

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: (8)10-15 HCP 5+, 1st lvl. may occur good 4
Resp: new suit= F1 at 1st lev; NF Constr at 2nd lev; F1 a 3rd lev.;
Jump Raise=PRE, 2♣= ART, F1 after 1M O/C; Cue=F1 with support;
AFTER 1M OC: 2nt= Inv with support; Jump shift 4lvl= with support
Reopen: 8-15; Resp: Cue=F1, other NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17
Responses: TRSF; 2D – transfer to another M (after opponent/s 1M), Cue after opponent/s 1M= Stayman
4th: 10-15, then natural
JUMP OVERCALLS (Style; Responses; Reopen)
vs 1♣: 2♦=♥+♠♣
vs 1x: Weak 1-Suiter; vs 2m - 4♣=om+♥, 4♦=om+♠, 3m=♥+♠;
vs 2M,3M: 4♣=♣+oM; 4♦=♦+oM; 4oM-nat, 4M-1suit m; 4NT ♣+♦; -
vs 3m: 4♣=♥+♠, 4♦=1M, 4♥/♠=55with minor
Reopen: 14-16 good 6c
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
vs 1♦: 2♦=♥+♠♣
vs 2m: (55)+ MM; vs 2M: asking for stopper
VS NT
DBL=nat; following doubles NEG; 2♣= 4-4+ ♥+♠;
2♦= ♥ or ♠ 1 suiter; 2♥/♠=5+4+with minor; 2nt=minors
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=nat;
Cue bids, Jumps= see above
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL – 4-4+ ♥+♠; 1nt = 1-suiter; 2 ⁿ ♣ (44) ♣+M; 2 ⁿ ♦ (44) ♦+M
2♥ 55(54) MM; 2♠ (64)+ mm; 2nt= (55)+ mm
vs 2♣: DBL= ♣; 2nt-3nt= 2-suiter
VS OPPONENTS' TAKEOUT DOUBLE
Jump shift= suit+support (4 th lvl.)/Weak 6+ (3lvl.)
Jump Raise= PRE; after 1M: 2nt inv with supp; 1nt-(2M-1)=Transfers

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	3/5	3/5
NT	2/4	2/4
Subseq		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax, AK	Ax, AK(+)
King	Kx, KQ(+)	Kx,KQ(+),AKJ10(+)
Queen	Qx, QJ(+)	Qx,QJ(+),KQ109(+)
Jack	Jx, J10(+), KJ10(+)	Jx, J10(+),AJ10(+),KJ10(+)
10	10x, K109(+),Q109(+)	10x,109(+), A109(+),K109(+),Q109(+)
9	9x, 109(+)	9x, (H)98(+)
S	Sx,xSx(+),HxS,HxxS(+)	Sx,SSx(+),HxS,HxxS(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declare's Lead
Suit	Hi/Lo=ODD	Hi/Lo=ODD
	Lo=ENCR	S/P
	S/P	
NT	Lo=ENCR	Lo=Smith's (enc our suit)
	Hi/Lo=EVEN (only 1st lead)	Hi/Lo=ODD
	S/P	
Disc	Lo= Nothing or EVEN or Values	
	Hi-ODD=ODD or Values down by cycle (9♣means♠, 9♠means♥)	
	Hi-EVEN= ODD or Values up by cycle (10♠means♣, 10♣means♦)	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl		
(EXEPT: (1♣)-Dbl-(P)-1♦=neg, Others promises values)		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 7♠ after 1suit or 2♣ opening		
P/C DBL after 2♦/♥/♠ opening and O/C in possible suit of opener		
PEN DBL after other O/C vs 2lev. Op. in suit can't be held by opener		
Maximum O/C Double;		

WBF CONVENTION CARD
CATEGORY: RED
NCBO: RUSSIA
PLAYERS: TATIANA PONOMAREVA – ALEX DUBININ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB
1♣= 1)12-14 (13-15) bal may be 5♦; 2)4414 11-15; 3) 16+; any
1♦ = 11-15, 4+, unbal
1M= 5+ 11-15; 2♣=11-15 6+♣ or 5♠-4M
2♦= 3-9, 6+ ♥/♠
2♥/♠= 3-9 5+-5+m Vuln; 3-9 5+-4+m NV
2nt= 3-10, 5+♣5+♦
1nt = 15-17
2 over 1= GF except 1♠-2♥
1nt over 1x= F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦= 3-8, 6+ ♥/♠
2♥/♠= (8)9-11(12). 6+ ♥/♠
2nt= 3-10, 5+♣5+♦
3nt= Gambling (solid 7m)
vs 1♣/♦: 2♦=♥+♠♣
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
We open 1♦ wih 4♦ and 5 or bad 6♣
We open higher suit with (65)+
We play a lot of TRSF sequenses
We bid 1M-2♦ usually with 5+♦, so 1M-2♣= m.b. no clubs
PHISICS
rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	5♠	1)12-14(13-15) bal may be 5♦;	1♦=0-7; 1♥/♠=8+HCP, 4+; 1nt=8-10 no 4cM	1♣-1♦-1♥/♠=3+♥/♠ 12-14 or STR 4+♥/♠	
				2)4414 11-15;	2m=4+FG; 2♥=8-11, 54 ♣/♦; 2♠ 11-14 bal no 4M;	1♣-1♦-1NT = 18-21 1♣-1♦-2NT = 22-24	
				3) 16+; any	2nt=14+ bal no 4M	1♣-1♦-2♣ = any GF	
					3m =6+INV; 3M=6+weak	1♣-1♥/♠-2♣ = STR relay	
						2♦ = 4♥/♠ 8-10 2♥ = 4♥/♠ 11+	
						2♠ = 5♥/♠ 8-10 2NT+ = 5♥/♠ 11+	
1♦		4	5♠	11-15HCP, 4+♦ unbal	1nt= F1,2♦= MM 0-8, 2♥= 5 ♠+ 4♥ INV, 2♠= INV 6♣, 2nt=FG with ♦; 3♣=pre with ♦ or 4♦ with singl FG, 3♦=inv to 5♦,	1♦-1♥/♠-1nt= 4+♣; 1♦-1♥/♠-2♣=6+♦;1♦-1♥-2♦=543♥1,max;	
						1♦-1♠-2♥=543♠1,max;1♦-1♠-2♦=4♥	
						1♦-1♥/♠-3♦ = max,6♦3♥/♠	
1♥/♠		5(4)	5♠	11-15 5+	1nt= F1: normal 1nt resp or 3-7 with support or 10-12bal or inv with supp or any weak suit	1M-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp	may be weaker
					1M - 2NT = inv,4card supp	1M-1nt-2nt –6M+5any; 1M-1nt-3s – 6s+5M	with good suit;
					1M - 3♣ = 6-8,4card supp with shortness	1M-2M→2-Way Game Try	may be good 4c;
					1M - 3♦ = (7)8-10,4card supp without shortness		2♣=Drury
1NT			5♠	15-17 bal	2♣= NF Stayman; 2♦/♥= TRF ♥/♠	1nt-2♣-2♦: 2♥=(44)+ Majors, weak; 2♠=GF Relay	
					2♠= TRF ♣ or inv bal	1nt-2♣-2♥: 2♠=4♠ inv; 2nt=GF Relay; 1nt-2♣-2♠-3♣= GF Relay	
					2NT = ♣+♦ or ♦	1nt – 2♦/♥ - 2♥/♠ - 2nt+ = TRF	
					3♣/♦ = inv, 6+♣/♦	1nt - 2♣ - 2♦ - 3♥/♠ = smolen	
					3♥/♠ = shortness♥/♠ (5431)		
2♣	X	5	5♠t	11-15HCP 6+♣ or 5+♣-4M	2♦=ART, F1	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6♣	
					2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♠ inv+	2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♠ =inv/GF 55♥♠	
					3♦/♥/♠ = TRF ♥/♠/♦	2♣ - 2♦ - 3♦ = gambling♣	
2♦	X	0	2♠	3-8, 6+ ♥/♠	2nt = Asking, F1	2♦-2nt: 3♣ = 6♥min;3♦ = 6♠min;3♥ = 6♣max;3♠ = 6♥max	
					3♣/♦ = NF		
					4♠=asks to TRSF M; 4♦=bid own M; 4♥/♠=P/C		
2♥/♠	X	6		(8)9-11(12). 6+ ♥/♠	2nt =Asking, F1		
					3♣ = ♦ or other major		
					3♦ = ♣		
2nt	X		-	6-10 55+ minors	4♣/♦=inv		
					3♥=GF supp♣; 3♠ = GF supp♠		
3♣/♦		6		1-2pos constr			
				3 pos= Random			
3M		6(5)		Vuln 1-2 pos= Classic			
				NV 1-2 pos= Destr			
				3 pos= Random			
4♣/♦	X	0		NAT		HIGH LEVEL BIDDING	
						CUE= 1st or 2nd round;	
						RKCB= 1430,(then asking for K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 other)	
3nt	X			Solid 7c minor 1-2 hand – no stopper, 3-4 hand – with stopper	4♣=P/C; 4♦=Asking for side singl	Relays followed by agreeing RKCB;	

