

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: (8)10-15 HCP 5+, 1st lev. may occur good 4
Resp: new suit= F1 at 1st lev; TRSF beginning from 2 in opp's suit
Jump Raise=PRE,
AFTER 1M OC: Jump shift=bergen
Reopen: 8-15; Resp: Cue=F1, other NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17
Responses: TRSF; cue= Stayman
after (1m) like after op. 1NT
4th: 10-15, then natural
JUMP OVERCALLS (Style; Responses; Reopen)
vs 1♣: 2♣ = ♣+M, 2♦ = ♥+♠, 2♥ = ♠+♦, 2♠ = ♥+♦
vs 1♦: 2♦ = ♥+♠, 2♥ = ♠+♣, 2♠ = ♥+♣, 2NT = ♥+♠, strong
Vs 1♥: 2♥ = ♠+♣, 2♠ = ♦+♠, 2NT = ♦+♠
Vs 1♠: 2♠ = ♥+♣, 2NT = ♥+♦, 3♣ = ♦+♣ weak, 3♠ = ♦+♣ strong
Vs 2♣ prec: 3♣ = ♥+♠; 4♣ = ♥+♦; 4♦ = ♠+♦
vs 2x: 14+ (55)+ this suit+Major (for example: ((2♥)-4♦=♦+♠)
vs 3m: 4♣=♥+♠, 4♦=1M, 4♥/♠=55with minor
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
VS Weak NT (average less 15 HCP)
DBL=nat; following doubles NEG; 2♣=♥+♠; Resp: 2nt=F1, asking
2♦=1M; Resp: 2nt=F1, asking; 2♥/♠=5+4+with minor; 2nt=minors
VS Strong NT (average more or equal 15HCP)
DBL=1-suiter; following doubles P/C; 2♣=♣+M; 2♦=♦+M; 2♥ = ♥+♠
2♠ = 64 ♣♦; 2nt = 55 ♣♦
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=nat;
Cue bids, Jumps= see above
Cue bid at 4th level = 2-suiter
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: 1nt = 1-suiter; 2 nd level same as vs strong nt, dbl – majors from (34)
vs 2♣: DBL= ♣; 2nt= 2-suiter
VS OPPONENTS' TAKEOUT DOUBLE
transfers; Jump Raise= PRE;
Except: after 3d seat opening 1♦ no trsf beginning from 1NT
After 3d seat opening 1M trsf only after 1M (dbl)

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	3/5th, STND	3/5, STND
NT	4th, STND	4th, STND
Subseq	NT:4th, STND	SUIT: 3/5, STND
OTHERS: vs NT K asks to unblock with Q, Q - with J, J with 10		
Trump lead: norm xS, xSx		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AK(+)
King	Kx, KQx(+), AK	Kx, AKJ(+), KQ(+)
Queen	Qx, QJx(+),	Qx, KQ109(+), QJ(+)
Jack	Jx, J10x(+), HJ10+	Jx, J10(+), QJ98(+), HJ10(+)
10	10x, H109(+)	10x,109(+),H109(+)
9	9x, 109x(+)	9x, 98x(+), H98(+)
S	Sx,xSx(+),HxS(x),HxxxS(+)	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 (encr 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♣→♠, 9♠→♥)	
	Hi-even= odd or Values up by cycle (10♠→♣, 10♣→♦)	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl		
(EXCEPT: (1♣)-Dbl-(P)-1♦=neg, Other promises values)		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL through 7nt 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: BLUE
NCBO: RUSSIA
PLAYERS: ANDREW GROMOV – ANNA GULEVICH
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION
1♣= 16+; 1M= 5+(mb 4414 1-2 pos); 2♣=11-15 6+♣ or 5♣-4M
1♦ 1-2 pos = 11-15, 4+, unbal
1♦ 3-4 pos = 10-15, 4+ or 10-14 bal or 10-15 4414
2♦= weak 2 in M;
2♥/♠= 8-11 (12) 6+♥/♠, may be any side suit
2nt= 6-10 (55)+m
1nt 1-2 pos= 12+-15; 3-4 pos= 15-17
2 over 1= GF except 1♠-2♥
1nt over 1x= F1
2♦ over 1♦ shows 10+
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦= 3-7, 6(5)+ M
2♥/♠= 8-11 (12) 6+♥/♠, may be any side suit
2nt= 6-10 (55)+m
3nt= Gambling (solid 7m, no side A or K)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
We open 1♦ wih 4♦ and 5 or 6♣
We open higher suit with (65)+
We play a lot of TRSF sequences
We bid 1M-2♦ usually with 5+♦,so 1M-2♣= m.b. no clubs
PSYCHICS
rare: 1♦-1M; 1♥-1♠; 2♣-2♦; 2♦-2nt

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	7nt	16+ any (3-4 pos 18+ if bal)	1♦=0-7; 1♥/♠/2♣/♦ = 8+HCP, 5+; 1nt=8+bal 2♥/♠= 8+HCP,6+♠/♦ with singl; 3♦ - 3NT 3suiter SM 2nt=3-suiter with S min;3♣=5+5+minors 8-11 1♣-(1x/2♣/2♦)-D= 0-4 HCP, P=5-7 HCP 1♣-(2♥/♠)-D=5-7 with 5suit or 8+ 1♣-(2nt)-D=8+ 1♣ (1NT) D -8+	1♣-1♦-1♥=ART; 4+♥ or GF or 19-21bal; 1♣-1M-1nt-2♣= nat or 5332 1♣-1nt-2♣= Relay; 1♣-2m-(+1)=Relay; 1♣-2m-2nt=5+ suit of Relay After 1♣-1♥: 2/3♥ from Resp normally shows 4♠, 2/3♠ - 6+♥	
1♦		4	7nt	11-15HCP, 4+♦ unbal	2♦=5♥5♠ weak; 2♥=5♠4♥ inv; 2♠=6♣ inv 2NT=♦supp,GF; 3♣=preemp♦ or GF4♦ with shortness 3♦=inv 5♦ unbal ; 3♥/♠=splinter with 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♦-1M-2nt= 6+♦-0-2M; 1♦-1M-3♦= 6+♦- 3M	
1-2p						1♦-1M-3M= max without Singl;1♦-1M-Jump M'=max with Singl 1♦-1nt=ART, F1 ;Double check back	may be weaker with good ♦
1♦	X	1	7nt	10-15HCP, 4+♦ or			
3-4p				10-14 bal or 10-15 4414			
1♥/♠		5(4)	7nt	11-15 5+ or 4414	1nt= F1: normal 1nt resp or 4-6 with support or 11-14bal 1M-2NT=10-11,4card supp 1M-3♣=6-9,4card supp with shortness 1M-3♦=7-9,4card supp,no shortness	1M-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp 1M-2M→2-Way Game Try; 1♥-1♠-2♠=could be max with 3♠	may be weaker with good suit; may be good 4c; 2♣=Drury
1NT			7nt	1-2pos= 12+-15 may be 4414 3-4pos=15-17	2♣= NF Stayman; 2♦/♥= trsf♥/♠; 2NT=♣+♦ or ♦ 2♠= TRSF ♣ or inv 3nt; 3♣/♦= (54)+ ♣♦,S ♥/♠/ Inv(3-4pos); 3♥/♠= GF ♣♦ 1nt-(DBL): Pass=F to RDBL; RDBL =♦+♠ or ♦+♣ 2♣♦♥=♥+♠♦♣; 2♠=♠+♣	1nt-2♣-2♦: 2♥=(44)+ Majors, sign-off; 2♠=GF Relay 1nt-2♣-2♥: 2♠=4♠ inv; 2nt=GF Relay; 1nt-2♣-2♠-3♣= GF Relay 1nt-2♠/nt-x-3x=Singl; 1nt-2♦/♥-x-Jump Shift= Singl 1nt-2♣-2♦-3M= no stopper M, looking for 4-3 fit 1nt-2♦-2♥-2nt=trsf♣,3♣=trsf♦,3♦=6♥,3♥=inv with 5♥(after2♥-same)	
2♣	X	5	7nt	11-15HCP 6+♣ or 5+♣-4M	2♦=ART, F1; Jump shift=6+ GF 2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♠ inv+ 3♦♥ - trx ♥♠ inv	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6♣ 2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♠ =inv/GF 55♥♠ 2♣ - 2♦ - 2NT/3♣ - 3♦♥♠ trx ♥♠♦	
2♦	X	0	2♠	(3-7 nv) 5-7 (5nv)6+ Major May be any side suits	2♥♠=P/C; 2nt=Art F1 3♣/♦= nat NF; 3♥/♠=P/C 4♣=asks to TRSF M; 4♦=bid your M; 4♥/♠=nat		
2♥/♠	X	5	-	8-11 (12)6-7 card May be any side suits	2♠=nat, NF; 3♣=trx ♦ or GF with OM 2nt=Asking, F1; 3♦ - F with♣		
2nt	X		-	5-10 55+ minors			
				1-2pos = classic 3pos=Random			
3M		6		1-2pos NV= Destr 1-2pos V = classic 3pos=Random			
4♣/♦	X	0		preemp		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 oth Relays followed by agreeing RKCB;	
3nt	X			Solid 7c minor 1-2 pos no side A or K 3-4 pos with A or K	4♠=P/C; 4♦=Asking for side singl		

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;	

DEFENSIVE AND COMPETITIVE BIDDING
Overcalls (Style; Responding; 1/2 level; Reopening) Style: 8-15, 5+, 1st level may occur good 4 SS5.1 Resp: trf from +1 level OpenS to +1 level OurS Jump raise – PRE After 1M: 2NT – Nat; Jump Shift – INV, good 6 Reopen: 8-14, 2suiters like in 2 nd position (2♣ and 2♦) Resp: Cue – F1, Other – NF 1NT Overcall 2 nd – 14-18, if over 1m – like after opening, if over 1M: 2♣ – trf ♦, 2♦ – trf OM, 2M – Stayman INV+, 2OM – trf ♣, 2NT – INV SS 4 th – 10-15, then like after 2 nd seat SS5.4 Jump overcalls 2♦ – majors; Resp: new suit F1. Over 1M – full Michaels Reopen – 14-16, onesuiter. Leaping Michaels SS5.1, 5.6
DIRECT AND JUMP CUE BIDS
On 2♣/♦: 3♣/♦ – 5+5+ majors, 4♣ – om+♥, 4♦ – om+♠ On 3♣/♦: 4S multy-landy On 2-3♥/♠: 3M – ? stopper, 4♣/♦ – ♣/♦+OM, 4OM – natural, 4M – strong minor Over 1♠: 2♣ – 11+, majors 5+/5+, 2♦ – 4-10, majors 5+/4+ SS5.6
VS NT (vs. Strong/Weak; Reopening)
Vs Strong (Incl 16) Multy-Landy SS5. 2♣ – 4+♥/4+♠; Resp: 2♦ – bid best, 2♥/♠ – NF, 2NT – Relay 2♦ – major one suiter; Resp: 2♥/♠ – p/c; 2NT – Relay 2♥/♠ – 5+♥/♠&4+♣/♦; Resp: 2NT – Relay; 3♣/♦ – natural Vs Weak (< 16) Landy 2♣ – 4+♥/4+♠; Resp: 2♦ – bid best, 2♥/♠ – NF, 2NT – Relay Reopen only in MP (pairs) against strong NT – DONT VS PREE (Doubles; Cue-bids; Jumps; NT bids) DBL – T/O; NT – nat; Cue bid at 4th level – 2-suiter 4 minor with jump – 5/5 with major
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL – ♣; 1 st level – L/D; 1NT – onesuiter; 2 nd level DON'T from 44 vs 2♣: DBL – ♣
VS OPPONENTS TAKEOUT DOUBLE
RDBL – strong, F to 2NT or dbl, exc 1♦-(dbl)-rdbl – 4+♥ Jump raise – PRE After 1♥/♠-(dbl) – transfers, 2NT= INV with support

LEADS AND SIGNALS		
Opening Leads style		
	Lead	In part suit
Suit	From H 3/5, from small MUD	Same
NT	Attitude	
Subseq	Vs NT 10&9 0/2, direct in figures	
Leads		
	vs. Suit	vs. NT
Ace	AKx(+) ,Ax(+)	same
King	AK(+), KQ(+)	Asks to unblock
Queen	AQJ(+), QJ(+), Qx	same, KQx(+)
Jack	KJ10(+), J10(+), Jx	J10(+), Jx
10	H109(+), 10x	A/KJ10(+), 109x(+), (H)10x
9	9x, 109x(+)	H109(+), 9x
small	Sx, xSx, xSxx	Sx, xSx, x/HSSS (attitude)
Signals in order of priority		
	Partner lead	Declarer lead
Suit	Lo – encour / UDCA Lo/Hi – even General suit pref	Same Same Same
NT	Lo/Hi – even Lo – encour General suit pref	Lo/Hi - even General suit pref
Discard	Hi&E =Higher, Hi&O=Lower, Lo=this or nothing	
Other signals		
By trumps: General suit preference (rare count)		
NT: High in 2 nd trick (other suit) encour partners opening lead, discour self lead		
From xxxx discards on partners lead could be xx12		
DOUBLES		
Takeout doubles		
T/O – Opening values; RESP: Cue – F1, Other – NF, except (1♠)-dbl, now 1♦ – neg, 1♥/♣ – 7+, F1		
Reopen: 8+, may be very weak when feel trapping		
Special artificial and competitive doubles		
NEG DBL through 7♥ after 1♦/♥/♠ opening		
PEN DBL through 7♥ after 2♦ and above opening		
Lightner vs slam		
Double vs splinter (except green vs red): LD to highest suit		
Vs Strong NT		
2 nd seat dbl – =4M, 5+m		
4 th seat MP – one-suiter		

WBF Convention Card
Category: GREEN NCBO: Russia Tatiana Dikhnova #500329 // 59182 Tatiana Ponomareva #500115 // 24058 Mikhail Krasnoselskii #500072 // 23417
SYSTEM SUMMARY
General approach and style: NATURAL + TRANSFERS 1♣ – 2♣+, 11-21 1♦ – 4♦+, 11-21 1♥/♠ – (9)10-21 5+♥/♠ 1NT – (14)15-17 2♣ – any GF or 22-23 bal 2♦ – (4)5-10 unbal, both majors 4+4+ 2♥/♠ – weak 2, from 5 cards 2NT – 20-21 bal 2 over 1 – GF (except 1♠-2♥, 1♣-2♠) 1NT over 1♥/♠ – F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ – (4)5-10 unbal, both majors 4+4+ Transfer bids after 1♣/♦/♥/♠-(dbl/1S) SS4
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
We are nice! Be nice with us, please! We open higher suit with (65)+ We open 1♦ with 4♦ and 5+♠ (1S)-2S'..4S'-(dbl) – trf starting from rdbl, fit+LD or own suit Transfer to cue – shortness + fit, NT – natural SS5.2
PHYSICS
Rare, but happens

OP	ART	MIN CARD	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	7nt	11-21, 2♣+ if 4432	Major preference 1♦/♥ – trf; 1♠ – 5+, trf to NT, mb 4/5♦&4♠ 1NT – 8-10 bal, nt hand, 2♣ – 10+, 5♠; 2♦ – GF, 5♦+, denies 4♠/♥/♠, 2♥/♠ – 5♠&4♥+ NF/INV	1♠-1♦-1♥ – 3♥ or 4♥, 17+ 1♠-1♠-1NT-2♥ – GF, 5♦+/4♠+; 1♠-1♠-1NT-2♠ – GF, 4♦/4♠ 1♠-1♦-2♠ – GF, 6♠+; 1♠-1S-2NT – 18-19 bal; 1♠-1♦/♥-1any → 2way CB SS2.3 SS2.4 , direct transfers to canape	
1♦		4	7nt	11-21, 4♦+, mb 5♠	Major preference 2♠ – GF, 4♦; 2nt – 11-12 INV 3♠ – preemptive or Splinter 10-13. 3♠ – INV, 4♦+, no S	1♠-1x-1y: 2way check-back SS2.2 SS2.4 , direct transfers to canape 1♦-1♥-2♠ – GF, 6♦ 1♦-2♠: 2♦ – no other bid, 2♥ – 11-14, 4♠; 2♠ – 11-14, 6♦	Opening may be weaker with good suit
1♥/♠		5(4)	7nt	10-21, 5♥/♠+	1NT – F1, 2-15 pc 1♥-3♠/♦ – 9-11, good 6+; 1♥-3♥ PRE 1♥-2NT – INV with (3)4+fit 2/1 GF except 1♠-2♥	1♥-1♠-1nt: 2way check-back SS2.1 , direct trf to canape, 4♠/♦ – void 1♥-2♠/♦-2♥ – 4♠ Extra length transfers SS3	Opening may be weaker with good suit; May be good 4card; 2♠ – DRURY fit (3 rd seat)
1NT			7nt	15-17 balanced	2♠ – NF Stayman; 2♦/♥ – trf ♥/♠ 2♠ – trf ♠; 2NT – 4+4+♠/♦ or trf ♦ 3♠/♦ – INV good 6 3♥/♠ – “5431” ♥/♠ shortness	1NT-2♠-2♦: 2♥ – NF majors; 2♠ – relay; 3♠ – 0-1M; 3♦ – 0-1m 1NT-2♠-2♥: 2♠ – relay; 3♠ – 0-1♥; 3♦ – 0-1m 1NT-2♠-2♠: 3♠ – relay; 3♦ – 0-1m; 3♥ – 0-1♠4♥ After trf to M → 2 nd trf, GF minor, INV major (2♠ trf to NT, INV, mb unbal)	
2♣	x	0	7nt	GF any or 22-23 balanced	2♦ – relay Kokish 2♥/♠ – Good suit 5+ 2NT – 55 minors, F in both	2♣-2♦-2♥: 5+♥ or GF balanced, 2♣-2♦-2nt: 22-23 2♣-2♦-2♥-2nt: 6♠	
2♦	x	0		(4+5+) ^{♥+♠} , (4)5-9(10)	2♥/♠ – NF, 3♥/♠ – PRE; 2NT – GF Relay; 3♠ – pp to 3♦, INV with fit, 3♦ – INV 33	2♦-2NT Resp: 3♠ – 5♥4♠; 3♦ – 5♠4♥; 3♥/♠ – max/min 55;	NV may be very weak May be 4432
2♥/♠		6(5)		V: 6-10 NV: 3-9	2NT – INV+ Relay, response min-max 2♠ – NF Raise – PRE	Apply one suit model	NV may be very weak
2NT			7nt	20-21 balanced	2♠ – Stayman 4 answers; 3♦/♥ – trf ♥/♠	2nt-3♠-3♥-3♠ – SI with ♥, 2nt-3♠-3nt-4♦/♥ – trf to 4♥/♠	
3S		NV: (5)6 V: (6)7		NV ag V: destr V as NV: like AKJxxxx Oth: 1-2 seat classic 3-4 seat random	New suit – F1	HIGH LEVEL BIDDING CUE – 1 st or 2 nd round, void priority RKCB – 1430, then if asking for K: 0 or 3, lowest or 2 others, middle or 2 others, high or 2 others With void after RKCB 5NT – 2 aces, no queen, any void 6x – 2 aces, trump queen and void natural, if not possible – void in high suit 5NT after RKCB – INV to 7 5NT w/o RKCB if fit – Josephine: 6♠ – NEG; 6♦ – 1H; etc; 6NT – 2H; 7 – 3H 5NT w/o RKCB if no clear fit – pick a slam	
3NT	x			1-3 seat: solid 7card minor 4 seat: to play	4♣ – P/C; 4♦ – ask for S		
4♠/♦		7		PRE			
4♥/♠		6		To play (rather pre)			
4NT	x			65+ Minors			

1. Rules and Models

- Slower – stronger Faster – weaker. Lower bid – good distribution, high bid – bad distribution
- If we have two Singletons, rule is – If you may bid singleton natural, next bid if second one. If it's two art bid – by steps
- Models of One suit, 9 cards, 10 card major/minor, 11 cards (3nt 11 other void)
- Void priority / Major preference on 1 minor / Rdbl – never with support
- 1♠-(p)-1♠-(2♥)-.....-3♣ – nf
- In 4hand bidding dbl or cuebid are strong, others bids NF
- If we have fit, we show shortness (no on 2M relay), on relay w/o fit – we show distribution (fragment)
- In case of major fit 3nt NF only in case of 8 cards fit and both hands are balanced. If 5/4 or fit + 5 cards of fit + S 3nt is waiting
- If repeat of suit in 2nd level promises 6 cards, 2nt on relay. If not – 2nt is INV
- Extra length transfers Always after 1x(M)-2y-2x/z-2x/2nt (mb z fit)

2. 2way cheek-back

1♠-1♦-1♥; 1♠-1♦-1♠; 1♠-1♦-16k; 1♠-1♥-1♠; 1♠-1♥-16k; 1♦-1♥-1♠; 1♦-1♥-16k; 1♦-1♠-16k; 1♥-1♠-16k

Main principles:

Bidding after 1♠/♦ and 1♥ is different because of major/GF preference. After 1♥ direct trf in 3rd level is 55, after 1m – canape.

All direct splinters on last natural major

If we bid 2♣ and after 2♦ jump to 3nt – we promise 5 card and asks to choose. Otherwise 3nt is to play.

2.1 1♥-1♠-1nt (With 4♣ and fit we have exactly INV, otherwise we start from 2♣)

First answers

2♣ – trf to 2♦ (weak ♦ or any invitational)
 2♦ – ~any GF (no 5/5) → 2♥ no fit, 2♠ fit 3 cards → →
 2♥ – INV
 2♠ – NF
 2nt – trf to ♣ (weak or GF 55) → 3♣ autobid → S with GF
 3♣ – GF, trf ♦ (5/5) → 3♦/♠ fit (3♥ 622) → 10CM, 3♥ 4th suit
 3♦ – SI, trf to ♥, 3 card fit ♥ + 5♠ → 3♥ waiting → S (3nt F1)
 3♥ – GF, solid 6♠ → 3♠ relay → 3nt no S, 4S – S
 3♠ – INV to 4♠, not 3nt
 4♠/♥ – autosplinter to void

1♥-1♠-16k-2♦-2♥
 Trf -2. Accept direct – good hand, fit
 2♠ – trf 4♠+
 2nt – trf to 4♦+
 3♣ – trf to 4♥ → 3♥ good hand → **9CM**
 3♦ – trf to so-so 6♠ → 3♥ good ♥, 3♠ positive to ♠
 → 3nt – no S, 4♠/♦ – S
 3♥/3♠ – 64 S by steps
 3nt – to play
 4♠/♦ – void, 4♥

1♥-1♠-16k-2♦-2♠

trf -1, after accept trf **9CMm**, otherwise **9CMM**
 2nt – trf 4♠+
 3♣ – trf to 4♦+
 3♦ – trf to 4♥ → 3♥ → **9CM**
 3♥ – trf to so-so 6♠ → 3♠ → 3nt – no S, 4♠/♦ – S
 3♠ – 6♠4♥ → 3nt F1 → 4♠/♦ – S, after on 1st major
 3nt – to play
 4♠/♦ – void, 4♥

2.2 1♠-1♥-1♠ etc 1♦

Main principles: Any fit now is possible. All direct bids on last natural major. Direct trf on 3rd level – canape, 5+

First answers

1♦-1♥-1♠
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ no fit, 2♠ fit 3c, 2nt – 18-19, other 15+ nat, unbal
 2♥ – NF
 2♠ – NF
 2nt – W/S, trf to 5♠+, pp to 3♣
 3♣ – GF, trf to 5♦+
 3♦ – GF, solid 6♥ → 3♥ → **1SM**
 3♥ – INV to 4♥, not 3nt (otherwise 2♠)
 3♠ – INV to 4♠, not 3nt (otherwise 2♠)
 3nt – to play
 4♠/♦ – void, 4♠

1♦-1♥-1nt
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ no fit, 2♠ fit 3c
 2♥ – NF
 2♠ – GF, natural
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, solid 6♥ → 3♥ → **1SM**
 3♥ – INV to 4♥, not 3nt
 3♠ – autosplinter to void
 3nt – to play
 4♠/♦ – autosplinter to void

1♠-1♥-1nt
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ no fit, 2♠ fit 3c
 2♥ – NF, ~5/5 (c 5/4 cpaзы 2♥)
 2♠ – NF
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, trf to 5♥+
 3♥ – GF, solid 6♠ → 3♠ → **1SM**
 3♠ – INV to 4♠, not 3nt
 3nt – to play
 4♠/♦ – autosplinter to void

Continuation

1♦-1♥-16k-2♦-2♥
 Trf -2. Accept direct – good hand, fit → **9CM**
 2♠ – trf 4♠+
 2nt – trf to 4♦+
 3♣ – trf to so-so 6♥ → 3♥ good hand → **1SM**
 3♦/3♥ – 6♥4♦ S by steps
 3nt – to play

1♦-1♥-1♠-2♦-2♥
 2♠ – trf 4♠+
 2nt – trf to 4♦+
 3♣ – trf to so-so 6♥ → 3♥ good hand → **1SM**
 3♦ – trf to 4♠, 5♥ → 3♠ good hand → **9CM**
 3♥ – 6♥4♠ → 3♠ → **10CM**
 3♠ – 4♠ no S, no 5♥ → 3nt to play
 3nt – to play
 4♠/♦ – S, 4♠

1♦-1♠-16k-2♦-2♥
 2♠ – trf 4♠+
 2nt – trf to 4♦+
 3♣ – trf to 4♥+
 3♦ – trf to so-so 6♠ → 3♠ good hand on ♠ → **1SM**
 3♥/3♠ – 6♠4♦ S by steps
 3nt – to play

1♦-1♥-16k-2♦-2♠
 trf -1, after accept trf **9CMm**, otherwise **9CMM** 2nt – trf 4♠+
 3♣ – trf to 4♦+
 3♦ – trf to so-so 6♥ → 3♥ → **1SM**
 3♥/3♠ – 6♥4♦ S by steps
 3nt – to play

1♦-1♥-1♠-2♦-2♠
 2nt – trf 4♠+
 3♣ – trf to 4♦+
 3♦ – trf to so-so 6♥ → 3♥ → **1SM**
 3♥ – trf to 4♠, 5♥ → 3♠ → **9CM**
 3♠ – 4♠ no S, no 5♥
 3nt – to play
 4♠/♦ – S, 4♠

1♦-1♠-16k-2♦-2♠
 2nt – trf 4♠+
 3♣ – trf to 4♦+
 3♦ – trf to 4♥+
 3♥ – trf to so-so 6♠ → 3♠ → 3nt – no S, 4♠/♦ – S
 3♠ – 6♠4♦ → F1 → 4♠/♦ – S, after on 1st major
 3nt – to play

2.3 1♠-1♦-1♥ etc 1♠

First answers

1♠-1♦-1♥
 2♣ – pp 2♦ (weak ♦ or any INV)
 2♦ – GF → 2♥ min, 2♠ max
 2♥ – NF
 2♠ – GF, 4♠
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, good 6♥ → 3♥ → **1SM**
 3♥ – INV to 4♥, not 3nt (2♠)
 3♠ – void, autosplinter
 3nt – to play
 4♠/♦ – void, autosplinter

1♠-1♦-1♠
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ min, 2♠ max
 2♥ – NF
 2♠ – NF
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, solid 6♥ → **1SM**
 3♥ – INV to 4♥, not 3nt
 3♠ – INV to 4♠, not 3nt
 3nt – to play
 4♠/♦ – void, 4♠

1♠-1♦-1nt
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ no fit, 2♠ fit
 2♥ – NF, ~5/5 (c 5/4 cpaзы 2♥)
 2♠ – GF, 4♠
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, solid 6♥ → 3♥ → **1SM**
 3♥ – INV to 4♥, not 3nt
 3♠ – void, autosplinter
 3nt – to play
 4♠/♦ – void, autosplinter

1♠-1♥-1♠
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ min, 2♠ max
 2♥ – NF, ~5/5
 2♠ – NF
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, trf to 5♥+
 3♥ – GF, good 6♠ → **1SM**
 3♠ – INV to 4♠, not 3nt
 3nt – to play
 4♠/♦ – void, autosplinter to void

1♠-1♥-1nt
 2♣ – trf to 2♦ (weak ♦ or any INV)
 2♦ – ~any GF → 2♥ no fit, 2♠ fit
 2♥ – NF, ~5/5 (c 5/4 cpaзы 2♥)
 2♠ – NF
 2nt – W/S, trf to 5♠+
 3♣ – GF, trf to 5♦+
 3♦ – GF, trf to 5♥+
 3♥ – GF, solid 6♠ → 3♠ → **1SM**
 3♠ – INV to 4♠, not 3nt
 3nt – to play
 4♠/♦ – void, autosplinter to void

Continuation after 2♥

1♠-1♦-1♥-2♦-2♥

2♠ – trf 4♠+
2nt – trf to 4♦+
3♠ – trf to so-so 6♥ → 3♥ enc → **1SM**
3♥/3♥ – 6♥4♠ S by steps
3nt – to play

1♠-1♦-1♠-2♦-2♥

2♠ – trf 4♠+
2nt – trf to 4♦+
3♠ – trf to so-so 6♥ → 3♥ enc → **1SM**
3♦ – trf to 4♠, 5♥ → 3♠ enc → **9CM**
3♥ – 6♥4♠ → 3♠ → **10CM♠**
3♠ – 4♠ no S, no 5♥ → 3nt to play
3nt – to play
4♠/♦ – S, 4♠

1♠-1♦-16K-2♦-2♥

2♠ – trf 4♠+
2nt – trf to 4♦+
3♠ – trf to so-so 6♥ → 3♥ enc → **1SM**
3♥/3♥ – 6♥4♠ S by steps
3nt – to play

1♠-1♥-1♠(1nt)-2♦-2♥

2♠ – trf 4♠+
2nt – trf to 4♦+
3♠ – trf to 4♥+
3♦ – trf to so-so 6♠ → 3♠ enc ♠ → **1SM**
3♥/3♠ – 6♠4♠ S by steps
3nt – to play

Continuation after 2♠

1♠-1♦-1♥-2♦-2♥-2♠

2nt – trf 4♠+
3♠ – trf to 4♦+
3♦ – trf to so-so 6♥ → 3♥ → **1SM**
3♥/3♠ – 6♥4♠ S by steps
3nt – to play

1♠-1♦-1♠-2♦-2♠

2nt – trf 4♠+
3♠ – trf to 4♦+
3♦ – trf to so-so 6♥ → 3♥ → **1SM**
3♥ – trf to 4♠, 5♥ → 3♠ → **9CM**
3♠ – 4♠ no S, no 5♥
3nt – to play
4♠/♦ – S, 4♠

1♠-1♦-16K-2♦-2♠

2nt – trf 4♠+
3♠ – trf to 4♦+
3♦ – trf to so-so 6♠ → 3♠ → **1SM**
3♥/♠ – 6♥4♠ S by steps
3nt – to play

1♠-1♥-1♠(1nt)-2♦-2♥

2nt – trf 4♠+
3♠ – trf to 4♦+
3♦ – trf to 4♥+
3♥ – trf to so-so 6♠ → 3♠ → **1SM**
3♠ – 6♠4♠ → 3nt F1 → 4♠/♦ – S by steps
3nt – to play

2.4 After 2♠-2♦

1♠-1♠-1NT-2♠-2♦-2♥ – INV 55

Not 2♦ on 2♠ All over 3♠ GF, 18+

1♦-1♥-1♠-2♠

2♥ – 15-17, 4♠3♥5♦+
2♠ – GF, no 6♦, no 3♥
2nt – 18-19
3♠ – ????
3♦ – 18+, 6♠4♠, no 3♥
3♥ – 18+ 4♠3♥5♦+ → 3♠ 12CM♠
3♠ – ????

1♠-1♦-1♥-2♠

2♥ – 15-17, 3♥ unbal
2♠ – 15-17, 4♠3♥5♠+
2nt – 18-19
3♠ – 15+, 6♠3♥
3♦ – 18+, 3♥4♦5♠+
3♥ – 17+ 4♥
3♠ – 18+, 4♠3♥5♠+

1♠-1♦-1♠-2♠

2♥ – ~any GF
2♠ – 15-17, 4♠5♠+
2nt – 18-19
3♠ – 18+, 6♠
3♦ – 18+, 4135
3♥ – 18+, 4216, Fx ♥
3♠ – 18+, 4♠5♠, no 3♦

1♠-1♥-1♠-2♠

2♥ – 15-17, 3♠4♥5♠+
2♠ – 15-17, 3♠ unbal
2nt – 18-19
3♠ – 15+, 6♠, 3♠
3♦ – 18+ 3♠4♦5♠+
3♥ – 18+ 3♠4♥5♠+
3♠ – 17+, 4♠

Not 2♥/♠ on 2♠

1♦-1♥-1♠-2♠

2nt – 18-19
3♠ – 15+, 4441
3♦ – 15+, 6♠4♠, no 3♥
3♥ – 15+ 4♠3♥5♦
3♠ – ????

1♠-1♦-1♥-2♠

2nt – 18-19
3♠ – 15+, 6♠3♥
3♦ – 15+, 3♥4♦5♠+
3♥ – 17+ 4♥
3♠ – 15+, 4♠3♥5♠+

1♠-1♦-1♠-2♠

2nt – 18-19
3♠ – 15+, 4♠6♠
3♦ – ????
3♥ – 15+, 4♠6♠, Fx ♥
3♠ – ????

1♠-1♥-1♠-2♠

2nt – 18-19
3♠ – 15+, 6♠3♠
3♦ – 15+ 3♠4♦5♠+
3♥ – 15+ 3♠4♥5♠+
3♠ – 17+, 4♠

1♦-1♥-1♠-2♠ 3♦ – 15+, 6♠4♠, no 3♥ → 3♥ 6, 3♠ 12CM♠, 4♠ cue ♦, 4♦ – fit no ♠ cue / 3♥ – 15+ 4♠3♥5♦ → 3♠ 12CM♠, 4♠ cue on ♥, 4♦ – fit ♦

1♠-1♦-1♥-2♠-3♠ – 15+, 6♠3♥ → 3♥ 9CM♥, 3♠ – weak with ♦, 3♠ values for 36K, 4♠ cue ♦, 4♦ – fit no ♠ cue

3. Models and extra length transfers

1 suit model // 1SM

3nt – S
3/4S – S

10 cards major model // 10CMM

3nt – void
4S – S

12 cards model // 12CM

Repeat long suit (4+) – +1, repeat shortness – void. Repeat 3 – positive, 5431, 3nt negat, 5431
1♠-2♥-2♥-2nt-3♠-3♦
3♥ – 5530
3♠ – 6430
3nt – 5431 bad hand
4♠ – 5440
4♠ – 5431 good hand

9 cards model // 9CM

3nt – 5422 (6322)
3/4S – S

10 cards minor model // 10CMm

3nt – negat
3/4S – S
4m – 6511

Base rules:

After relay with fit with 5530 we show 3, after relay no fit, we decide. We have void priority.

To apply models we give fit in 2/3 levels. If we already bid 2nt natural we use fits by steps. If we didn't – we apply only natural fits. If we have only one free bid before 3nt – it's fit on farthest suit. Other bids are cubids in nearest suit. After relay with fit we play in this suit except if we found 6/3 hearts after 2spades relay with 4/4.

Case 1. 1x-1y-2x (we know 6 in opening suit)

1♠-1♦-2♠, 1♦-1♥/♠-2♠, 1♥-1♠-2♥. We have no nt INV. Inv is only 3 in our suits.

1♦-1♥-2♦-?

3♥/♥ – INV
2♠/3♠ – nat, can't bid NT
2NT – F1

3♠ – 3♥ (partners suit) → 3♦ – fit in ♦, **9CM♠**; 3♥ – fit in ♥, **9CM♥**
3♠/4♠ – cue on ♥
3♦ – S♠ (re 7♦, т.к. не более 5 карт мажоракх)
3♥ – S♥
3♠ – S♠

1♥-1♠-2♥-?

3♥/♠ – INV
3♠/♦ – nat, can't bid NT
2NT – F1

3♠ – 3♠ (partners suit) → 3♦ – cue on ♠; 3♥ – fit in ♥, **~9CM♥**; 3♠ – fit in ♠, **~9CM♠**
3♠ – S♠ (re 7♦, т.к. <= 5 карт сбоях)
3♥ – S♥
3♠ – S♠

Case 2. 1M-2x-2y/M (we know 5/4 or 5)

Direct fit on 3rd level shows minimal hand. 2nt denies fit if we could give fit in 2nd level. After we apply extra length transfers. 3nt always 5422, 3♠ – wrong fragment.

Case 2.1. 1M-2x-2y with 2nd suit. So, we have to bids to show more cards, right and wrong fragments, 5422.

1♠-2♠-2♦-? 2♥ – can't bid NT, 3♠ – 6+♠ → nat,
3♥/♠ – fit, minimum
2NT – waiting, no ♠ fit →→→
3♠ – 5♠5♦ → 3♦ – **10CM♠**, 3♥ – cue on ♦, 3♠ – may be play in 52 fit?
3♦ – 5♠4♦3♠ – «right» fragment → 3♥ – **12CM♦**
(only 1 bid before 3nt); 3♠ – may be play in 52 fit?; 4♠ – play in ♠
3♥ – 6♠4♦ → 3♠ – **10CM♠**; 4♠/♥ – cue on ♦; 4♦ – fit in ♦
3♠ – 5♠4♦3♥ – only ♦ fit is possible → 4♠ – fit ♦ with
A♠; 4♦ – fit ♦ no A♠; 4♠ – may be play in 52 fit?
3NT – 5422

1♠-2♠-2♥

2NT – waiting no ♠ fit →→→
3♠ – 5♠4♥3♠ – «right» fragment → 3♦ – **12CM♠**;
3♥ – **12CM♥**; 3♠ – may be play in 52 fit?
3♦ – 5♠5♥ → 3♥ – **10CM♥**; 3♠ – may be play in 52 fit?
3♥ – 6♠4♥ → 3♠ – **10CM♠**; 4♠/♦ – cue with ♥ fit
3♠ – 5♠4♥3♦ → 4♠ – fit in ♥, 4♦ – fit in ♦; 4♠ – may be play in 52 fit?
3NT – 5422

1♠-2♦-2♥-?

3♠ – can't bid NT, 3♦ – 6+♦ → nat; 3♥/♠ – fit, minimum
2NT – waiting, no ♠ fit →→→
3♠ – 3♦ → 3♦ – **12CM♦**; 3♥ – **12CM♥**; 3♠ – may be play in 52 fit?
3♦ – 5♠5♥ → 3♥ – **10CM♥**; 3♠ – may be play in 52 fit?
3♥ – 6♠4♥ → 3♠ – **10CM♠**
3♠ – 5♠4♥3♠ only fit ♥ is possible → 4♠ – fit in ♥
3NT – 5422

2♠ – fit ♠, waiting. Here we can show min with
2NT (except 5♠5♦) → relay 3♣ same answers. Direct
3♣-3NT is maximum

1♥-2♣-2♥-? → 3♣ – 6+♣; 3♦ – can't bid NT
3♥/♠ – fit, min
2NT – waiting, no ♠ fit →→→
3♣ – 3♣ («right» fragment) → 3♦ – **12CM♠**; 3♥ –
12CM♥; 3♠ – I don't know
3♠ – 4♠6♥ → 3♥ – **10CM♥**; 3♠ – I don't know
3♠ – 4♠5♥3♦ («wrong» fragment) → only fit ♥ is
possible → 4♣ – fit in ♥
3NT – 5422
3♥ – free bid, «I have all» – 4603 with right fragment
→ 3♠ – ♥ fit; 4♣ – ♠ fit
1♥-2♣-2♥-? → 2♠ – fit ♠, waiting
2NT any min except 3♣ bid (4♠5♥3♦), direct 3♣-3NT
– max:
3♣ – 3♣ («right» fragment) → 3♦ – **12CM♠**; 3♥ –
12CM♥; 3♠ – **12CM♠**
3♠ – 4♠6♥ → 3♥ – **10CM♥**; 3♠ – **10CM♠**
3♠ – 4♠5♥3♦ («wrong» fragment)
3NT – 5422
3♥ – free bid, «I have all» – 4603 with right fragment
→ cue on ♠

1♥-2♣-2♥-? → ~ same, 2♥ – fit ♥, waiting → 2♠ any
negat → 2NT relay;
2♠ – can't bid NT; 3♣ – 6+♣; 3♦/♥ – fit, min
2NT – waiting (no ♥ fit) →→→
1♥-2♣-2♥-2nt?
3♠ – 55 → 3♦ – **10CM♦**; 3♥ – **10CM♥**; 3♠ – I don't
know
3♦ – 6♥4♦ → 3♥ – **10CM♥**; 3♠ – **10CM♦**
3♥ – 5♥4♦3♣ («right» fragment) → 3♠ – **12CM♦**; 4♣
– ♠ fit
3♠ – 5♥4♦3♣ («wrong» fragment), only ♦ is possible
→ 4♣ – fit ♦ with A♠; 4♦ – fit ♦ no A♠
3NT – 2542 → 4♣ – fit ♦ with A♠; 4♦ – fit ♦ no A♠;
1♥-2♣-2♥-2♥-? fit ♥, waiting
2NT – 2542
3♠ – 55 → 3♦ – **10CM♥** with 3♦; 3♥ – **10CM♥**; 3♠ –
ace on ♥ (because no relay – A♠ as well)
3♦ – 6♥4♦ → 3♥ – **10CM♥**; 3♠ – ace on ♥ (because
no relay – A♠ as well)
3♥ – 5♥4♦3♣ («right» fragment) → 3♠ – **12CM♥**
3♠ – 5♥4♦3♣ («wrong» fragment) → 3nt – waiting no
cue ♠, 4♣/♦ – cue

2♠ – fit ♠, waiting. Here we can show min with
2NT (except 543♦) → relay 3♣ same answers. Direct
3♣-3NT is maximum

1♥-2♦-2♥-? Same as **1♥-2♣-2♥**, with ♦ «right»
fragment → 2♠ – fit ♠, waiting; 2NT – waiting (no ♠
fit); 3♣ – 6+♣ → nat; 3♦ – 4th suit; 3♥/♠ – fit, min
1♥-2♣-2♥-2nt-? →→→
3♠ – 4513 → 3♦ – **12CM♠**; 3♥ – **12CM♥**; 3♠ – I don't
know
3♦ – 6♥4♦ → 3♥ – **10CM♥**; 3♠ – I don't know
3♥ – free bid, «I have all» – 4630 → 3♠ – ♥ fit; 4♣ –
♠ fit
3♠ – 5♥4♦3♣ («wrong» fragment) → only ♥ fit is
possible → 4♣/♦ – fit ♥ with A
3NT – 2542 → 4♣/♦ – cue with fit ♥
1♥-2♣-2♥-2♠-? → 2NT any min except 3♣ bid
(4♠5♥3♦), direct 3♣-3NT – max:
3♠ – 4513 → 3♦ – **12CM♠**; 3♥ – **12CM♥** with 3♥
3♦ – 6♥4♦ → 3♥ – **10CM♥** NB! Found 63; 3♠ –
10CM♠
3♥ – free bid, «I have all» – 4630 → 3♠ – play in ♠;
4♣/♦ – cue with 3♥
3♠ – 5♥4♦3♣ («wrong» fragment) → 3nt – F1;
4♣/♦/♥ – cue with ♠ fit
3NT – 2542

Case 2.2. 1M-2x-2M

When we didn't show 2nd suit, after relay suits lower than 2x are natural. After answer 1M-2m-2M-2nt: 3♦ – 63 with right fragment (and 2 9CM); 3♥ – 6M no 3m (and 1SM); 3♠ – right fragment. **1♠-2♥-2♠-26k**: 3m nat – min, 3♥ – 6♠ no 3♥, 3♠ – 6/3 (with 5/3 direct 3♥). After 1M-2x-2nt and relay 3♣ 4 card is not possible, so all as after 1M-2x-2M.

1♠-2♠-2♠-? → 3♣ – 6+♣; 3♦/♥ –
seminat, can't bid nt
3♠ – fit, not max but slam is possible
2NT – waiting →→→
3♣ – 4+♣, min
3♦ – 6♠3♦ → 3♥ – **9CM♠**; 3♠ – **9CM♠**
3♥ – 6+♠ → 3♠ – **1SM♠**
3♠ – 5♠3♣ «right» fragment →
4♣ – fit ♣; 4♦ – fit ♦
3NT – nothing special (5332)

1♠-2♠-2♠-? → 3♣ – 4+♣; 3♦ – 6+♦; 3♥ –
seminat, can't bid nt; 3♠ – fit, not max
but slam is possible
2NT – waiting →→→
3♣ – 4+♣, min
3♦ – 6♠3♦ → 3♥ – **9CM♠**; 3♠ – **9CM♠**
3♥ – 6+♠ → 3♠ – **1SM♠**
3♠ – 5♠3+♦ «right» fragment →
4♣ – fit ♣; 4♦ – fit ♦
3NT – nothing special (5332)

1♠-2♠-2♠-? → 3♣ – 4+♣; 3♦ – 6+♦; 3♥ –
seminat, can't bid nt; 3♠ – fit, not max
but slam is possible
2NT – waiting →→→
3♣ – 4+♣, min
3♦ – 6♠3♦ → 3♥ – **9CM♠**; 3♠ – **9CM♠**
3♥ – 6+♠ → 3♠ – **1SM♠**
3♠ – 5♠3+♦ «right» fragment →
4♣ – fit ♣; 4♦ – fit ♦
3NT – nothing special

1♠-2♥-2♠-? → 3♦/♠ – 4+♠/♦; 3♥ –
6+♥; 3♠ – fit, not max but slam is
possible
2NT – waiting →→→
3♠/♦ – 4+♠/♦, min
3♥ – 6+♠ → 3♠ – **1SM♠**
3♠ – 6♠3♥ – «right» fragment →
4♣ – fit ♥; 4♦ – fit ♠
3NT – nothing special

1♥-2♠-2♠-? → 3♣ – 6+♣; 3♦/♠ – seminat, can't bid nt; 3♥ – fit, not max but
slam is possible; 2NT – waiting →→→
3♣ – 4+♣, min
3♦ – 6♥3♦ → 3♥ – **9CM♥**; 3♠ – **9CM♠**
3♥ – 6+♥ → 3♠ – **1SM♠**
3♠ – 5♥3♣ – «right» fragment → 4♣ – fit ♣; 4♦ – fit ♥
3NT – nothing special

1♥-2♠-2♠-? → 3♣ – 4+♣; 3♦ – 6+♦; 3♥ – fit, not max but slam is possible;
3♠ – seminat, can't bid nt; 2NT – waiting →→→
3♣ – 4+♣, min
3♦ – 6♥3♦ → 3♥ – **9CM♥**; 3♠ – **9CM♠**
3♥ – 6+♥ → 3♠ – **1SM♥**
3♠ – 5♥3+♦ – «right» fragment → 4♣ – fit ♥; 4♦ – fit ♦
3NT – nothing special

1♠-2♠-2NT-3♠-?

3♦ – 6♠3♦ → 3♥ – **9CM♠**;
3♠ – **9CM♠**
3♥ – 6+♠ → 3♠ – **1SM♠**
3♠ – 5♠3+♠ – «right»
fragment →
4♣ – fit ♣; 4♦ – fit ♠
3NT – nothing special

1♠-2♦-2NT-3♠ (waiting)-?

3♦ – 6♠3♦ → 3♥ – **9CM♠**;
3♠ – **9CM♠**
3♥ – 6+♠ → 3♠ – **1SM♠**
3♠ – 5♠3+♦ – «right»
fragment → 4♣ – fit to
пику; 4♦ – fit ♦
3NT – nothing special

1♠-2♥-2NT-3♠ (waiting)-?

3♦ – 6♠3♥ → 3♥ – **9CM♥**; 3♠ –
9CM♠
3♥ – 6+♥ → 3♠ – **1SM♠**
3♠ – 5♠3+♥ – «right» fragment →
4♣ – fit ♥; 4♦ – fit to ♠
3NT – нет фита → 4♣ – fit to
черву; 4♦ – fit to пику
4♣/♦ – splinter, 14-15

1♥-2♠-2NT-3♠ (waiting)-?

3♦ – 6♥3♠ → 3♥ – **9CM♥**;
3♠ – **9CM♠**
3♥ – 6+♥ → 3♠ – **1SM♥**
3♠ – 5♥3+♠ – «right»
fragment → 4
♣ – fit ♣; 4♦ – fit ♥
3NT – nothing special

1♥-2♦-2NT-3♠ (waiting)-?

3♦ – 6♥3♦ → 3♥ – **9CM♥**;
3♠ – **9CM♠**
3♥ – 6+♥ → 3♠ – **1SM♥**
3♠ – 5♥3+♦ – «right»
fragment →
4♣ – fit ♥; 4♦ – fit ♦
3NT – nothing special

4. Transfers and some defence

4.1 First level intervention

In position 1x-(1y/dbl) we always play transfers. Base rules: if we can give transfer on 1st level, on 2nd trf is GF or weak, on 3rd INV; after 1M-(dlb) starting from 2nt
as w/o dbl, direct fir is 8-10, trf 4-7 or INV+. After 1♠ intervention 1nt not natural; 3rd level before opp suit is natural, after – trf; after trf to M we can bid 1nt with 3M

4.1.1. After 1♠

1♠-(dbl)-?

Rdbl – 11+, F to 2nt or dbl
1♦ – trf ♥ (4+)
1♥ – trf ♠ (4+)
1♠ – trf nt or ♣
1nt – 7-10(11)
2♠ – trf ♦ (2♠-3♦ is INV)
2♦ – W(6-9)/S(GF), trf ♥
2♥ – W/S, trf ♠
2♠ – W/S, trf ♣
2nt – INV, natural
3♠ – INV, natural
3♦/♥ – INV, trf ♥/♠

1♠-(1♦)-?

dbl – trf ♥ (4+)
1♥ – trf ♠ (4+)
1♠ – trf nt or ♣
1nt – 7-10(11)
2♠ – GF, no 4 major
2♦ – W/S, trf ♥
2♥ – W/S, trf ♠
2♠ – W/S, trf ♣
2nt – INV, natural
3♠ – INV, natural
3♦/♥ – INV, trf ♥/♠

1♠-(1♥)-?

dbl – trf ♠ (4+)
1♠ – trf nt or ♣
1nt – 7-10(11)
2♠ – trf ♦
2♦ – GF, no 4♠
2♥ – W/S, trf ♠
2♠ – W/S, trf ♣
2nt – INV, natural
3♠/♦ – INV, natural
3♥ – INV, trf ♠

1♠-(1♠)-?

dbl – 4♥
1nt – 7-10(11)
2♠ – trf ♦
2♦ – trf ♥
2♥ – GF, no 4♥
2♠ – W/S, trf ♠
2nt – INV, natural
3♠/♦/♥ – INV, natural

4.1.2. After 1♦

1♦-(dbl)-?

pas – natural, possible with good hand (rdbl not natural)
rdbl – 4♥+. Usually 4-5♥ → 1♥ – 3cards
1♥ – 4♠ → 1♠ – 3cards
1♠ – trf nt or to ♣ (no 4♥/♠)
1nt – natural
2♣ – trf ♦
2♦ – W/S, trf to 6♥
2♥ – W/S, trf to 6♠
2♠ – W/S, trf to 6♣
2nt – natural, INV
3♣/♥/♠ – INV
3♦ – pre

1♦-(1♥)-?

Dbl – trf to ♠ Usually 4-5♠ → 1♠ – 3cards
1♠ – trf to nt or to ♣
1nt – natural
2♣ – trf ♦
2♦ – GF, ~BAL, no 4♠
2♥ – W/S, trf to ♠, 6+
2♠ – W/S, trf to ♣, 6+
2nt – natural, INV
3♣ – INV with 6 cards
3♦ – pre
3♥ – INV-trf to ♠
3♠ – splinter ♥

1♦-(1♠)-?

D – take-out. Usually with 4♥ (weak and GF). Possible w/o and 4♥, INV.
1nt – trf ♣
2♣ – trf ♦
2♦ – trf ♥, NF+, no INV with 6
2♥ – GF, nt, 6e3 4♥
2♠ – W/S, trf to ♠, 6+
2nt – natural, INV
3♣ – INV with 6 cards
3♦ – pre
3♥ – INV with 6 cards
3♠ – splinter

4.1.3. After 1♥/♠

1♥-(dbl)-?

Rdbl – 11+
1♠ – minors 4+/4+
1nt – trf ♣
2♣ – trf ♦
2♦ – W/S, fit ♥
2♥ – 8-10, fit
2♠ – weak, 6♣

After as no dbl:
2nt – INV+ with fit
3♣ – INV, as no dbl
3♦ – INV, as no dbl
etc...

1♠-(dbl)-?

Rdbl – 11+
1nt – trf ♣
2♣ – trf ♦
2♦ – W/S, trf ♥
2♥ – W/S, fit ♠
2♠ – 8-10, fit

After as no dbl:
2nt – INV+ with 4fit
3♣ – INV, as no dbl
3♦ – INV, as no dbl
etc...

1♥-(1♠)-?

dbl – trf nt or ♣
1nt – trf ♣
2♣ – trf ♦
2♦ – W/S, fit ♥
2♥ – 8-10, fit
2♠ – W/S, trf ♣

After as no dbl:
2nt – INV+ with fit
3♣ – INV, as no dbl
3♦ – INV, as no dbl
etc...

4.1.4. After 1nt

1♠/♦-(1nt)-?

Multy/Landy
2♣ – 4♥+/4♠+
2♦ – One major
2♥ – 5♥+/4m
2♠ – 5♠+/4m
2nt – 5♣/5♦
3S – weak, natural

1♥-(1nt)-?

DONT
2♣ – 4♠+/4♠+
2♦ – 4♦+/4♠+
2♥ – fit
2♠ – NF, natural
2nt – 5♣/5♦
3S – weak, natural

1♠-(1nt)-?

DONT
2♣ – 4♠+/4♥+
2♦ – 4♦+/4♥+
2♥ – NF, natural
2♠ – fit
2nt – 5♣/5♦
3S – weak, natural

4.2 Second level intervention

After 1♠-(2S) no transfers

1♦-(2♣)-?

2♦ – trf ♥
2♥ – trf ♠
2♠ – GF no majors
2nt – INV, natural
3♣ – INV+, trf ♦
3♦ – pre

1♦-(2♥)-?

2♠ – NF, natural
2nt – INV, natural
3♣ – trf ♦
3♦ – ? about stopper
3♥ – trf ♠
3♠ – trf ♣

4.2.1 After 1♦

1♦-(2♠)-?

2nt – INV, natural
3♣ – trf ♦
3♦ – trf ♥
3♥ – ? about stopper
3♠ – trf ♣

4.2.2. After 1♥/♠

1♥/♠-(2♣) – NO TRANSFERS

2♦/♥/♠ – NF, natural
2nt – =INV, 4fit
3♣ – =INV 3fit of unbal GF with fit
3♦ – GF, natural
3M – pre
3OM – GF, natural
3nt – good strong raise to 4♥, FP
4♣ – splinter, FP
4♦ – natural+fit, FP
4♥ on 1♠ – to play

1♥-(2♦)

2♥ – NF
2♠ – NF, natural
2nt – trf to ♣
3♣ – ? about stopper
3♦ – INV, fit
3♥ – pre
3♠ – GF, natural
3nt – good strong raise to 4♥, FP
4♣ – natural+fit, FP
4♦ – splinter, FP
4♥ – to play

1♠-(2♦/♥)

2♥ – NF, natural
2♠ – NF
2nt – trf to ♣
3♣ – trf to ♦
3♦ – trf to ♥
3♥ – INV, fit
3♠ – pre
3nt – good strong raise to 4♠, FP
4♣/♦ – splinter if cue, natural+fit no cue, FP
4♥ – to play

1♥-(2♠)-?

2nt – trf to ♣
3♣ – trf to ♦
3♦ – INV, fit
3♥ – to play
3♠ – ? about stopper
3nt – good strong raise to 4♥, FP
4♣/♦ – natural+fit, FP
4♥ – to play

4.3 Third level intervention

1♠-(3♥)-4♣/♦/♥ – transfers ♦/♠/♣, with ♦ not GF

1♠-(3♦)-?

dbl – take out (no majors or both majors 4/5(6), 4/4, or 4-5♥ with stopper)
3♥ – GF (ex rebid 4♣) with ♠, 4-5♠, or slam try +6♠
3♠ – GF (ex rebid 4♣) with ♥, 4-5♥ without stopper in ♦ or slam try +6♥
3nt – to play (may be 4♠ with NT hand)
4♣ – GF, natural
4♦ – transfer for ♥ +6 cards
4♥ – transfer for ♠ +6 cards

1♠-(3♦)-dbl

- 3♥ – 4♥ → → →
- 3♠ – 4♠ or no majors, no stopper in ♦ →
- 4♠ – slam try with ♣
- 4♥ – 4♥/4♠ no stopper

1♠-(3♦)-3♥

- 3♠ – no 4♠, no stopper in ♦
- 3nt – to play
- 4♠ – slam try with ♣
- 4♦ – cue with support in ♠
- 4♥ – last train with support in ♠, no ♦ cue
- 4♠ – minimum with 4♠

1♠-(3♠)-?

- dbl – take out (no majors or both majors 4/5, 4/4, or 4/5 ♥ with stopper)
- 3♦ – NF, support in ♦
- 3♥ – GF, 4-5♠ game forcing, or slam try +6♠
- 3♠ – 4-5♥ without stopper in ♠ or slam try +6♥
- 3nt – to play (may be 4♠ with NT hand)
- 4♠ – GF+, 5♥+5♠
- 4♦ – transfer for ♥ +6 cards
- 4♥ – transfer for ♠ +6 cards
- 4♠ – good hand with ♦ support and shortness in ♠

1♦-(3♠)-dbl

- 3♦ – 4♠ → 3♥ relay → → →
- 3♥ – 4♥ (no 4♠, would be 4441) → 3♠ asking for stopper
- 3♠ – no major and no stopper (we can stop in 4♦)
- 3nt – no major and club stopper
- 4♠ – 4441 with shortness in ♠
- 4♦ – SI with +6♠ and shortness in ♠

1♦-(3♠)-3♥

- 3♠ – no 4♠, no ♠ stopper → → →
- 3nt – to play
- 4♠ – cue bid with 4♠
- 4♦ – cue with 4♠, without club control
- 4♥ – cue with 4♠ (AJxx, AK, QJxxx, xx)
- 4♠ – minimum with 4♠

1♠-(3♦)-dbl-3♥

- 3♠ – ask for stopper
- 4♠ – last train with ♥ support
- 4♦ – cue bid with ♥ support
- NB! 4♠ can't be natural – with 4♠ and even 6♠ we bid 3♥ transfer or 4♠ slam try with ♣.*
- Double denies only spades.*

1♠-(3♦)-3♥-3♠

- 3nt – to play
- 4♠ – NF, natural
- 4♦ – no other bid
- 4♥ – natural 5♠-5♥ (6♠-4♥ double and after 4♠)

1♠-(3♦)-dbl-3♠

- 3nt – to play (4-5♥ with stopper in ♦)
- 4♠ – NF, natural
- 4♦ – 4♥/4♠, game choice
- 4♥ – 5♥/4♠, game choice
- 4♠ – 5♠/4♥

1♠-(3♦)-3♠

- 3nt – to play → 4♦ – slam try with 6♥
- 4♠ – GF, natural
- 4♦ – last train with support in ♥
- 4♥ – to play (3/4♥)

1♦-(3♠)-dbl-3♦-3♥

- 3♠ – no stopper in ♠
- 3nt – stopper in ♠
- 4♠ – shortness +5♦-4♠

1♦-(3♠)-dbl-3♥

- 3♠ – asking for stopper
- 4♠ – last train with ♥
- 4♦ – SI with ♦ support

1♦-(3♠)-dbl-3♠

- 3nt – to play with 4-5♥ and ♠ stopper
- 4♠ – Majors 4-4. Game choice.
- 4♦ – NF, support
- 4♥ – +5♥/4♠
- 4♠ – +5♠/4♥
- 5♠ – Splinter with ♦ support

5. Basic intervention

5.1 First bids

(1♠)-?

- 1♦/♥/♠ – 5+, 8-17 pc
- 1nt – 16-18
- 2♠ – 5/5 majors 11+
- 2♦ – relay
- 2♥/♠ – 5♥/♠, 11-13
- 2nt – 14-15
- 3♠/♦ – S, 16+
- 2♦ – 5/4 majors, 4-11
- 2♥/♠ – 6+, weak
- 2nt – 5♦/5♥, 8+
- 3♠ – natural

(1♦)-?

- 2♠ – 6♠+, 10(8)-17 pc
- 2♦ – 5/4 majors, 4-11
- 2nt – 5♠/5♥
- 5/5 with ♠ – 1♠ (after 1♠/♦)

(1♥)-?

- 2♠/♦ – 6♠+, 8-17
- 2♥ – 5♠/5♠, 8+
- 2nt – 5♠/5♦, 8+
- 3♠ – 5♦/5♠, 8+

(1♠)-?

- 2♠/♦ – 6♠+, 8-17
- 2♥ – 5♥, (10)11-17
- 2♠ – 5♠/5♥, 8+
- 2nt – 5♠/5♦, 8+
- 3♠ – 5♦/5♥, 8+

5.2 Transfers in defense

We play transfers after our intervention if we can bid opening suit +1. In this case from OS+1 to our suit we play transfers, NT always natural. Doesn't apply to case 1S-2.4S-(dbl); after (1♦)-2♠ as after precision opening. After intervention by 2M – 3N to play, INV+ by trf.

(1♠)-1♠-?

- 1nt – 8-12
- 2♠ – trf ♦
- 2♦ – trf ♥
- 2♥ – trf ♠, weak/INV+
- 2♠ – good raise, NoINV
- 2nt – INV, natural
- 3♠ – unbal INV with fit
- 3♦ – INV, natural
- 3♥ – INV, natural
- 3♠ – weak
- 3nt – natural
- 4♠ – Splinter
- 4♦/♥ – natural+fit

(1♦)-1♥-?

- 1nt – 8-12
- 2♠ – F1, natural (после паса нф)
- 2♦ – trf ♥, weak/INV+
- 2♥ – good raise, NI
- 2♠ – INV, natural
- 2nt – INV, natural
- 3♠ – INV, natural
- 3♦ – unbal INV with fit
- 3♥ – weak
- 3♠ – Splinter
- 3nt – natural

(1♥)-1♠-?

- 1nt – 8-12
- 2♠/♦ – F1, natural
- 2♥ – trf ♠, weak/INV+
- 2♠ – good raise, NI
- 2nt – INV, natural
- 3♠ – INV, natural
- 3♦ – INV, natural
- 3♥ – unbal INV with fit
- 3♠ – weak
- 3nt – natural

(1♠)-1♥-(1nt)-?

- Dbl – good raise + fit
- 2♠ – 2♥ + 5♠
- 2♦ – NF, 4♦+4♠

(1♥)-2♠-(nac)

- 2♦ – NF, natural
- 2♥ – trf ♠, from NF
- 2♠ – trf ♠, INV
- 2nt – INV, natural
- 3♠ – NF, not inv, just fit
- 3♦ – GF, natural
- 3♥ – Splinter
- 3♠ – GF, natural
- 3nt – natural
- 4♦/♥ – Splinter

5.3 Over 1nt

1nt opening and any1m-none or pas-(1nt) 1m we or opp

Multy-Landy

Dbl against strong (contains 16) – 5m+4M

Dbl against weak – ~13+, if opp bid rdnl of forcing pass we use our escape way, 3rd level Unb INV

Any1M-none or pas-(1nt) 1M we or opp

DON'T

5.4 After our nt

On 1m 1-2nt system on, as after opening

On 1M ♣ is trf ♦, ♦ is trf OtherM, OtherM is trf ♣, Cue is Stayman.

Same in 4th hand

5.5 Intervention reopen and same for OBAR bids

(1♠)-pas-(2♠)-?

2nt – to places to play

3♠ – asking for stopper or minors

4♠ – 5♠/5♥

4♦ – 5♦/5♥

5.6 Defense after weak bids (same after 1nt opening and intervention)

After 2minor: 3cue – both majors, 4♣ – om+♥, 4♦ – om+♠, 4♥/♠ – natural

After 3minor we play Multi-Landy: 4♣ – both majors, 4♦ – one major, 4♥/♠ – 5&5 with another minor

After 2-3 major we play DONT: 4♣/♦ – 5&5 with other major, 4♥/♠ – natural

Bidding after

4nt – to play, another minor – fit in minor, SI, another major – fit in major, SI

5.7 Against 2nt minors (same after 1nt opening and intervention)

3♠ – majors 5/4

3♦ – majors 5/5