
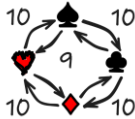


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: 1-level=7-16; other level=Sound; Resp: as on the opening bids (See other side) + TRF [NOTE 3 ] Raises=PRE; Fit showing jumps Simple RAISE: constructive TRF after 1 <sup>st</sup> &2 <sup>nd</sup> level intervention at 1♣/♦, 1M-(DBL), 1M-2♦♥♠ 1♣-(X): 1♠=♣ or NT, 1NT nat, TRF to opp suit 2 <sup>nd</sup> lvl GF w/o suit 2 <sup>nd</sup> lvl from opp suit TRF s/o / GF, 3 <sup>rd</sup> lvl before opp suit INV NAT, 3 <sup>rd</sup> lvl starting opp suit TRF INV ; 3♠ - TRF to 3NT 1M-(DBL): 1NT-2M-1 – TRF; 2NT INV 4card fit Reopen: may be light (7+)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd POS: (14)15-18 4th LIVE: 2-suiter (5-4) unbidden Reop Pos: at ♥♣ 13-15HCP BAL (may be without stopper) At ♦♠ 15-17(18) Bal
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6+, Natural, WEAK if NV. Resp: New suit=NF 2NT= 2-suiters: weak with lower 2♦ – majors 4+4+ 6-10. 2NT response - ask. Reopen: Natural. 5/6 losers; Strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT =2-Suiter: Weak/strong with high suit (exc.on 2c=any) 2NT Overcall = 2-Suiter: weak with low suits Jump CUE=Strong 1-suiter without stopper in opps suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Vs.strong</b> (mid strength=>15): DBL = 15+, 2♣ = 4+-4+ MM, 2♦ = 6+M, 2♥/♠ = 5+♥/♠-4+m, 3level preempt. Reopen: 2x=x+higher suit 44+, DBL 1-suiter <b>Vs.weak:</b> DBL 12+, 2♣ = 4+-4+ MM, 2♦ = 6+M, 2♥/♠ = 5+♥/♠-4+m, 2♥/♠ = 5+♥/♠-4+m, 3 level constructive. Reopen: x=x+higher suit 44+, DBL 11+. <b>Vs mini-NT:</b> 2♣MM 44+, 2♦ 1M, 2♥♠ with minor, DBL 12+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=take-out; CUE=5+5+; 4 <sup>th</sup> lvl – DONT on major preemt, MultyLandy on minor preempt. (3♥)-4♣ - ♣♠. (3♠)-4♦ - 1 Major Low minor: 3/4♦ (on 3/4♣)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ (16+): DBL=4+♣, 1s=3+s; 1NT=4+♥/4+♣ or 4+♠/4+♦; 2s=6+ in s+1 or two other suits. Ex: 2♦ - 6+♥ OR ♣♠ 4+4+ 3/4/5/6 levels same logic, Ex: 4♥=♠7+ OR mm 5+5+, 3♠=♣ OR ♥♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=Strong; Fit showing jumps Transfers after 1 <sup>st</sup> level intervention at 1♣/♦, 1M-(DBL), 1M-2♦♥♠

LEADS AND SIGNALS
<b>OPENING LEADS STYLE COMBINE</b>
Lead
Suit 3 <sup>nd</sup> /5 <sup>th</sup>
NT 2 <sup>nd</sup> /4 <sup>th</sup>
Subseq attitude
MUD, High from seq.
Suit preference: Hi even – next suit by circle, Hi odd – previous suit by circle (circle ♠♣♦♥♠♣) skipping trump suit; Low even – even count in this suit, Low odd – odd count in this suit. Examples (NT): 8♠ - ♣, 9♠ - ♥, 3♠ - odd count, 4♠ - even
<b>LEADS</b>
Lead Vs. Suit Vs. NT
Ace AK, Ax(+), AKx(+), same
King AK(J10)+, AKx(+), KQ(+) AKJ10(+), KQ(J/109)x(+)
Queen Qx, QJ(+), AQJ(+) same
Jack Jx, J10(+) A/KJ10+ same
10 10x, H109(+) same
9 109+ 9x same
Hi-X Xx, xxX+, Q/JxX xSx, xSxx+, Sx
Lo-X xxX, (A/K)x(xx)S(x), QxS HHxS(x)S, HxxS(x)
<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
High level contracts (5-6 level): on A Lavental, on K - count SMITH SIGNAL vs NT: enc - low from leader, high from second defender. Count in a suit critical to partner (Hi = O). On A 5-6 <sup>th</sup> lvl: lavintal.
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>
May be light with classic shape; Reopen: very light; 1st step response after (1M) DBL = NEG
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
Most of DBLs on L2=NEG; NEG DBL followed by suit rebid=NF at L2 DBLs on L2 PEN 1) after our opening 2♦♥♠NT; 2) on 2♣ GF DBL show ♠ 3) 1♣/♦-1NT-(2x)-DBL, 4) 1x-2y(if GF)-(2z)-DBL Our style is to make a lot of speculative penalty doubles 1m-(1M)-DBL 4-5 in OM; 1♦-(DBL)-RDBL 4-5♥ TWO-WAY or COMP DBL on the L3; (1♣)-DBL like our 1♣ opening RESP DBLs=NEG DBLs; RDBL: SOS after penalty (may be passed) LEAD-DIRECTING DBL; SUPP DBL/ RDBL THRU 2-in-resp suit

W B F CONVENTION CARD
<b>CATEGORY: Red</b> <b>NCBO: Russia</b> <b>PLAYERS:</b>

<b>OLGA PAVLUSHKO –MARINA CASTELI</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE: POLISH CLUB</b> F1 1♣ - 12+ (may be 5♣♦) 1♦: 11-16HCP 4+♦non-bal 5-card M(10-16 HCP); PRE jump raises; 1NT resp:semi-F/1M; Special 2-level Openings 1NT opening: NV1-2seat 10-12, other: (14)15-17 HCP ANY DEVIATIONS; 2 over 1resp. F1 2-way checkback on 1 <sup>st</sup> lvl openings (2♣- signoff 2♦/3♣ or INV, 2♦ GF) Transfers on intervention, Rubensohl
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = 4+♥4+♠ 0-9 NONVUL, 5-11 VUL  GAMBLING 3NT(1 <sup>st</sup> 2 <sup>nd</sup> pos w/o, 3 <sup>rd</sup> outside A/K). DIRECT CUE = 2-Suiter: Strong or Weak with high suit 2NT Overcall = 2-Suiter: strong or weak with low suits TRF after 1 <sup>st</sup> &2 <sup>nd</sup> level intervention at 1♣/♦/NT, 1M-(DBL), 1M-2♦♥♠  Fit showing jumps; Lebensohl-Variation 1M - 2M-1 = ART good raise;
 On discards:
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1x)-dbl-(redbl)-PASS=F; (2/3x)-DBL/pass-(5x)-PASS=F PASS=F then we bid VUL game but opps are NV
<b>IMPORTANT NOTES</b>
<b>psychics – seldom</b> In unclear situations, we do not pass

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♠	12-14 bal or 5+♣=1M or 16+ 5+♣ or 17+ 5+ ♥/♠ or 4414 11-17 or 18+ any	1♦=0-6HPC any or 7-11 minors 4+5+; 1♥/♠=4+ 7+HCP; 1NT=7-10HCP BAL; 2♠/♦ 5+ GF 2♥ GI BAL, 2♠/2NT GF BAL 3♣♠ NAT INV, 3♥♠ NAT PRE	1♣-1♦-1♥=3+; 1♣-1♦-3♥♠4♣ - 2-suiter GF 1♣-1♦-2♣ GF; 1♣-2♥♠NT-2♠/NT/♠ relay 1♣-1♥♠-1NT-2♣ - signoff 2♦/3♣ or INV 1♣-1♥♠-1NT-2♦ - art GF; 1♣-1NT-2♣ relay	1♣-2♥♠ shaped, GI 1♣-1♥♠-1NT-2♣♠ - natural
1♦		4	4♠	11-16HCP 4+♦non-bal 16-18 4441 with ♦	1♥/♠=7+HCP 4+; 1NT – NAT; 2♦=10+HCP 4+ 2♣=4+ GF ; 2♥/♠= GF HH; 3♦=PRE	1♦-1♥/♠-2NT=6+♦ w/o 3♥/♠, Gladiator 2-way checkback 1♦-1♥/♠: 1NT 4♣; 2♣ 6♦; 2♦/♥ 543♥♠1; 2♠/3♥ 4♥♠441	1♦-1x-1y-2♣♠ nat NF 2♥/♠ - 5+ GI
1♥		5	4♠	10-16 5+♥	1NT=7-12 Semi-F; 2♣ ART GF; 2♦=8+ fit; 2♥= 5-8 (Hx+); 3♥=PRE; 2NT=GI 5+5+ mm; 3♣/♦=INV; 3♠=SPL any void; 3NT/4♣/♦=SPL	NAT, 4thS=F, 2-way checkback 1♥-2♣-2♥ = 4♣, 1♥-2♣-2♣ = min (2NT relay) 1♥-2♦-2NT – short♠, 3♣/♦ nat.short	2♣ -TRF ♦
1♠		5	4♥	10-16 5+♠	Similar to 1♥ , 2♦ - TRF to ♥; 2♥=8+ fit;	Similar	2♣ - TRF ♦
INT			3♠	Nv 1-2 seat: 10-12 (14)15-17 bal	2♣=STAY 0+HCP; 2♦♥♠=JTB; 2NT mm or ♦ GF 3m=INV; 3M=54+♣♠/1OM; 4♣ 55♥♠; 4♦♥ TRF	1NT-2♣-2♦♥♠-2♠/♣ ART GF relay 1NT-2♣-2♦-2♥ - weak MM	
2♣		5		11-16 5+♣ (if 5, =4M)	2♦ ask for shape; 3♣ inv, 3♦♥ trf ♥♠ inv+, 3♠ GF♦ 2NT=weak fit or 55M GI or 55M GF or ♦ GI	2♣-2♦-2NT 6min, 3♣ 6 max - 3♦ ask 4 shape; 2♣-2♦-2M-R GF; 2♣-2♦-2M-3♦ ART M fit; 2♣-2NT-3♣-? 3♦ ♥♠ GF, 3♥ ♥♠ GI, 3♠ ♦GI	
2♦	Yes	0		4+ 4+ ♥♠ 0-9 NV / 5-11 Vul	2NT = GF R, Any ♥/♠ = contract; 3♣-♣ GF, s/o♦ or ♥♠ Inv, 3♦ - GI 3+3+♥♠	2♦-2NT: 3♣=max till 55, 3♦ - relay; min: 3♦=44; 3♥♠=5+♥♠4OM; 3NT=55; 4♣♠=6♥♠5OM max	
2♥		6		6+ PRE	2♠=R, 2NT NAT GI; 3♣/♦=NAT GF, Any ♥=PRE	3♣/♦/2NT=Shortness; 3♥=Min, w/o shortn; 3♠=MAX, w/o shortn; 3NT/4♣ 65 with ♦/♠	
2♠		6		6+ PRE	2NT=NAT; 3♣ R; 3♣/♦/♥=NAT GF; Any ♠=PRE	3♦=Shortness ♣/♦; 3♥ short; 3♠=Min, w/o shortness; 3NT=MAX, w/o shortn;	
2NT				21-22 BAL	3♣ puppet Stayman, 3♦♥ TRF; 3♠ minors 3NT 5♣4♥, 4♣♦ NAT SI	3♦ - 4M (3M – 4in OM); 3♥ no45M, 3NT♠ 5♥♠ 2NT-3♦♥-3♥♠ 2card ♥♠ / 3NT 3c fit	2NT-3♠-4♣♠ NF
3♣		6		preempt, 3rd pos – TNT based	3M=GF Vul, NF Non-Vul, 4♦ - ♥♠55+		Random
3♦		6		similar	3M=GF Vul, NF Non-Vul, 4♣ - ♥♠55+		Random
3♥		6		similar			Random
3♠		6		similar			Random
3NT				7 card solid suit, 1 <sup>st</sup> 2 <sup>nd</sup> seat w/o, 3 <sup>rd</sup> seat side A/K	4♦=forcing, other P/C	4♥♠ - shortness, 4NT – w/o short, 5♣ - short ♦, 5♦ short ♣	
4♣	Yes	0		Constructive ♥	4♦ - ask to bid 4♥		
4♦	Yes	0		Constructive ♠	4♥ - ask to bid 4♠		
4♥		7		Preemptive		<b>HIGH LEVEL BIDDING</b>  Cue-bids – any class, 4NT from unlimited or 19+ hand RKCB 3014 If slam bidding not started – 4NT NAT INV After RKCB relay ask 4 Q: 1-no Q, 2-Q & 0/3K, 3- Q and 1low/2 other K, 4 – Q and mid or 2 other K, 3- Q and high/2 other K. 5NT – trump Q/pick a slam Void Blackwood 5th level: 0-1-2-2 with queen	
4♠		7		Preemptive			
4NT	Yes			Minors			
5♣		7		Preemptive			
5♦		7		Preemptive			
5♥		8		Preemptive			
5♠		8		Preemptive			