DEFENSIVE AND COMPETITIVE BIDDING	1		LEA	DS AND SIGN	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEAD	S STYLE	COMBINE				
General Style: 1-level=Aggressive; other level=Sound;						ner's Suit	CATEGORY: Red	
Resp: as on the opening bids (See other side) except 2.4 on 1M	Suit		$2^{nd}/4^{th}$		$2^{nd}/4^{th}$		NCBO: Ukraine	
Raises=PRE;	NT	3	3 rd , lowest from HHxx(+)		as above		PLAYERS:	
	Subseq		3 rd		3 rd			
	Other: Lo	w from de	doubleton non-H; Rusinov THRU DCLR.			CLR.	VOLODYMYR DRAGAN – BORYS SHUKHMEISTER	
	Suit prefe	rence: od	d - higher su	uit, even - lower	r (only th			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
After 1♣/1♦: 14,5-17,5 HCP Balanced; RESP=transfers	Lead		Vs. Suit		Vs. NT			
After 1♥/♠: 4♠/♥+-5m+	Ace		AK, Ax(+)		AK, AKx(+), Ax(+)		GENERAL APPROACH AND STYLE: POLISH CLUB BASED 3-WAY 1♣	
4 th Live: other 2-suit. 4+4+ depend on vuln. (if nat.)	King							
Reop.: 13-16	Queen		QJ, QJ(+), Qx		QJ, QJ(+), Qx		1♦:4+unbal	
	Jack		10(+), J10,			J10, Jx	5-card M (11-16 HCP); INV jump raises;	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		HJ109(+), 10(+)		HJ109(+), 10(+)		1NT resp: SF;	
6+, Natural, WEAK if NV. Resp: New suit=NF	9		H109(+), 9xx(+)		H109(+), 9xx(+)		2♦: 6+ either M, 4-11 HCP	
	Hi-X		HxxS(+),Sxx(+)		HxS(+),Sxx(+),Sx		1NT opening: 14-16 HCP	
	Lo-X		IxxS(+),		HHx(+)S, Sx	2 over 1 resp.: ART, F1	
	SIGNALS IN ORDER OF PRIORITY							
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's		Declarer's Lea	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT CUE = 2-Suiter: MICHAELS	1	LOW=I	ENCRG	S/P		S/P	OP 2♦ 4-11 hcp 6+ either M	
2NT Overcall = 2-Suiter: Unusual	Suit 2			Hi/lo=O		Hi/lo=O	OP 2♥/♠ 4-11 hcp 5♥/♠ + 5 minor	
Jump CUE=Strong 1-suiter without stopper in opps suit	3 Hi/lo=		=0				DIRECT CUE = 2-Suiter: MICHAELS	
	1	same		same		same	2NT Overcall = 2-Suiter: Unusual NT	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2			same		same	Competetive 2NT = limit raise or better	
Multi-Landy, in REOPEN -DONT	3	same					OP 2NT 4-11 hcp both minors	
DBL 4 🛦 5+m (maybe strong); Vs Weak NT strong	Signals (including Trumps): Smith (Leader=Low, Partner=High)					OP gambling 3NT		
2. Majors (5-4 at least)								
2♦ 1 Major (6+)	Count in a suit critical to partner (Hi = O)						SPECIAL FORCING PASS SEQUENCES	
2M 5+M 4+m	DOUBLES						(1x)-dbl-(redbl)-PASS=F;	
2NT minors							(2/3x)-DBL-(5x)-PASS=F	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						PASS=F then we bid VUL game but opps are NV	
DBL=take-out; CUE=5+5+;	May be	light with	classic shap	be; Reopen: ver	y light;			
Jump=Strong; LEB-Variation after (WK2x)-DBL-(P)							IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1-suit: 2NT=5+/4+, After 2-suit: 2NT=16-18HPC	SPECIA	L, ARTII	FICIAL &	COMPETITIV	E DBL	The range of week (4-11 HCP) artificial bids is vary		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	Lightner					From weak (4-7 HCP) to strong (8-11 HCP) depending		
Vs 1& (16+): DBL=4+\$, 1s=4+s;	Support I	DBL				from VUL		
1NT=4+♥/4+♣ or 4+♠/4+♦; 2♣=44+M OR 44+m;								
2♦= 4+♣4+♠ or 4+♦4+♥								
OVER OPPONENTS' TAKEOUT DOUBLE							PSYCHICS:	
RDBL=Strong;]						Rare	
New Suit=NF; Fit showing jumps								

	F TICK	CARDS	HRU							
OPENI NG	IAL ARTIFICIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1 ♣	Yes	0	4♠	11-13 bal, 11-16 4414	1♦ -0-7 any or 7-11 w/o 4M. 1♥/♠ - 4+♥/♠ 7+ hcp	1 ♣ - 1 ♦ - 2 ♦ art GF or 22-24 balanced	No checkbacks			
				15+, 5++	2♣/♦ - F1 5+ ♣/♦, possible 4♥/♠	1 ♣ - 1♥/♠ - 2♦ art GF				
				17+ any	1NT – inv.to 3NT; 2♥/♠ - 6+♥/♠ PRE; 2NT=FG, bal.	1♣ - 1♥/♠ - 1♠/NT – 2♣/♦ - str/weak checkback				
1 •		4	4♠	11-16 unbal,may be 45 w ♣	1♥/♠=6+HCP 4+; 1NT – NAT; 2♦=10+HCP4+	$1 \blacklozenge - 1M - 2NT = 6 + \blacklozenge$, no 3 in M, 14-16hcp; then $3 \clubsuit = ART$ weak				
				5332 with good ♦	$2 = 4 + F1; 2 \lor / = 6 + PRE; 3 \diamond = PRE$	$1 \bullet - 1M - 3 \bullet = 6 + \bullet, 3 \text{ in } M, 14 - 16 \text{hcp; then } 3M = F$				
1♥		5	4♠	11-16 5+♥	1NT=7-12 Semi-F; 2♣ 1+ F1; 2♦ 5+ GF;	1♥ - 1♠ - 2NT/3♥ = as after 1♦ (w/o / w 3♠, 14- 16hcp)	2♣ - drury			
					2NT = INV + (3)4card fit					
					3♣/♦=INV 6+♣/♦; 3♥ - PRE 3♠/4♣/♦=SPL					
1 🔺		5	4♥	11-16 5+	Similar					
INT			4♠	14-16, bal	2♣ - ST; 2♦ - transfer or strong bal. (don't prom. ♥)	$1NT - 2 \bigstar / \checkmark - no 2 \checkmark / \bigstar = 2 cards and 4 \checkmark / \bigstar$				
					2♥/NT – transfers 2♠ - transfer to ♣ or invit	1NT- 2 \leftarrow any-1 st =strong.; 1NT - 2NT - 3 \Leftarrow =4 \bigstar				
2*		5	4♠	11-14 6+ * OR 5+ * 4M	2♦=ART; 2♥/♠=NF;	$2 \bigstar - 2 \bigstar - 2 \bigstar / / NT/3 \bigstar - 2 \bigstar / 3 \bigstar / 3 \bigstar - ask.$				
					2NT = relay to $3 $ (stop or inv+); $3 $ = $10-12HCP$;					
					3s=NAT INV					
2♦	Yes	6	2	4-11 6+♥/♠	2NT=RELAY, 3♣/♦=GF/inv fit in both M, 4♣/♦	$2 \diamond - 2NT - 3 a/3 \diamond/3 \vee/3 \diamond - weak \vee/a/stra/\vee$				
					$2\psi/4/3\psi/4\psi$ - PASS/CORRECT (P/C)					
2♥		5		4-11 5+♥ 5(4)+any	2NT= ask; 3♣ - P/C; 3♦ - inv. To 4♥					
		~								
2 🛦		5		4-11 5+♠ 5(4)+minor	Similar to 2♥					
2NT	Yes			weak 5+♣-5+ ♦	3 ♣ /3 ♦ /4 ♣ /4 ♦ /5 ♣ /5♦ - to play, 3♥ - ask.					
3*		6	4	preempt, 3rd pos – random	new suit=F1					
3♦		6	4♠	preempt, 3rd pos – random	new suit=F1					
3♥		7		preempt, 3rd pos – random	new suit = $F1$					
3♠		7		preempt, 3rd pos – random	new suit = F1					
3NT				7 (8) card solid suit, side A/K	$4 \bullet =$ forcing, other P/C					
4*		7								
4♦		7		l						
4♥		7		l						
4♠		7								
4NT							l			
5*		7				HIGH LEVEL BIDD				
5♦		7				Cue-bids - any class, 4NT after cue on 4th level-	Turbo, nat INV if not, excl. Bl.			
5♥		8				5NT – pick a slam or inv to 7				
5♠		8								