DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)
Sound style before PASS of our partner, may be aggressive after.

New suit F at 1st, 3rd and 4th levels, NF at 2nd.

Raise = 6-9 HCP. Jump raise=PRE.

CUE=ask stop.

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

1M – (dbl) – 2(M-1) = good raise, 2M = weak raise

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP. (1M)-1NT-(PASS)-2♣=TRF ♦, 2♦=TRF OTHER M,

2M=STAY, 2OM=TRF ♣, 2NT=NAT, INV

(1M)-Pass-(Pass)-1NT-...the same as above

Reopen: 1NT=15-18 HCP

JUMP OVERCALLS (Style; Responses; Reopen)
1 suit: PRE

2 suit: (1M)-2NT=♣+♦. (1♣)-2NT=♦+♥. (1♦)-2NT=♣+♥.

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1M)-2M:OM+m (55+)

(1♦)-2♦:♠+♥/♣ (55+). (1♣)-2♣=NAT.

Jump cue-bid asks stop

VS Weak NT (average less or equal 14 HCP)
Dbl=13+ HCP, 2♣=both M, 2♦= one M, 2♥/♠=5+♥/♠-4+m

VS Strong NT (average more 14 HCP)
Dbl=1-suiter, 2♣=♣+M, 2♦=♦+M

2♥=♥+♠, 2♠=♠.

VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL THRU 4♥

VS ARTIFICIAL STRONG OPENINGS
Vs 1♣: 1♦/♥/♠=4+ cards. 2/3 level = destuctive PRE. Dbl = ♣

VS OPPONENTS' TAKEOUT DOUBLE
1M-(Dbl)-3NT=TO PLAY, 4M=PRE Raise to 4M

1M-(Dbl)-2NT=FG, Jacoby. 1M-(Dbl)-3m=Bergen raise.

RDBL= 11+ HCP, normally NO fit.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th	4th
NT	4th	4th
Subseq		

Trump lead: norm xS, xSx

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, Ax(+), AK	A, Ax(+), AK
King	AKx(+), Kx, KQ(+), KQJ(+)	AKx(+), Kx, KQ(+), KQJ(+)
Queen	Qx, QJ(+), AQJ(+)	Qx, QJ(+), AQJ(+)
Jack	Jx, J10(+) (QJ sometimes)	Jx, J10(+) (QJ sometimes)
10	10x, 109, 109x(+), HJ10(+)	10x, 109, 109x(+), HJ10(+)
9	9x, H109(+)	9x, H109(+)
x	Sx, xSx(MUD), xSxx(+), HxS, HxxS(+)	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declare's Lead
Suit		Count: Hi/Lo=O	Count: Hi/Lo=O
		S/P	S/P
		ATT: Lo=ENCR	ATT: Lo=ENCR
NT		Count: Hi/Lo=O	Count: Hi/Lo=O
		S/P	S/P
		ATT: Lo=ENCR	ATT: Lo=ENCR
Disc		LAVINTAL	LAVINTAL

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Opening Values.

Reopen: 8+ HCP.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
NEG DBL THRU 4♥.

1m-(1♥)-DBL, NO 4♠. 1m-(1♠)-DBL suggests 4♥.

1M-(x)-2M-1=good support, 2M=weak

SUPPORT DOUBLES

COMPETITIVE DOUBLES

1♥-(2♣)-2♥-(3♣)-? DBL=PEN, 3♦=INV with ♥ FIT

1♥-(2♦)-2♥-(3♦)-? DBL=INV with ♥ FIT

WBF CONVENTION CARD

CATEGORY: Green

NCBO: Russian Bridge Federation

EVENT: All Events

PLAYERS: Zigfrid Zvezdin – Ilya Postovalov

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
NATURAL

5-card M

Forcing 1NT over 1♥/♠

PRE: Random on 3-level

1NT Openings: 15-17(18) HCP, may be 5-card suit

2 OVER 1 Responses FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
GAMBLING 3NT

BERGEN FOUR-CARD RAISES ON 1M

CHECK-BACK

2♣ = FG or 6+♦, weak

2♦ = (18)19-20 HCP, BAL

2♥/♠ = 6+ ♥/♠, weak

SPECIAL FORCING PASS SEQUENCES
PASS= F when: we are in forcing game position.

PSYCHICS:
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-22	1♦/♥/♠=4+, F1. 1/2/3NT=NAT. 2♣=INV MINOR RAISE.	1♣-1♦/♥-1♥/♠=4+♥/♠, F1. 1♣-1♦/♥/♠-3♣=6+♣, 14-17 HCP, INV	1♣-1M-1NT-
					2♦/♥/♠= 6+ ♦/♥/♠, FG. 3♣=PRE, 5+ ♣, UNBAL.	1♣-2♣-2x=stop, 3x=SPL. 1♣-1♦/♥/♠-2NT=FG, 6+♣, 18+HCP.	2♦=NAT, NF
						1♣-1♥-2♥=12-14HCP. 1♣-1♥-3♥=14-17 HCP. 1♣-1♥-3♠/4♦=SPL,	1♣-1M-1N-2♣
						18+HCP. 1♣-1♥-4♣=5422,18+HCP. 1♣-1♥-4♥=to play	Check-back
1♦		3	4♥	11-22	1♦/♥/♠=4+, F1. 1/2/3NT=NAT. 2♦=INV MINOR RAISE.	1♦-1♥-1♠=4+♠, F1. 1♦-1♥/♠-3♦=6+♦, 14-17 HCP, INV.	
					2♣=5+♣, FG. 2♥/♠= 6+♥/♠, FG. 3♣=6+♣, 9-11 HCP, INV.	1♦-2♣-2x=stop, 3x=SPL. 1♦-1♥/♠-2NT=FG, 6+♦, 18+HCP.	
					3♦=PRE, (4)5+ ♦, UNBAL.	1♦-1♥-2♥=12-14HCP. 1♦-1♥-3♥=14-17 HCP. 1♦-1♥-3♠/4♣=SPL,	
						18+HCP. 1♦-1♥-4♦=5422,18+HCP. 1♦-1♥-4♥=to play	
1♥		5	4♥	11-22	1♠=4+♠, F1. 1NT=F1. 2♣/♦=5+ ♣/♦, FG. 2♠=6+♠, FG.	1♥-1♠/NT-2♣=ART. 1♥-2♥-2NT = 4, INV. 1♥-2♥-2♠= short suit	1NT=NF.
					2NT=FG 4+♥. 3♣=5-9HCP, 4+♥. 3♦=9-11 HCP, 4+♥.	game try. 1♥-2♥-3m=INV+ (HHxx, Hxx, xxx+)	2♣=3 FIT, Max
					3/4♥= PRE. 3NT = 4333, 12-16 HCP. 3♠/4♣/♦ = SPL.		2♦=4 FIT, Max
							2NT=4 FIT,
							extra values
1♠		5	4♥	11-22	like after 1♥	1♠-2♠-2NT = short suit game try.	like after 1♥
						1♠-2♠-3x=INV+ (HHxx, Hxx, xxx+)	
1NT				15-17 (18)HCP,	2♣=STAY. 2♦/♥= TRF ♥/♠. 2♠=TRF ♣ or INV w/o 4M.	1NT-2♣-2♦-2♥=weak (4+ - 4+ M). 1NT-2♣-2♦-2NT=INV.	
				bal,	2NT=TRF ♦. 3♣/♦= 6+ ♣/♦, HHxxxx, INV.	1NT-2♣-2♦-3M=4M5OM. 1NT-2♦/♥-2♥/♠-2♠/3♥ = 4+ ♠/♥, INV.	
				May be any 5		1NT-2♦/♥-2♥/♠-3♣/♦= 4+ ♣/♦, FG.	
				card suit		1NT-2♠-3♣=MAX, 2NT=MIN. 1NT-2NT-3♣=MAX with H in ♦.	
2♣	Y			FG or 6+♦, weak	2/3♦=to suit, 2♥/♠/3♣= NAT, F1. 2NT=OGUST	2♣-2♦-2NT=23-24HCP, bal. 2♣-2♦-2♥=FG, ♥ or 25-26, bal.	
						2♣-2♦-2♥-2♠=relay; 2♣-2♦-2♥-2♠-2NT=25-26hcp	
2♦	Y			(18)19-20 HCP	2♥=relay, 2♠=4+♠, sign-off. 3♣=5+♣, sign-off.	2♦-2♥-2NT-3♣ = PUPPET STAY, 3♦/♥ = TRF ♥/♠,	
				BAL	2NT = 5+♥, sign-off.	3♠=5+ - 4+ minors, 3NT = 5♠4♥, 4♣/♦ = 6+♣/♦, ST.	
2♥/♠		6		5-10 HCP,	3♣/♦/♥ (2♠) = NAT, F1. 2NT=OGUST	2♣/♥/♠-2NT-? 1. min with bad suit 2. min with good suit	
				6+♥/♠.	3♥/♠=FIT, sign-off.	3. max with bad suit 4. max with good suit 5. AKQxxx	
2NT				21-22 HCP, BAL	3♣=PUPPET STAY, 3♦/♥=TRF ♥/♠, 3♠=minors, 3NT=5♠4♥	2NT-3♣-3♦=4M, no 5M; 3♥/♠=5♥/♠, 3NT=no M.	
						2NT-3♣-3♦: 3♥=4♠; 3♠=4♥; 3NT=no M; 4♦=both majors.	
3♣/♦/ ♥/♠		7(6)		random, 7+X or 6X-4any	New suit = NAT, F1. 3NT=NAT.		
3NT	Y			solid m	4♣ = P/C. 4♦ = ASK SINGL.	3NT-4♦-4♥/♠=SINGL ♥/♠; 4NT=NO SINGL; 5♣=SINGL ♦.	
4♣/♦/ ♥/♠		8(7)		random	4M – TO PLAY, 4NT=RKCB.		
4NT	Y			MINORS			

HIGH LEVEL BIDDING

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

RKCB-1430. Answers: 1. 1 or 4 aces, 2. 0 or 3 aces, 3. 2 aces w/o trump queen, 4. 2 aces with trump queen.

NEXT step after RKCB = ASK TRUMP QUEEN: 1. NO, 2. Q and 0 kings, 3. Q and 1 kings, 4. Q and 2 kings, 5. Q and 3 kings.

NEXT step+1 after RKCB = ASK KING: 1st = 0, 2nd = 1, 3d = 2, 4th = 3.

Exclusion RKCB (answers 0, 1, 2, 3).