

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
1-level=5(4)-cards. 2+-level=5-cards 8-15HCP
Jump RAISE=PRE. New suit=F1 at 1-level.
1M-(2x)-2NT=4-cards FIT, INV; 3x=3-cards FIT, INV+;
3NT=3cards FIT, strong raise. (Note 2).
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18)HCP
(1M)-1NT-(PASS)- resp. as after 1NT opening
(1M)-Pass-(Pass)-1NT 15-17(18)HCP
JUMP OVERCALLS (Style; Responses; Reopen)
1 suit: PRE
2 suit: (1M)-2NT=♣♦
(1♦/M) – cue Michaels Wk or Str
Reopen:
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1M)-2M:OM+m (55+)
(2M)-3M=asks STOP
Jump cue-bid asks STOP
VS Weak NT (average less or equal 14 HCP)
Dbl=13+ HCP, 2♣=1suiter, 2♦=both M, 2♥/♠=5+♥/♠ - 4+m
VS Strong NT (average more 14 HCP)
Dbl=STR, 2♣=1suiter, 2♦ both M, 2♥/♠=5+♥/♠ - 4+m
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL THRU 4♥
VS ARTIFICIAL STRONG OPENINGS
Vs 1♣: DBL= M(44+), 1♦/♥/♠=4+ cards, INT=m(44+), 2level=NAT
VS OPPONENTS' TAKEOUT DOUBLE
1♣ -(dbl) – pass= neg clubs not worse than ♦; 1♦-♦ better
1M-(Dbl)-3NT=STR Raise to 4M, 4M=PRE Raise to 4M
2NT=Limit Raise (after 1M opening) INT normal raise
RDBL= 11+ HCP, as rule NO fit.

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	4th	4th
NT	4th	4th
Subseq		
OTHERS: vs NT Q asks unblock with J		
vs suit 1 st or 2 nd from Jxx(xx)		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK, Ax(+), AKx(+), AKJ10(+)	AK, Ax, AKx(+), AKJ10(+)
King	AK, Kx, , KQ(J/10)x(+), KQx(+)	Kx, AK, KQx(+), KQJ(+)
Queen	Qx, QJ, QJx(+)	Qx, KQ10x(+), QJx(+), AQJx(+)
Jack	HJ10x, Jx, J10, J10x(+)	HJ10x, Jx, J10, J10x(+)
10	109, 10x, H109x(+)	10x, 109, H109(+)
9	9x, 109x(+)	9x, 109x(+)
x	Sx, xSx(MUD), xSxx(+), HxS, HxxS, HxxSx(+)	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declare's Lead
Suit	Hi/Lo=O	Hi/Lo=O
	Lo=ENCR	S/P
	S/P	
NT	Lo=ENCR	
	Hi/Lo=O	Hi/Lo=O
	S/P	S/P
Disc	S/P	
Signals(including Trumps):		
S/P=LAVINTAL (high card to high suit)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Opening Values. May be light (on 3d hand) with classic shape.		
(1M)-DBL-(P)-1NT=7-10HCP. (1♠)-DBL-(PASS)-1♦=0-7HCP.		
Reopen: 8+ HCP		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL THRU 4♥. NEG DBL, then new suit=F1.		
1m-(1♥)-DBL, denies 4♠. 1m-(1♠)-DBL suggests 4+♥.		

WBF CONVENTION CARD
CATEGORY: RED
NCBO: RUSSIA
EVENT: ALL EVENTS
PLAYERS: TATARKIN V. – VORONOV A.
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB
5 – card M
Semiforcing 1NT over 1♥/♠
PRE: Random on 3-level
INT Openings: (14)15-17(18) HCP, may be 5-card suit
2 OVER 1 Responses FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
COMPETITIVE 2NT (after 1M opening) = LIMIT RAISE
3NT – GAMBLING (AKQxxxx)
2♣-Precision
2♦ Wk 2 in M
2♥/♠ - 5♥/♠ -5 (4)m, 7-10
1♣/1♦ - 1M m.b. 3cards if other M even worse
SPECIAL FORCING PASS SEQUENCES
1NT-(Dbl-HCP)-PASS = NF
PASS= F when we are in FG position.
(3x) – DBL – (5x) – PASS FORCING
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
PSYCHICS:
Rare. Pass-Pass-1M may be 4 cards

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	Y	0	4♥	12-14 BAL 17+ UNBAL 18+BAL 12-16 4414	1♦=0-7 HPC; 0-11 HPC 5+ m; 1♥/♠=4+ ♥/♠, 7+HPC. M.b 3 cards if other M even worse 1NT=NAT. 2m= 5+ FG, 2M =6+ FG 2NT=10-12 hcp BAL, 3♣/♦=6+ with 2H 9-11HCP, 3♥/♠=6+ PRE. 3NT=13-15NAT.	NOTE1	
1♦		4	4♥	11-16	1♥/♠=NAT, F1. M.b 3 cards if other M even worse 1NT=NAT. 2♣/♦=FG. 2♥/♠=6+ ♥/♠, FG. 2NT=INV. 3♦=PRE, 4+♦.	1♦-1♥/♠-2NT=6+♦, w/o 3♥/♠; 3♦=6+♦, w 3♥/♠. 1♦-1M-3♣= 14-16HCP, 5-5. 1♦-1M-1NT-2♣=forcing.	
1♥		5	4♥	11-16	1♠=F1. 1NT=SF. 2♣ 0+FG 2♦=5+♦, FG. 2♠=6+♠, FG. 2NT=inv, 4card fit. 3♣/♦=SUIT+FIT 3/4♥= PRE. 3NT=(4333). 1♥-3♠,4♣,♦=SPL	1♥-1NT-2♣=could be 2♣ . 1♥-2♥-2♠= 4♠, INV . 1♥-2♥-3m=INV(HHxx,Hxx,xxx+) 1♥-1NT (Note7).	1NT=NF. 2♣=3 FIT, Max
1♠		5	4♥	11-16	like after 1♥ 1♠-4♣,♦,♥= SPL	Like after 1♥	
1NT			4♥	(14)15-17 , bal, May be any 5 suit	2♠=STAY (Note 11). 2♦/♥= TRF ♥/♠ (Note 9). 2♠=TRF ♣ or INV w/o 4M. 2NT=TRF ♦. 4♣=GERBER. 3♣/♦/♥/♠ = 6+= FG,	1NT-2♣-2♦-2♥=weak(4+ - 4+ M), 2♠ S/O; 1NT-2♣-2♦-2NT=INV. 1NT-2♦/♥-2♥/♠-2♠/3♥= 4+ ♠/♥, INV. 1NT-2♠-3♣=MAX, 2NT=MIN. 1NT-2NT-3♣=MAX with H in ♦.	
2♣		5	4♥	5+♣ +4card M or 6+♣, 11-16 HCP	2♦=ask, 2♥/♠ 7-11, 5+, NF. 2nt, 3♣ - inv; 3x INV 6+;	2♣-2♦-2NT=14-15HCP,6+♣.	
2♦	Y			7-11HPC 6M	2NT=ask, resp 3♣/♦=MAX ♥/♠, 3♥/♠ MIN; 3m nat F1 4♣ asks TRF M, 4♦ asks NAT M	2♦-3♣-3♥/♠=6♥/♠, no fit in ♣. 3NT/4♣=6♥/♠, fit in ♣	
2♥/♠	Y	5		7-10 HCP. 5♥/♠ -5 (4)m			
2nt	Y			7-10 minors			
3♣/♦/ ♥/♠		7(6)		random, 7+X or 6X-4any	New suit = NAT, ASK. 3NT=NAT.	1st step=bad suit, no fit. 2nd =good suit, no fit. 3d=fit, no SINGL. 4th=FIT, singl in M. 5th=FIT, singl m.	
3nt	Y			GAMBLING (TKQxxxx)			
4♣/♦	Y			8-9 tr in ♥/♠			
4M				NAT			
4NT				MINORS			

HIGH LEVEL BIDDING

CUE=1st + 2nd round equally. If opponent Dbl our cue-bid, Pass = no control in that suit, Rdbl = 1st round control in that suit, Next cue-bid = 2nd round control.

RKCB-1430(gerber). Answers: 1. 1 or 4 aces, 2. 0 or 3 aces, 3. 2aces w/o trump queen, 4. 2 aces w trump queen, 5. 2aces w/o trump queen+void, 6. 6x=2aces+trump queen+void(x).

NEXT step after RKCB = ask trump queen; NEXT step after reply= ask side kings (resp:0-1-2-3)

SUPPLEMENTARY NOTES FILE Tatarkin-Voronov (RUSSIA)

Note...1: After 1♣:

1♣-1♦ - 1♥/♠ - 3+, NF; 2♥/♠ - 19-21, 5+, NF;
1NT = 18-20 bal; 2♣=FG;
2NT =21-23 bal. Resp: 3♣=puppet Stay;
3♦/♥/♠=TRF ♥/♠/♣

1♣ - 1♥-1♠-2♣ - resp: 2♦ - min no 3♥;2♥ - min+3♥;2♠ - max, no 3♥; 2NT - max,3♥;3♣/♦ - nat, 5+, 4♠, 17+hpc;3♥ - 4144, strong; 3♠ - 5♠; 3NT - 42(43) 18+ HPC

1♣ - 1M - 2♣ 17+, 3+M, ask. Resp: 2♦-4M, min; 2M - 5M, min; 2OM - 4M, max; 2nt - 5M max; 3m - 5-5, max.

- 1nt - 12-14 hpc, no 4M;2♣ - ask, resp:
2♦ - min no 3M;2M - min+3M; 2OM - max, no 3M; 2NT - max,3M;
- 2M - 4M, 12-14 hpc;
- 3M - 14-16 hpc, 4414

1♣ - 1NT - 2NT - 15-16 4414; 2♣ - ask, 17+. Resp: 2♦ - 5♦, (2♥ - ask 2); 2♥/♠ - 2344/3244;2NT - 33(34) (3♣ - ask4); 3♣ - 5♣ (3♦ - ask 2)

1♣ - 2NT - 3♣ - ask, resp: 3♦ - 3343
- 3♥/♠ - 2344/3244
- 3NT - 3334

1♣ - 2♣-2♦ - art, strong; 2nt, 3♣ - weak, nat; 3nt - strong, no 4M, 0-1♣.

1♣ - 2♦ - 3♣- art, strong (3NT F1!); 2nt, 3♦ - weak, nat; 3nt - strong, no 4M, 0-1♦.

Note...2:

1M-(2x)-3x=INV+, 3-cards FIT.
1M-(2x)-2NT=INV+, 4-cards FIT.
1M-(2x)-3NT=FG, FIT.

Note...3: SCRAMBLING 2NT

(1M)-PASS-(2M)-Dbl
(Pass)-2NT=scrambling
(1M)-Dbl-(2M)-Dbl
(pass)-2NT=scrambling

Note...4: Positions forcing pass.
(3x)-DBL-(5x)-PASS= FORCING
PASS FORCING if we are in forcing game position.

Note...5: After 1NT-(Dbl=points) -PASS=to play;
2M =NAT; 2♣ =NAT or 2(3)-suiter w/o ♣; 2♦=NAT or 2-suiter ♥♣; RDBL=strong
After 1NT-(Dbl=DONT, CRASH.. etc)-2♣=Stay,
2♦/♥=TRF ♥/♠, 2♠=TRF ♣ or INV w/o M,
2NT=TFR ♦. RDBL=strong.

Note...6: 1♥-(Dbl)-1NT=TRF ♣.

2♣=TRF ♦.
2♦=fit, constr.
2♥=fit, weak.
2♠=NAT, PRE.
2NT=Jacoby
3♣/♦=suit+fit
3♥=PRE, 4cards in ♥.
3NT=strong raise to 4♥.
1♠-(Dbl)-1NT=TRF ♣.
2♣=TRF ♦.
2♦=TRF ♥.
2♥=fit, constr.
2♠=fit, weak.
2NT=Jacoby
3♣/♦= suit+fit
3♥=NAT, PRE.
3♠=PRE, 4cards in ♠.
3NT=strong raise to 4♠.

Note...7: 1M-1NT=1. 3-6 HCP, FIT.

2. 7-10 HCP, BAL.
3. 11-12 HCP, BAL.
4. 7-11 HCP, suit+fit
5. 10-12 HCP, 3cards FIT, INV.
6. sign-off in any suit.

Note...8: After Pass-(Pass/1x)-1M-(Pass)

2♣= 3-cards FIT, 9-11 HCP.
2M= 3-cards FIT, 6-9 HCP.
2NT=unbal inv, 4-cards FIT.

Note...9: 1NT-2♦/♥

2♥/♠=usual act
2NT=MAX, 3card fit with HH.
3♥/♠=MIN, 4card fit.
3m=MAX, 4m, 4card fit.
1NT-2♥-2♠-3♥=NAT, INV.
1NT-2♦-2♥-2♠=NAT, INV.
1NT-2♦/♥-2♥/♠-3m=FG
1NT-2♦/♥-2♥/♠-4x=SPLINTER

Note...10: After (2♦=MULTI)-DBL= 1.16+HCP any distribution; 2.take out vs 2♠.
(2♦)-Pass-(2♥)-Pass
Pass-Dbl=12-14HCP, 4♠.

Note...11: After 1NT-2♣=Stay.

1NT-2♣
2♦=No 4Majors
2♥=4♥ may be4♠
2♠=4♠
1NT-2♣-2♦-2♥=4+♥ sign-off
1NT-2♣-2♥-3♥=INV
1NT-2♦-2♠-3♠=INV
1NT-2♣-2♥-2♠=INV with 4♠
1NT-2♣
2♦-3M= 4M-5OM (Smolen)

After response on Stay bid+2 is next relay about distribution.

Examples:

1NT-2♣-2♦-2♠:2NT=33(34) (3♣=ask 4); 3♣=5♣ (3♦=ask 2); 3♦=5♦ (3♥=ask 2); 3♥=3♥;3♠=3♠.
1NT-2♣-2♥-2NT:3♣=4♣(3♦=ask 3);
3♦=4♦(3♥=ask 3); 3♥=4333; 3♠/NT=4♠+3♣/♦.
1NT-2♣-2♠-3♣:3♦=4♦(3♥=ask 3);
3♥/NT=4♣+3♦/♥; 3♠=4333.

After second relay 3NT=contract, 4♦=game stopper (propose bid 4♥), other bids are RKCB1430