOROMNYI Mykola</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣: 2+, 11(10)-21
1♦: 4♦41♣ or 5+♦, 11(10)-21
1M: 5+. 11(10)-21
1NT resp. over 1M: SF, 5-12, 2 over 1 resp.: F1
1NT: 14(13)-16 HCP bal
2♣: strong, 22+ bal or GF
Light 3rd hand openings, light lead directing bids/doubles
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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 (6-10 HCP)
3NT Opening = Gambling (solid m, outside stopper)
2NT Overcall = 7-14PC 5-5 lower suit and other unbid suit OR 15+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: bal FG
Fit showing jumps
<b>VS. ARTIFICIAL 1♣: PASS: could be 16+; 1NT - 2-suiter 4+M-5+♣; 2♦ - 7-15PC 5♠&amp;4+♥ OR 16+ 5+♦&amp;5+M</b>
2NT – 7-15PC 5+♦&5+M OR 16+PC 5♠&5+
<b>VS. Precision 2♣: DBL – 2+ clubs; 2♦ = takeout dbl OR 4-4 M's.</b>

2♥: 5+♥ or 5+♠4+♣; 2♠: 5+♠ or 5+♦5+♣; 1NT: 4+♣5+♥ or 4+♦5+♣; DBL=4+♣.	Responsive DBL: After T/O DBL thru 4P. Negative double usual exclude singleton	<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>Vs STRONG 2♣: DBL – 5+♣</b>	Repeat same suit DBL by Neg doubler = Take out	We invited to game and opps bid game
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	We base decisions to pass COMP DBLs on the Total Tricks Law	Opps bid 5 in 1-st round (we bid)
RDBL=Strong; nat; after near NT to suit - transfers	L/D, ANTI LEAD-DIRECTING DBL	<b>PSYCHICS: seldom</b>

OPENING	TI CK IF AR TI FI CI AL	MI N. NO OF CAR DS	NE G. DB L TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	2	4S	11-13 OR 17-21 bal OR 11(10)-21, 4+♣	1♦: 4+♥ 1♥: 4+♠ 1♠: transfer to 1NT or 5+♦ 1NT: GF semi balanced	1♣-1♦-1♥: 2-4♥ 11-13 hcp; 1♣-1♥-1♠: 3-4♠ 11-13 hcp; 1♣-1♠-1NT: 11-13 hcp; 1♣-1♦/♥-1NT-2♣: checkback;	1♣ - 2♣/♦: 8-10 6+ 1♣ - 2♥-8-9 5-5M's
1♦		4	4S	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 in unknown suit	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	4S	11(10)--21 HCP	1♠: 0+HCP 4+♠; 1NT: 5-12 SF; 2♣: 11+ 3+; 2♦: good raise ♥; 2♥: 7-10; 2NT: 10+ 4+; 3♣: 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(11) 3+♥
1♠		5	4S	11(10)--21 HCP	1NT: 5-12SF; 2♣: 11+ 2+; 2♦: 5+♥ maybe weak; 2♥: good raise ♠; 2NT: 10+ 3m/♥: 4-7 6+; 3♠: 4-7 4+; 3NT: void spl	1♠-1NT-2♣: Gazzilli [2] 1♠-2♣-2♦: 5=♠, 3-♥ 11-13 OR 18+	1♥/♠ - 2♣/3♣/♦/♥: suit+fit 1♠ - 2♥- 9-10(11) 3+♠
INT			4S	14(13)-16 may be 5M/6m/shortness/5422	2♠=STAY 0+HCP; 2♦=JTB or 14+ BAL; 2♥=JTB; 3m=INV; 2♠ = 5+ ♣ or INVI; 3M=5(4)+ ♣/5(4)+ ♦ shortness in M	1NT-2♣-2♦-2♥: NF (P/C to 2♠) 1NT-2♦-2♥-2♠ - 14+ BAL	
2♣	Yes	0		FG: 22+ BAL or 18+ any	2♣: 0-4 or 9+; 2♥: 4-8 lack 4+♥; 2♠: 4+♥ & lack 4♠; 2NT: 4-8 both Maj; 3 level: 4-8 transfers	2♣-2♦-2NT=22-24HCP,Bal; Kokish relay	
2♦	Yes	0		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		5-10, 6(5)+♥	2NT – ask about singl, ♠: signoff; 3♣/♦ - 5+ Inv	2♥-2NT-? 3♣ - singl ♣ o r ♠	
2♠		6		5-10, 6(5)+♠	2NT – ask about singl, 3♣/♦ - 5+ Inv	2♠-2NT-? 3x-Singl, 3♠=No singl min, 3NT – max No singl	
2NT	Yes			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, 2shortness	
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			full minor with stopper	4♣ = P/C. 4♦ = ASKS SINGL.	3NT-4♦-4♥/♠=SINGL ♥/♠; 4NT=NO SINGL; 5♣=SINGL ♦.	
4♣		7		PRE aggressive 1st NV, 3rd free			
4♦		7		PRE aggressive 1st NV, 3rd free			
4♥		7					
4♠		7					
4NT	Yes			Minors 6+/5+			
5♣							<b>HIGH LEVEL BIDDING</b>

5♦					Cue-bids – any class, unserious 3NT (if trump is M) / 4m (m)
5♥					TURBO - even number of aces (from 5 or 6): 4m+1 (m) / 4♣ (♥)/ 4NT (♠)
5♣					5NT – trump Q (if 5 aces or only possible suit) or pick up a trump
					Excl. RKCB (e/o): jump to unbid/opp suit 5 level