

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: 2-suiter 4+M-5+m OR 4+♥ (after 1♠) OR 19-22 BAL
4th LIVE: 2-suiter (5-4) unbid
VS 1♣(16+): 5+♥ 5+♣ OR 5+♠ 5+♦
Reop Pos: 15-17 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 ubbid suit OR 16+PC 15PC 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 ubbid 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+♣&6+m; 3x - pre
vs.weak: dbl: 13-17, 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+♠
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=take-out; after 3♣/♥/♠ - low minor; Leaping Michaels
Jump=Strong; LEB after (WK2x)-DBL-(P)
After 1-suit: 2NT=5+m/4+M, After 2-suit: 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+♣;
1NT: 5+♣5+♥ or 5+♦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	2nd/4th	3rd/5th, 2nd from 4 th F	
NT	3 rd , lowest from HHxx(+)	3rd/5th, 2nd from 4 th F	
Subseq	2nd/4th	2nd/4th	
Other: Low from doubleton non-H; Rusinov THRU DCLR.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax;	AKx(+);Ax	
King	AKJ10(+),AKx(+); KQ(+);Kx	AK;AKJ10(+);KQ(+);Kx	
Queen	QJ(+);Qx	(A)QJ(+);Qx	
Jack	J10(+); Jx	J10(+); Jx	
10	HJ109(+), 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=O	Hi/lo=O
3	Hi/lo=O		
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)			
Smith (Leader=Low, Partner=High); 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 dble 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:
KARLIKOV Petro - ZUBAN Vitalii- LUKKE Yury
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣: 2+, 11(10)-22
1♦: 4♦441♣ 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 VUL, 11(10)-13 HCP bal NV
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
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 ubbid suit
1♣-1NT: 9-10 HCP NV, 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
PASS=F then we bid VUL game but opps are NV (excepting weak jumps like 1M-4M)
PSYCHICS: seldom

