

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

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+)

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

2nd POS: (14)15-18  
4th LIVE: 2-suiter (5-4) unbidded  
Reop Pos: at ♠ 13-15HCP BAL (may be without stopper)  
At ♦ 15-17(18) Bal

### JUMP OVERCALLS (Style; Responses; Unusual NT)

6+, Natural, WEAK if NV. Resp: New suit=NF  
2NT= 2-suiter: weak with lower  
2♦ – majors 4+4+ 6-10. 2NT response - ask.  
Reopen: Natural. 5/6 losers; Strong

### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

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

### VS. NT (vs. Strong/Weak; Reopening; PH)

Vs.strong (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  
Vs.weak: 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+.

Vs mini-NT: 2♣MM 44+, 2♦ 1M, 2♥ with minor, DBL 12+

### VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL=take-out; CUE=5+5+; 4<sup>th</sup> lvl – DONT on major preempt,  
MultyLandy on minor preempt. (3♥)-4♣ - ♣♣. (3♣)-4♦ - 1 Major  
Low minor: 3/4♦ (on 3/4♣)

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

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 ♥♦

### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=Strong; Fit showing jumps  
Transfers after 1<sup>st</sup> level intervention at 1♣/♦, 1M-(DBL), 1M-2♦♥♦

## LEADS AND SIGNALS

### OPENING LEADS STYLE COMBINE

	Lead
Suit	3 <sup>nd</sup> /5 <sup>th</sup>
NT	small(HHxx+), 3(Hxx) Xxx,Xx
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	

### LEADS

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(+)	109x, 10x, H109(+)
9	9x	9x 9xx
Hi-X	Xx, xxX+, Q/JxX	Sxx, xSxx+, Sx
Lo-X	xxX, (A/K)x(xx)S(x), QxS	HHx(x)S, HxS(x)

### 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		

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.

### 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

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

CATEGORY: Red

NCBO: Russia

PLAYERS:

OLGA PAVLUSHKO – ANATOLY IVANOV



### SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: POLISH CLUB

F1 1♣ - 12+ (may be 5♣), 13+ NV 1-2 seat  
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

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = 4+♥4+♦ 0-9 NONVUL, 5-11 VUL

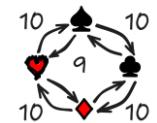
GAMBLING 3NT(1<sup>st</sup> 2<sup>nd</sup> pos w/o, 3<sup>rd</sup> outside A/K).

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;



### SPECIAL FORCING PASS SEQUENCES

(1x)-dbl-(redbl)-PASS=F;

(2/3x)-DBL/pass-(5x)-PASS=F

PASS=F then we bid VUL game but opps are NV

### IMPORTANT NOTES

psychics – seldom

In unclear situations, we do not pass

OPENING NG	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♣-1♥-2♣ 3+♦ 15+ relay (see supp.notes)	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. 1M-2♣-2y-2NT Relay with TRF responses	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♥♦ 5♥♦ 2NT-3♦-3♦ 2card ♥♦ / 3NT 3c fit	2NT-3♣-4♦♦ NF
3♣		6		preempt	3M=GF Vul, NF Non-Vul, 4♦ - ♥♦55+		Random
3♦		6		preempt	3M=GF Vul, NF Non-Vul, 4♣ - ♥♦55+		Random
3♥		6		preempt			Random
3♠		6		preempt			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♥		NAT
4♦	Yes	0		Constructive ♦	4♥ - ask to bid 4♣		NAT
4♥		7		Preemptive		<b>HIGH LEVEL BIDDING</b>	
4♠		7		Preemptive		Cue-bids – any class, 4NT from unlimited or 19+ hand RKCB 1430	
4NT	Yes			Minors		4NT from limited hand AUTO RKCB: 0-10 =1, 11-16 & 15-17 BAL =2, 18-19 BAL =3. If slam bidding not started – 4NT NAT INV	
5♣		7		Preemptive		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	
5♦		7		Preemptive		Void Blackwood 5th level: 0-1-2-2 with queen	
5♥		8		Preemptive			
5♠		8		Preemptive			