

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 (Xxx SF)		Event All Events
Jump raise = PRE	NT	2/4	same (Xxx SF, xxX NSF)		Players Dmitry Prokhorov - Sergey Orlov
Reopen: 7-14; Resp: TRF	Subseq	0/2	same		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'=TRF ♠, 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, AKx(+), Ax(+)	AK, AKx(+), Ax(+)		2♠ -(9)10-16, 6+♠ or 5+♠4M
RESP: Suit - NF; CUE=STAY	King	AKx(+), KQ10(+), KQ(+), Kx	KQ10(+) KQ(+)		2♦ - weak 4+4+M
JUMP OVERCALLS (Style; Responses; Reopen)	Queen	AQJ(+), QJ(+), Qx	AQJ(+), QJ(+), KQ109(x)		2♥♠ - weak 2 (m.b. 5 card)
1-Suit: PRE	Jack	J10(+), Jx	same		2NT – minors (5-5+, 3-9hcp), BUT 1-2 NV 19-21 HCP balance
2-Suit: 2NT=lowest suits weak or strong	10	HJ10(+), 109(+)	same		Forsing 1NT over 1♦♥♠
Reopen: INRTERMEDIATE, 2NT 20-23	9	H109(+), 9x, (J9x)	same		1NT opening (14)15-17, expt. 1-2 NV: (9)10-12
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	Hi-x	Sx xSx xSxx	Sx xSx xSxS		2 over 1 Resp GF (ex.1♠-2♥ F1)
vs 1st lev op: (55)+ with highest suit 6-11 or 15+	Lo-x	HxS(+)	HxxS(+)		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♦ - 4+4+M, NV: 2-8, V: 6-10
VS NT	Suit: 1st	Hi=DISCRG	Hi/lo=O	S/P	2NT – minors (5-5+, 3-9hcp), BUT 1-2 NV 19-21 HCP balance
vs Weak or Strong (Incl 14)	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; DBL show points	2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	
Reopen	3rd	S/P	S/P		
2♠ = ♠ + any, 2♦ = ♦+major, 2♥ = ♥+♠, 2♠ - ♠, Dbl - 1-suiter	Lavintal, Trump echo shows ruff				
vs MiniNT (High <= 13) Landy	Nat carding 1st Lead vs NT				
2♠ - ♥+♠, oth NAT, DBL show points	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				SPECIAL FORCING PASS SEQUENCES
DBL=T/O; NT=nat	Distributional(10-15HCP) or any strong hand (16+HCP)				2/1
vs Minor 4level - Multi-Landy	T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl				
vs Major 4level - DON'T	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				
vs 1♠: DBL=♠; 1level - L/D; 1NT - 1-suiter; 2level - DONT	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
vs 2♠: DBL=♠	NEG DBL thru 7♥ after 1suit or 2♠ opening				1♠ incl 5♦ 5332, 11-14
VS OPPONENTS' TAKEOUT DOUBLE	Maximum O/C Double				1♦ incl 4♦ (+) and 5♠
TRF; RDBL= Strong(exc. 1♦)	Support double				2NT 1-2 pos NV =(19) 20-22 bal
Jump Raise= PRE; after 1M: 2nt inv with supp	1♠ -(2♥)-2♠-(3♥)-D= INV				1M-(D) -TRF fr 1NT to 2(M-1)
OPENING BID DESCRIPTIONS					PSYCHICS:
					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 or 7-11 minor unbal or 16+ balance; 1♥/♠ - 7+HCP, 4+; 1NT - 7-11 Bal; 2♠/♦ GF 5+ 2♥ -BAL Inv; 2♠NT - BAL GF; 3♠/♦ Inv 6+	1♠-1M-2♠; 1♠-1NT-2♠; 1♠-1♦-2♠ - Art GF CB: 2♠-Inv, 2♦ - 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; 1NT - F1; 2♠ - NAT GF; 2♦ NAT F3♦; 2♥/♠ - GF good suit; 2NT - DISTR raise 3♦ + 3♠ -NAT INV, 3♦ = PRE	1♦-1♥-1nt = 4♠; 1♦-1♠-1nt = 4♥; 1♦-1♥-2♠ (1♦-1♠-3♥) - 3-suiter (♦+M) max CB: 2♠-Inv, 2♦ - GF	
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♥-2m-2♥ = 4♠	open may be weaker with good suit. DRURY-FIT
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 4+♥; 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 NAT Inv, 3♠ - 7-10, 3♦♥♠ - NAT Inv	2♣-2♦: 2♥♠ = 4♥♠; 2NT/3♠ = max/min w 6+♠ 2♣-2NT-3♠-3♥/♠ - 55+♥+♠ Inv/GF	
2♦	x		No	4+♥+4+♠(m.b.3 NV), NV: 2-8, V: 6-10	2NT-Relay; 2/3/♥/♠ - To play; 3♠/♦ - NAT or Inv ♥/♠ FIT		NV may be very weak
2♥		6(5)	No	Pre, NV-weak	Relay-ask for distrib; New Suit - ask for support; Raise - PRE	2♥-2♠(Relay ? S)-3♦-3♥ = Inv	NV may be very weak
2♠		6(5)	No	Pre, NV-weak	Relay-ask for distrib; New Suit - ask for support; Raise - PRE	as above	NV may be very weak
2NT	x		No	5♠+5♦, weak BUT NV 1-2 pos 19-21 balance	after minors 3♥ - GF Relay, 3♠ - Inv w FIT		
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, e.t.c

5NT aft RKCB - Inv GS

5NT w/o RKCB - Pick a slam

[Note 1]: 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 – (2M) – DBL – NEG and LEBENZOHL (Note 3)
 1NT – (2m) – DBL – NEG
 2NT...3♥ - Trf ,Inv+

[Note 2]: Lebenzohl

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

3 low suit = nat, shows values
 3 high suit = nat GF
 Cue = GF with 4M, no stopper
 3nt = GF without 4M and stopper
 2nt = sign-off in lowest suit or Inv in higher suit or GF with stopper, asking to bid 3♣
 after 3♣: 3x=sign-off or inv (if higher then opponents suit), cue=GF without stopper and at least one 4 Major, 3nt=GF with stopper

Except:

1NT – (2M) – 2NT – Ask for better minor, after choice as above
 1NT – (2M) – 3♣ – Nat, NF

[Note 3]: Defence over NT

2- position: MULTY-LANDY

2♣ = 2 Majors 4+4+ (2♦ - ask for best)
 2♦ = major one-suiter
 2♥/♠ = 5+♥/S – 4+Minor
 2NT = 2 Minors
 DBL = Show Points

4-position we play DONT.

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 MINI NT (less then 13 HCP) – LANDY

2♣ = 2 Majors 4+4+ (2♦ - ask for best)
 2♦♥♠ = Nat
 2NT = 2 Minors
 DBL = 13+HCP

Special:

LANDY:

1♦-(1NT) (1♦-(1NT)-2♣-2♦- NAT)

MULTI-LANDY:

1♣-(1NT)
 (1m)-(1nt)
 (1m)-dbl-(1nt)

DONT:

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

[Note 4]: 2♦ Opening

NV: Weak 4+♥3+♠ 2-8HCP

V: Weak 4+♥4+♠ 6-10 HCP

3♥♠ - PRE

2NT – Relay

3♣ - MAX

3♦-Relay:

3♥-5♥4♠
 3♠-5♠4♥
 3NT – 44(43)
 4♣ - 55

3♦ - 44(43) MIN

3♥ - 5♥4♠MIN
3♠ - 4♥5♠MIN
3NT - 55MIN
4♣♦ - 56/65 MAX
3♣ - Puppet 3♦ - GF♣ or Inv♥
3♦ - Puppet 3♥ - GF♦ or Inv♣

[Note 5] 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 - ♦)

[Note 6] "Forcing pas" sequences

When:

1. vulnerability not importance
2. we in FG situation = FP thry 7♠
3. we set our game and not have more strong bid
4. we bid 3NT to play
5. we shows advantage strange

Examples:

(2♥)-4♠-(5♥) - FP

(3♠)-4♥-(4♠) - NF (Competitive)

1♠-(2♦)-4♠-NF (4♣/♦ more strong)

1♠-(2♦)-4♠-FP (Suit+FIT)

1♠-(3♦)-4♠-FP

1♥-(1♠)-2nt-(3♠)-4♥-NF (Competitive)

(1♠)-4♥-(4♠) - NF

1♥-(1♠)-2♥-(2♠)-3♠-(4♠) - NF

How works:

...-4♠-(5♠)-?

- Dbl = defend-oriented hand
- 5♦♥ = Cue (Strongest bid)
- 5♠ = Strong bid (Strongest if Cue not available)
- Pas = intermediate hand
- Pas-(pas)-Dbl-(pas)-5♠ = weak play-oriented hand

[Note 7] 1♦ Opening

1♦-3♠ = NAT, INV

1♦-3♦ = PRE

1♦-2♣-2♦ = Any minimum, other bid GF

1♦-2♦ = F1 (we play G or 3♦)

1♦-1♥-1NT = 4♣5♦

1♦-1♠-1NT = 4♥

1♦-1NT - F1

1♦-1♥-1♠-2♣ - CB Inv (puppet 2♦)

1♦-1♥-1♠-2♦ - CB GF

[Note 8] 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-1x-2♣ - CB Inv (puppet 2♦)

1♣-1M-1x-2♦ - CB GF

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