

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 (See other side) except 2♣ on 1M
Raises=PRE; Fit showing jumps
Simple RAISE: may be doubleton honour SUPP
NONJUMP 2NT FOR 2-suiter except opps 2-suiter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS: 2-suiter 4+M-5+m or 18-20 BAL
4th LIVE: 2-suiter (5-4) unbid
Reop Pos: 13-15HCP BAL (may be without stopper)
JUMP OVERCALLS (Style; Responses; Unusual NT)
6+, Natural, WEAK if NV. Resp: New suit=NF
2NT= 2-suiters: weak with lower or strong without
Reopen: Natural. 5/6 losers; Strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE = 2-Suiter: Weak in high suits or strong with low
2NT Overcall = 2-Suiter: Strong in high suits or weak with low
Jump CUE=Strong 1-suiter without stopper in opps suit
VS. NT (vs. Strong/Weak; Reopening;PH)
vs.strong: DBL = 5+m-4=♠, 2♣ = 4+-4+ MM or 5+-5+ mm
2♦ = 5+M, 2♥/♠ = 5+♥/♠-4+m
Reop: DONT
vs/ Weak: Dbl=15+HPC; 2♣ = 4+-4+ MM or 5+-5+ mm
2♦ = 5+M, 2♥/♠ = 4+♥/♠-5+m; 2NT = 6+♣-4+M
Reop: ASTRO
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=take-out; after 3♣/♥/♠ - low minor; CUE=5+5+;
Jump=Strong; LEB-Variation after (WK2x)-DBL-(P)
After 1-suit: 2NT=5+/4+, After 2-suit: 2NT=16-18HPC
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ (16+): DBL=4+♣, 1s=4+s;
1NT=5+♥/4+♣ or 5+♠/4+♦; 2s=6+s or 4s+1/5s+2 (not cycled)
2NT=2-suiter, 5+M/5+s
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=Strong; other - TRF
New Suit=NF; Fit showing jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE COMBINE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th - Q&J; 3 rd /5 th - A&K	2 nd /4 th - Q&J; 3 rd /5 th - A&K	
NT	3 rd , lowest from HHxx(+)	as above	
Subseq	2/4 rd	3 rd	
Other: Low from doubleton non-H; RNOW-like H thru Declarer up to J10			
Suit preference: odd - higher suit, even - lower suit; vs NT: K asks CU/UB			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax(+)	AK, AKx(+), Ax(+)	
King	AKJ10(+), AKx(+), KQ(+)	AKJ10(+), KQ(J/109)x(+)	
Queen	QJ, QJ(+), Qx	KQ(+), QJ, QJ(+)	
Jack	AQJ(+), J10, J10(+)	AQJ(+), J10, J10(+)	
10	HJ10(+), 10(+)	HJ10(+), 10(+)	
9	H109(+), 9xx(+)	H109(+), 9xx(+)	
Hi-X	(A/K)xS(+),(Q/J)Sx(+),Sxx	HxS(+), Sxx(+)	
Lo-X	(A/K)xxxS+, (Q/J)xxS+, xS	HHx(+), S, xS	
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):			
REV SMITH SIGNAL vs NT;			
Count in a suit critical to partner (Hi = O)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape; Reopen: very light;			
1st step response after (1M) DBL = NEG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBLs always show TRANSFERABLE VALUES			
Most of DBLs on L2=NEG; NEG DBL followed by suit rebid=NF at L2			
Our style is to make a lot of speculative penalty doubles			
We base decisions to pass COMP DBLs on the Total Tricks Law			
DBL (RDBL) on the ART bids suggests possibility of CONST auction			
TWO-WAY or COMP DBL on the L3;			
RESP DBLs=NEG DBLs; RDBL: SOS after penalty (may be passed)			
L/D, ANTI LEAD-DIRECTING DBL			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Ukraine
PLAYERS:
BORIS SHUKHMEYSTER – PIOTR KARLIKOV
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE: POLISH CLUB
F1 1♣ - 11+
1♦: 11-17HCP 3+♦ non-bal, 3 cards only if (41)35 11-14
5-card M(10-16 HCP); PRE jump raises;
1NT resp:semi-F/1M;
Special 2-level Openings
1NT opening: 14-16 HCP
2 over 1 resp. F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = weak ♥ or strong two-suiter with spades
2♥ = weak 5+♥ 4+♠
2NT = weak ♦ and major
3♣ = weak ♣ and major
GAMBLING 3NT(outside A/K).
DIRECT CUE = 2-Suiter: Weak in high suits or strong with low
2NT Overcall = 2-Suiter: Strong in high suits or weak with low
Fit showing jumps; Lebensohl-Variation
1M-2x (lower) = ART;
Competitive 2NT = limit raise or better
SPECIAL FORCING PASS SEQUENCES
(1x)-dbl-(redbl)-PASS=F;
(2/3x)-DBL-(5x)-PASS=F
PASS=F then we bid VUL game but opps are NV
IMPORTANT NOTES
Physics - seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♠	11-13 bal or 5+♣ =1M or 15+ 5+♣ or 17+ 5+ ♥/♠/bal or 19+ any	1♦=0-6HPC any or 7-10 without 4+M; 1♥/♠=4+ 7+HCP; 1NT=10-11HCP BAL; 2♣/♦=11+ HCP 5+ may be 64 with M; 2♥/♠=4-6HCP 6+ PRE; 2NT=12+BAL	1♣-1♦-1♥ = 2+; 1♣-1♥/♠-2♦/2NT=relay 1♣-1♥/♠-1NT-2♣=ask to bid 2♦ 1♣-1♥/♠-1NT-2♦=GF	
1♦		3	4♠	11-17HCP 3+♦non-bal, 3 cards only if (41)35 11-14	1♥/♠=7+HCP 4+; 1NT – NAT; 2♦=10+HCP 4+ 2♣=4+ GF or 9-11 6+; 2♥/♠= 6+ PRE; 3♦=PRE	1♦-1♥/♠-2NT=GF	
1♥		5	4♠	10-16 5+♥	1NT=7-12 Semi-F 2♥= 5-8 (Hx+); 3♥=PRE; 2NT=fit, invite+ 3♣/♦=NF; 3♠=SPL any void; 3NT/4♣/♦=SPL	NAT, 4thS=F 1♥-2♣-2♦ = either min bal or shortness in m	2♦ = Drury
1♠		5	4♥	10-16 5+♠	Similar,	Similar	
INT			3♠	14-16 bal	2♣=STAY 0+HCP; 2♦=JTB or 14+ BAL; 2♥=JTB; 3m=INV; 3M=5(4)+♣/5(4)+♦/1M	2nd bid of responder=TRF	
2♣		5		11-14 6+♣	2♦=TRF to ♥; 2♥=TRF to ♠; 2♥= INV bal or 6+♦; 2NT=GF(possible =5 suits); 3♣=PRE; 3s=INV 5+s and 5+(s+1)	2♣-2(♦/♥)-2(♥/♥)-2NT=GF	
2♦	Yes	0		♥PRE or 15-17 ♠ 5-5	2NT=R, INV+; Any ♥/♠=P/C; Any ♦=PRE		
2♥		0		♠ PRE 5+♥ 4+♠	2NT=R		
2♠		0		PRE natural	2NT=R		
2NT	Yes			♦ and major 5-5	3♣=R, Any P/C;		
3♣		6		♣ and major 5-5	3♦=R		
3♦		6		PRE	3Maj nonfors		
3♥		6		similar			
3♠		6		similar			
3NT				7 card solid suit, side A/K	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– autoBlackwood, nat INV if not	
5♥		8				5NT – trump cue or for a suit choosing or Aces +/-2 from autoBlackwood	
5♠		8					