

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE				Category RED
Style: (6)8-16 HCP 5+, 1st lev. may occur good 4, Solid 2nd level		Lead	In Partner's Suit		NCBO Russia
Resp: TRF	Suit	3/5	same		Event All Events
Jump raise = PRE	NT	Attitude			Players Georgy Matushko - Sergey Orlov
Reopen: 7-14; Resp: TRF	rusinov vs tr (ex. Pt suit)				SYSTEM SUMMARY
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	OTHERS: vs NT Q asks unblock with J				GENERAL APPROACH AND STYLE
15-17HCP RESP: (1m)-1NT: system on	Trump lead: xS, xxS				Polish club
(1M)-1NT: 2♠=TRF2♦, 2♦=TRF M', CUE=STAY, M'=♠+♦, 2NT=NAT	LEADS				3-way 1♣ opening
RESP DBL+LEBENSORHL	Lead	vs Suit	vs NT		5-card majors (9)10-16 (m.b. 4 card 3rd pos)
REOPEN: 10-16HCP doesn't promises stopper	Ace	AK, Ax(+)	AK, AKx(+), Ax(+)		2♣ -(9)10-16, 6+♣ or 5+♣4M
RESP: Suit - NF; CUE=STAY	King	AKx(+), KQ, Kx	KQ10(+) KQ(+)		2♦ - weak 6M
JUMP OVERCALLS (Style; Responses; Reopen)	Queen	AQJ(+), KQ(+), QJ, Qx	AQJ(+), QJ(+), KQ109(x)		2♥♠ - weak 5M4+m (55 VUL)
1-Suit: PRE	Jack	QJ(+), Jx	J10(+), Jx		2NT – minors (5-5+, 3-9hcp), expt. 1-2 NV: 19-20 NT
2-Suit: 2NT=lowest suits weak or strong	10	HJ10(+), 10x	HJ10(+), 109(+)		Forcing 1NT over 1♦♥♠
Reopen: INRTERMEDIATE, 2NT 20-23	9	109(+), 9x, (J9x)	H109(+), 9x(x), (J9x)		1NT opening (14)15-17, expt. 1-2 NV: (9)10-12
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	Hi-x	Sx xSxx	Attitude		2 over 1 Resp GF (ex. 1♠-2♥ F1)
vs 1st lev op: (55)+ with highest suit 6-11 or 15+	Lo-x	xxS, HxS(+)	Attitude		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Jump: asking for stopper	SIGNALS IN ORDER OF PRIORITY				1NT 1/2 NV - (9)10-12
vs 2nd lev op: asking for stopper		Partners lead	Declarers lead	Discarding	2♦ - weak 6M
VS NT	Suit: 1st	Hi=DISCRG	Hi/lo=O	S/P	2NT – minors (5-5+, 3-9hcp) (expt. 1-2 NV)
vs Strong (Avg >= 14) Multi-Landy	2nd	Hi/lo=O	S/P	Hi/lo=O	3NT - Gambling (solid 7+m suit)
2♣ - ♥+♠; Resp: 2♦ - ask for best, 2♥♠ - NF, 2NT - Relay	3rd	S/P			
2♦ - major one suiter; Resp: 2♥♠ - p/c; 2NT - Relay	NT: 1st	Hi=DISCRG	Smith (Hi=Discrg)	S/P	
2♥♠ - suit+minor; Resp - 2NT - Relay	2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	
DBL=4M,5+m	3rd	S/P	S/P		
vs Weak (Avg < 14) DBL show points	Lavintal, Trump echo shows ruff				
Reopen (Avg >=13) DON'T	Nat carding on A vs NT and K vs Trump				
2♣ = ♠ + any, 2♦ = ♦+major, 2♥ = ♥+♠, 2♠ - ♠, Dbl - 1-suiter	DOUBLES				SPECIAL FORCING PASS SEQUENCES
vs Weak (Avg < 13) Landy	TAKEOUT DOUBLES (Style; Responses; Reopening)				2/1
DBL show points	Distributional(10-15HCP) or any strong hand (16+HCP)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl				
DBL=T/O; NT=nat; Cue bid at 4th level = 2-suiter	EXEPT: (1♠)-Dbl-(P)-1♦ =neg, Other promises values)				
VS. ARTIFICIAL STRONG OPENINGS	Reopen: norm 10+, may be very weak, when feeling pd's trapping				IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
vs 1♠: DBL=♠; 1level - L/D; 1NT - 1-suiter; 2level - DONT	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				1♠ incl 5♦ 5332, 11-14
vs 2♠: DBL=♠	NEG DBL thru 7♥ after 1suit or 2♣ opening				1♦ incl 4♦ (+) and 5♣
VS OPPONENTS' TAKEOUT DOUBLE	Maximum O/C Double				2NT 1-2 pos NV =(19) 20-22 bal
RDBL= Strong; Jump shift= suit+support	Support double				1M-(D) -TRF fr 1NT to 2(M-1)
Jump Raise= PRE; after 1M: 2nt inv with supp	1♠ -(2♥)-2♠-(3♥)-D= INV				PSYCHICS:
OPENING BID DESCRIPTIONS					Rare

Opening	Art	Min	Neg.Dbl	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	x	0	7♥	1) 11-14 BAL (13-16 NV 1/2) 2) 11-16 4414 3) 17+ Any	1♦-NEG; 1♥/♠ - 7+HCP, 4+; 1NT - 7-11 Bal; 2♣/♦ GF 5+ 2♥/♠ - 6+ GF; 2NT - Inv; 3♣/♦ Inv 6+	1♣-1M-2♣; 1♣-1NT-2♣; 1♣-1♦-2♣ - Art GF	
1♦		4	7♥	1) (9)10-16 5♦(+) unbal; 2) (9)10-16 4441 exp 4441 w/o ♦ 3) (9)10-16 4♦ and 5♣	1♥/♠ - 5+HCP; 2♣/♦ F1; 2♥/♠ - GF good suit 2NT/3♣ -INV, 3♦ = PRE	1♦-1♥-1nt = 4♣; 1♦-1♠-1nt = 4♥; 1♦-1♥-2♣ (1♦-1♠-3♥) - 3-suiter (♦+M) max	
1♥		5	7♥	(9)10-16	1NT - F1: normal resp or Inv or FG BAL or weak 1♥-3♣♦ - 9-11, good 6+ ; 1♥-3♥ PRE 1♥-2NT - Inv with 4+sup. 2/1 GF	1♥-1NT-2♣ - No other NAT bid; 1♥-1NT-2x-3♥ - Inv; 1♥-1NT-2x-2NT - Inv; 1♥-1NT-2x-2/3 new suit - NF; 1♥-2♥ -> 2-way game try; 1♥-2m-2♥ = 4s	open may be weaker with good suit
1♠		5	7♥	(9)10-16	as above (1♠-2♥ F1)	as above	as above
1NT			4♥	(9)10-12 NV 1-2 pos (14)15-17 otherwise	2♣ - NF Stayman; 2♦/♥ - Trf ♥/♠; 2♠ - Trf ♣ or Inv; 2NT - Trf ♦ or ♠+♦; 3♠/♦ - Inv good 6; 3♥/♠ - ♠/♥ shortnes Lebensohl vs 2lev O/C; Scrambling after DBL (2♣ - ♣ or 44 w/o ♣)	1NT-2♣-2♦: 2♥ = NF majors; 2♠ = GF Relay 1NT-2♣-2♥: 2s = 4♣ Inv; 2NT = GF Relay 1NT-2♣-2♠: 2nt = Inv; 3♠ = GF Relay	
2♣		5	7♥	(9)10-16, 6+♣ or 5+♠4M	2♦ = ART F1; 2♥♠ = NF, 5+; Jump shift = Inv good 6 2NT ART: 1) bad raise, 2) weak w ♦, 3) 55+♥+♠ Inv+	2♣-2♦: 2♥♠ = 4♥♠; 2NT/3♣ = max/min w 6+♣ 2♣-2NT-3♣-3♥/♠ - 55+♥+♠ Inv/GF	
2♦	x		No	weak 6M	2NT-Relay; 2/3/4/5/6♥/2♠ - p/c; 3♠ - NAT; 4♠ -2play		
2♥		5	No	5♥-4+m, weak			NV may be very weak
2♠		5	No	5♠-4+m, weak			NV may be very weak
2NT	x		No	5♠+5♦, weak (exc. NV 1-2pos)	3♥ - GF Relay		
3♣		6(5)	No	Pre, NV-weak	New suit - F		
3♦		6(5)	No	Pre, NV-weak	New suit - F		
3♥		6	No	Pre, NV-weak	New suit - F		
3♠		6	No	Pre, NV-weak	New suit - F		
3NT	x		No	solid minor	4/5♠-p/c; 4♦ - Art GF		
4♣		7(6)	No	NAT classic pre			
4♦		7(6)	No	NAT classic pre			
4♥		7(6)	No	to play (random str.)			
4♠		7(6)	No	to play (random str.)			
4NT	x		No	♣+♦			

HIGH LEVEL BIDDING

CUE= 1st or 2nd round

RKCB= 1430, then asking for trump Q, then K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 oth

5NT aft RKCB - Inv GS

5NT w/o RKCB - GSF: 6♣ - NEG; 6♦ - 1H; e.t.c 6NT - 2H; 7 - 3H

[Note 1]: 1NT Opening

2♣-?

2♦ - No 4 major

2♥ - both M, p/c

3♣ - M Shortnes (3♦-Relay: 3♥-S♥, 3♠-S♠)

3♦ - m Shortnes(3♥-Relay: 3♠ - S♠, 3NT - S♦)

3♥/♠ - 4♥/♠-5♠/♥ GF (Smolen)

2♠ - GF Relay

2NT = 5♦332 (3♣ - Relay: 3♦=2♣; 3♥/♠=2♥/♠)

3♣ = 5♣332 (3♦ - Relay: 3♥/♠=2♥/♠; 3NT= 2♦)

3♦ = 334♦3

3NT = 3334♣

3♥/♠ = 32♥44/2♠344

2♥ - 4♥, m.b. 4♠

2♠ - Inv 4♠

3♠ - S♥4♠

3♦ - m Shortnes(3♥-Relay: 3♠ - S♠, 3NT - S♦)

2NT - GF Relay

3♣ = 4♣4♥32 (3♦ = Relay: 3♥ = 342♦4; 3♠ = 2♠434)

3♦ = 4♦4♥32 (3♥ = Relay: 3♠ = 2♠443; 3NT = 3442♣)

3♥ = 34♥33

3♠/NT = 4♠4♥ + 3♦2♠/2♦3♣

2♠ - 4♠, no 4♥

3♦ - m Shortnes(3♥-Relay: 3♠ - S♠, 3NT - S♦)

3♥ - S♠4♥

3♠ - GF Relay

3♦ = 4♦4♠32 (3♥ - Relay: 3♠ = 4342♣; 3NT = 42♥43)

3♠ = 4♠333

3♥/3NT = 4♠4♥ + 2♥3♦/3♥2♦

2♦/♥ - Trf ♥/♠

1NT-2♥-3x- shortnes, 4-x fit

1NT-2♦-2♥-3♣/♦ - 5♥/4+♠/♦, GF

2♠ - Trf ♣ or BAL Inv

1NT-2♠-2NT/3♣ - 3♦♥♠ = xx max, 6+♣, game choice

1NT-2♠-2NT/3♣ - 4♠ = RKCB

2NT - Trf♦ or 2 Minors

3♣/3♦ - Best Minor

3♥♠ = xx max, 6+♦, game choice

4♦ = RKCB

3♣♦ - Inv, good suit like HHxxxx

3♥♠ - "5431", 2 Minors and shortnes OTHER major

After relayed stayman:

4♦ asks always to bid 4♥ and pass any bid except invites. 3NT is to play.

If distribution of one hand is known 1st step agrees the longest suit, [among two equal – order ♥♣♠♦], 2nd chooses 2nd longest or higher and so on and asks about aces and trump Q. Resp: 1/4, 0/3, 2 and no Queen, 2 + Queen. After 1,2 relay – ask for Queen

After Blackwood next steps ask about king, responses: 1. 0; 2. lowest or 2 other king; 3. mid or 2 oth. ; 4. High or 2 oth

With intervention:

1NT-2♠ - (Dbl)

2♦♥♠ = as without double, but w/o club stopper (and all sheme work)

Pas = club stopper (Rdbl = RE-Stayman, and all sheme work)

Rdbl = Good 4+♣

2♦/♥ = weak, three or two-suiter

2♠ = 4♠, Inv

2NT = 4♥, Inv

3♣ = Ask for shape (Resp. NAT)

3♦/♥/♠ = NAT, 5+, FG

[Note 2]: Defence over intervention on 1NT

1NT - (DBL) - ?

Rdbl - PEN

2♣ - NF, Nat or 2 Other (2♣-(dbl)-pas-pas-? 2♦ = ♦+♥, 2♥=♥+♠, rdbl = ♦+♠)

2♦ - NF, Nat or 2 Majors

2♥/♠ - Nat NF

3suit - PRE

2NT - good 2 - suiter

(1x) - 1NT - (DBL) - rdbl = SOS

1NT – (2x) – DBL – NEG and LEBENZOHL (Note 3)

[Note 3]: Lebenzohl

We play it in following positions: 1nt-(2x); (2x)-DBL-(Pass); 1♣-(2x)-Pass-(Pass)-DBL-(Pass)

3 low suit = nat, shows values

3 high suit = nat GF

Cue = GF w/o 4M and stopper

3nt = 2Play

2nt = sign-off in lowest suit or Inv in higher suit or GF with 4OM, asking to bid 3♣

after 3♣: 3x=sign-off or inv (if higher then opponents suit), cue=GF without stopper and 4OM, 3nt=GF with stopper and 4OM

Except:

1NT – (2M) – 2NT – Ask for better minor, after choice as above

1NT – (2M) – 3♣ – Nat, NF

[Note 4]: Defence over NT

2 - position: MALT_Y_LANDY

2♣ = 2 Majors 4+4+ (2♦ - ask for best)

2♦ = major one-suiter

2♥/♠ = 5+♥/S – 4+Minor

2NT = 2 Minors

vs STRONG NT (Avg >= 14 HCP) – DBL = 4M5+m

vs WEAK NT (Avg less than 14 HCP) – DBL - 13+HCP

4 - position:

vs STRONG NT (Avg >= 13 HCP) – D.O.N.T.

DBL – one-suiter (with spade strong then 2♣) – (2♣-p/c, other – own)

2♣ = Club + Any (2♦ - p/c, 2♥♠ - own)

2♦ = Diamond + Major (2♥-p/c, 2♠ - own)

2♥ = Majors

2♠ = 5+Spade (weaker than DBL-2♣-2♠)

vs WEAK NT (Avg less than 13 HCP) – LANDY

2♣ = 2 Majors 4+4+ (2♦ - ask for best)

2♦♥♠ - NAT

DBL - 13+HCP

Special:

(1m)-(1nt)

2m = 2 Majors

2Other m = Other minor + major

1♦-(1NT)-

2c = 2 Major (NF)

1♥♠ - (1NT) - 2♣/♦ = ♣/♦ + Other major

[Note 5] 2♣ Opening

2♥/♠ = 5+, 7-12 HCP, NF but little invitation

2NT – NAT

3♦♥/♠ - NAT GF

4♣ = PRE

2♦ - Relay

2♥/♠ = NAT

3♦-Relay, Resp: 3 own major = S other major; 3 other major = S♦; 3NT = 5422; 4♣ = 5422 absolute MAX

After relay same 1nt relay (4♦-game-stop, blackwood, etc)

2NT = 6+♣, w/o 4M, MAX

3♣ - Relay about S, Resp: NAT; 3NT=NO

After relay same 1nt relay (4♦-game-stop, blackwood, etc)

3♣ = 6+♣, w/o 4, MIN

3♦ - Relay about S, Resp: 3♥ = No or S♥ (3♣-Relay:3NT=No); 3♠ = S♠; 3NT = S♦

After relay same 1nt relay (4♦-game-stop, blackwood, etc)

3♥/♠ = NAT, 6+♣, MAX

With intervention:

2♣-2♦-(Dbl)

2♥/♠ = NAT

2NT = 6+♣, Max with stopper

RDBL = 6+♣, Max w/o stopper

3♣ = 6+♣, Min with stopper

pas = 6+♣, Min w/o stopper

after strong answer 3♣ = Relay as above, after weak 3♣ = NF, 3♦ = Relay

2♣-2♦-(2♥/2♠)

DBL = NAT

3♣ = 6+♣, Min
2NT = 6+♣, Max with stopper
2♣-(2x)-DBL-(3x)-DBL = Ask ab. Stopper

[Note 6]: 2♦ Opening

Weak 6M
2/3/4/5/6♥ - p/c
2♠ - p/c
3♠ - Inv
4♠ - 2Play
2NT - Relay
 3♣ - hearts
 3♦ - spade
 Relay ask ab. Shortness
 +2 - Inv

[Note 7]: 2NT Opening

5+♣5+♦, except 1-2pos NV:

3♣♦ - to play
4♣♦ - PRE
3♥ - Relay: (3♠ - heart shortness, 3NT - spade shortness, 4♣♦ - 6♣5♦/6♠5♣ 11)
 After relay 4♥♠ - RKCB ♣♦
4♥♠ - to play

1-2pos NV: 19-21 NT
As 1♣-1♦-2NT (3♣ - Pup.Stayman, 3♦♥ - Trf, .. e.t.c)

[Note 8]: (1♣♦♥♠) - 1NT Intervention

Except strong 1♣.

(1x) - 1NT = (14)15-17
(1x)-p-(p)-1NT - 10-15
(2x) - 2NT = 15-18

(1m)-1NT-... as 1NT opening
(1M)-1NT:

2♣ - Trf ♦
2M-1 - STAYMAN
2OM-1 - Trf OM
2NT - NAT

(2x - known major suit) - 2NT - ... as (1M)-1NT
(2x - unknown or minor) - 2NT - ... as (1m)-1NT (exc. 3NT - to play)

[Note 9] 1♥♠ Opening

2/1 FG except 1♠-2♥ F1
1♥-1♠-3♥ - 6+♥3♣
1M-2M = Good raise (7-10 HCP), further we play SHURIG (see [note 12])
1M-3M = PRE
1M-3m = NAT, Inv
Other nonforcing hand = 1NT bid (see [note 10])

1♠-2m-2NT-3♣ - Relay (3♦ - 3m, 3♥-good hand w 2m, 3♠-6♠, 3NT - bad hand w 2m)

1M-2NT = 4-x Fit, Inv

With intervention:

1M - (dbl) - we play transfers beginning at 1NT (2M-1 - good raise+)

[Note 10] 1M-1NT = F1

1. 4-6 fit - bid 2M on next round
2. nat 1NT - bid 2M on next round
3. Inv/FG with FIT - bid 3/4M on next round
4. Inv/FG w/o FIT - bid 2/3 NT on next round
5. s/o with own suit - bid new suit on next round w/o jump

1♥-1NT-2♣-2♠ = 4+♣, Inv

1♥-1NT-2♠ - 6♥4m: 2NT- Relay

1♥-1NT-2NT - 6♥4♠

1♥-1NT-2NT- 6♣4any:

3♣ - p/c
3♦ - GF Relay (3♥ - ♥, 3♠ - ♠, 3NT - ♦)

1M-1NT-(2x) – DBL NEG from both hand
1M-1NT-(3x) – DBL PEN from both hand

[Note 11] Special Defence

Strong 1♣ Defence:

DBL = show ♣
1♦♥♠ = lead direct, m.b. physics
1NT = one-suiter
2x – D.O.N.T. (same as 1NT opening)

2NT – minors Defence:

Dbl = Bal
3♣ = Majors, H >= S
3♦ = Majors, S > H
3♥/♠ - w/o other major

Same principles use after 1M-(2NT)

3NT – Gambling (Solid suit)

Multi-Landy:
DBL – Strong ~BAL hand
4♣ - Majors
4♦ - One major
4♥♠ NAT with minor

Weak 2 opening (any 5+, not depend promise second suit or not)

4♣ = Club + other major
4♦ = Diamond + other major
4NT (above major) = Minors
Above 2m – 4m = 2 Majors

Transfer PRE

(3♣(diamond)) - 3♦ - Ask for stopper
DBL = T/O
Pas, then DBL = weaker than DBL

[Note 12] SHURIG convention=Game invite after our side found fit in M.

We play it in following sequences: 1♥-2♥; 1♠-2♠; 1♦(3-4)-1M-2M

1♠-2♠-2NT (have shortness)-3♣ (Relay)
3♦/♥ - S♦/♥; 3♠ - S♠
1♥-2♥-2♠ (have shortness)-2NT (Relay)
3♣/♦ - S♠/♦; 3♥ - S♠

1M-2M-New suit (2NT after 2♥= spade) – show values, ask for support

[Note 13] “5-4”

We play it in following sequences: 1♦-1M-2M, 1♦-1M-3M, 1♥-1♠-2♠, 1♥-1♠-3♠

Relay ask for shortness, Resp:

Low own suit = MAX, no S
Hi own suit = MIN, no S
♣ = shortness in high suit
Other = shortness ♣

[Note 14] 1♦ Opening

1♦-3♣ = NAT, INV
1♦-3♦ = PRE
1♦-2♣-2♦ = Any minimum, other bid GF
1♦-2♦ = GF (we play G or 3♦)
1♦-1♥-1NT = 4♣5♦
1♦-1♠-1NT = 4♥

[Note 15] 1♣ Opening

1♣-1♦ = 1) 0-6(7) any
2) 7-11 non regular w/o 4 major
3) 16+, w/o 4 major, w/o 5 minor

1♣-1♦-1♥♠ = better major (3+)
1♣-1♦-1NT = 18-21 (exc. 1-2 pos NV: 16-18)
1♣-1♦-2♣ = Art GF
1♣-1♦-1♥-2♠ = 9-11 minors (5+-4+)

1♣-1M-1NT-2♣ - CB
1♣-1NT-2♣ - Art. Relay (1♣-2NT-3♣ same)

1♣-1M-2♣ - Art GF (promise 3+M), exc 1♣-1M-2♣-2♦-2NT 1-2pos NV – NF), Resp:

2♦ - =4M, MIN
2♥ - =4M, (10)11+
2♠ - 5+M, MIN
2NT – 5M332
3♣♦OM = NAT, 5+M
3M – OC w/o singlet
3NT, 4♣♦ - splinter

After response next relay:

2♦♥-2♥♠, resp

- 1) NT (next relay resp: ♣,♦,OM, 4333)
 - 2) 5♣ (next relay resp: no singl, low singl, high singl, low singl 10+c, high singl 10+c)
 - 3) 5♦ (same 2)
- 4,5,6 3-suiter

After relays RKCB like 1NT opening Relays

1♣-2♥ - BAL Inv
1♣-2♠/2NT – BAL GF