

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= NF 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= 11-13 good 6, inv
Reopen: 8-15; Resp: Cue=F1, other NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17
Responses: TRSF; TRSF in suit of opening= Stayman
4th: 10-15, then natural
JUMP OVERCALLS (Style; Responses; Reopen)
vs 1♣: if permitted - as Openings, if not 2♦=♦+♥
vs 1x: Weak 1-Suiter; Resp: OC+1=F1, asking for Singl; 2nt = F1, suit of Relay
vs 2-3M: 4♣=♣+oM, 4♦=♦+oM, 4oM=nat, 4M=strong minor 1-suiter
vs 3minor: 4♣=♥+♠, 4♦=1M, 4♥/♠=55with minor
Reopen: 14-16 good 6c
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
vs 1st lev op: (55)+ with highest suit 6-11 or 16+
vs 2nd lev op: strong (55)+ with highest suit or asking for stopper
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
vs 2♣: DBL= ♣; 2nt= 2-suiter
VS OPPONENTS' TAKEOUT DOUBLE
RDBL= Strong; Jump shift= suit+support (4 th l.)/Weak 6+ (2nd l.)
Jump Raise= PRE; after 1M: 2nt inv with supp; 1nt-(2M-1)=Transfers
After 3-4 pos 1♦ opening: RDBL=0-6, 0-3♦; Pass=0-6, 4+♦

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=1	Hi/Lo=1	
	Lo=ENCR	S/P	
	S/P		
NT	Lo=ENCR	Lo=Smith's (encr our suit)	
	Hi/Lo=2 (only 1st lead)	Hi/Lo=1	
	S/P		
Disc	Lo= Nothing or 2 or Values		
	Hi-1= 1 or Values down by cycle (9♣→♠, 9♠→♥) Hi-2= 1 or Values up by cycle (10♠→♣, 10♣→♦)		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O= opening values; RESP: Cue=F1, Other=nat NF, Lebensohl			
(EXEPT: (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 thru 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 - ALEX DUBININ
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♥/♠= 6-10 5+-5+m Vuln; 3-7 5+-4+m NV
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♦ = 5-10, 6(5)+ M
2♥/♠= 6-10 5+-5+m Vuln; 3-9 5+-4+m NV
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 bad 6♣
We open higher suit with (65)+
We play a lot of TRSF sequenes
We bid 1M-2♦ usually with 5+♦, so 1M-2♣= m.b. no clubs
PHISICS
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; 3nt=AKQxxx any; 2nt=3-suiter with singl♣/♦; 3♣=8-11HCP 5+♣5+♦ 3♦=8+HCP, 41♥44; 3♥=8+HCP, 1♠444 1♣-(1♦/1♥/1♠/2♣/2♦)-D=0-4 HCP, P=5-7 HCP 1♣-(2♥/♠)-D=5-7 HCP, 5+any or 8+ HCP 1♣-(1nt)-D=5+HCP; 1♣-(2nt+)-D=8+HCP	1♣-1♦-1♥=ART: 4+♥ or GF or 19-21bal; 1♣-1♦-1/2nt-3♣=Pupp Stay 1♣-1M-1nt-2♣=nat or 8-11 5332; 1♣-1M-1nt-2♦=nat or 12+ 5332 1♣-1nt-2♣=Relay; 1♣-2m(+1)=Relay; 1♣-2m-2nt=5+ suit of Relay 1♣-2nt-3♣=Relay; 1♣-3♣-3♦=Relay After 1♣-1♥: 2/3♥ from Resp normally shows 4♠, 2/3♠-6+♥	
1♦ 1-2p		4	7nt	11-15HCP, 4+♦ unbal	2♦=10+, F1; 3♣=9-11, 6+; 3♦=PRE	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♦ 3-4p	X	1	7nt	10-15HCP, 4+♦ or 10-14 bal or 10-15 4414		1♦-1M-3M= max without Singl; 1♦-1M-Jump M'=max with Singl 1♦-1nt=ART, F1(see 4)	may be weaker with good ♦
1♥/♠		5(4)	7nt	11-15 5+ or 4414	1nt=F1: normal 1nt resp or 3-7 with support or 11-14bal 1M-3x=9-11 6+	1M-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp 1M-1nt-2x-3M'=GF with 3c support; 1M-1nt-2x-3nt=GF bal wo supp 1M-2M→2-Way Game Try (see 2); 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♦/♥/nt=TRSF ♥/♠/♦; 2♠=TRSF ♣ or inv 3nt; 3♠/♦=(54)+♣♣, S♥/♠/Inv(3-4pos); 3♥/♠=GF ♣♣ Lebensohl vs 2lev O/C (see 2) 1nt-(DBL): Transfers; Pass=Forcing to RDBL	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	
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+	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♦	X	0	2♠	5-10 6(5)+ Major	2♥=P/C; 2♠=Art GF; 2nt=Art F1 (see 3) 3♠/♦=5+♥/♠, GF; 3♥/♠=P/C 4♠=asks to TRSF M; 4♦=have own M; 4♥/♠=P/C		
2♥/♠	X	5	3♣♦	Vuln: 6-10HCP (55)+ with m NV: 3-7HCP 5+M-4+m	2♠=nat, NF; 3m=nat, NF; 4m=P/C; 5m=nat 2nt=Asking, F1 3M=inv; 3 other M = GF		
2nt	X		-	6-10 55+ minors	4♣/♦=inv 3♥/♠=GF with ♣/♦ support		
3♣/♦		6		Vuln 1-2 pos= Classic NV 1-2 pos= Destr 3 pos= Random			
3M		6(5)		Vuln 1-2 pos= Classic NV 1-2 pos= Destr 3 pos= Random			
4♣/♦	X	0		Good PRE in ♥/♠: 12-15 HCP 7c suit without K or Q, No more then 1 suit with 2 los.	4♦/♥=Asking for empty suit	HIGH LEVEL BIDDING CUE=1st or 2nd round; 3nt when M agreed or 4 agreed minor = Trump cue RKCB=1430, then asking for K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 oth	
3nt	X			1-2: Solid minor, no side stopp 3-4: Solid minor and A or K	4♣=P/C; 4♦=Asking for side singl	Relays followed by agreeing RKCB; 5nt=GSF: 6 agreed suit = negative; 6♣ = A or K, min length, 6♦ = A or K with extra spot	

SUPPLEMENTARY SHEET
ANDREW GROMOV - ALEX DUBININ (RUSSIA)

Note 1:

Lebensohl:

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

2nt= sign-off in any suit or GF with 4M, asking to bid 3♣

after 3♣: 3x=sign-off or inv (if higher then opponents suit), cue=GF without stopper, 3nt=GF with stopper

3m= nat, shows values

3M= nat GF except (2♠)-DBL-(Pass)-3♥= inv

Cue= GF without stopper and 4M

3nt= GF with stopper without 4M

Note 2:

2-Way Game Try:

After 1M-2M bidding we play 1st step shows Singl somewhere, Puppet to next step, then Singl is shown by steps.

Other bids= asking for support, 2nt after 1♥-2♥= asking for ♠ supp.

Note 3:

2-Way Relay after Multy 2♦:

2♠= GF, asking for Singl → 2nt=Singl ♣ or ♦; 3♣=Relay → 3♦=♥+♦S; 3♥=♠+♦S; 3♠=♥+♣S; 3nt=♠+♣S.

3♣=Singl in other M; 3♦=Relay → 3♥=♠+♥S; 3♠=♥+♠S

3♦/♥=♥/♠, no S

2nt= Inv+ →

3♣=bad suit → 3♦=Relay, GF; 3♥/♠=pass or correct or raise.

2♦-2nt-3♣-3♦-3♥/♠=♠/♥

2♦-2nt-3♣-3♥-3nt/4♦=♥; 2♦-2nt-3♣-3♥-4♥=♠

2♦-2nt-3♣-3♠-3nt/4♦=♥

3♦/♥=Good ♥/♠, min → 3♥/♠=Inv

3♠/nt=Good ♥/♠, max

Resp+2=Slam try norm with Singl trumps.

Note 4:

1♦-1nt

Includes following options:

1. Normal 1nt
2. Inv, bal without stopper in one M or with ♣
3. GF, normally without good suits or with ♦ supp

Responses: 2♣=3+ if exactly 5♦ or 4+

2♦=0-2♣ or 6+♦

After that: 2♦, 2nt, 3♣, 3♦=1-2

2♥=3, then relays

2♠=3, then nat

Note 5:

1♣-1♦-1♥ = ART 1) 4+♥ (m.b.any long suit)

2) 19-21 BAL

3) ANY GF

1♣-1♦-1♥-1♠ = 0-4 HCP

1nt = 5-7 bal

2♣/♦ = 5-7, 5+♠/♦

2♥ = 5-7, 5+♠

2♠ = 5-7, 5+♥ or bal 4♥, no 4♠

2nt = 5-7, 5+♠4♥ or 44♥♠

3♣/♦ = 5-7, 5+♣/♦ + 4♥

3♥ = 5-7, 6♥322

3♠/4♣/♦ = 5-7, 6♥, spl

Note 6:

1♣-2♥/♠ = 8+HCP, 6+♣/♦

1♣-2♥-2♠ = relay

2nt = 5+♦

3♣ = 5+♥

3♦ = 5+♠

1♣-2♠-2nt = relay

3♣ = 5+♥

3♦ = 5+♠

3♥ = 5+♣

Note 7:

1♣-2nt = 8+HCP, 4441♣ or 441♦4

1♣-2nt-3♣ = relay

3♦ = short ♣

3♥ = short ♦

Note 8:

1♣-3♣ = 8-11 HCP, 5+5+♣♦

1♣-3♣-3♦ = relay

3♥ = short ♥

3♠ = short ♠

3nt = 66

4♣ = 6♣5♦11

4♦ = 6♦5♣11

4♥ = 6520♥

4♠ = 6520♠

Note 9:

1♣-3♦/♥ = 4441 short ♥/♠

Note 10:

1♦-1♥-1nt = 4+♣

2♣ = 6+♦

2♦ = 543♥1, max

2♥ = 4♥, min

2♠ = 4♥, max with shortness

1♦-1♠-1nt = 4+♣

2♣ = 6+♦

2♦ = 5+♦4♥

2♥ = 543♠1, max

2♠ = 4♠, min

3♥ = 4♠, max with shortness

Note 11:

1♥-1nt-2nt = 6+♥5+minor

3♣ = P/C

3♦ = Relay GF (3♥ = ♣, 3♠ = ♦)

1♠-1nt-2nt = 6+♠5+any

3♣ = P/C

3♦ = Relay GF (3♥ = ♣, 3♠ = ♦, 3nt+ = ♥)

Note 12:

1nt - 3♣ = (54)+ ♣♦, short ♥

3♦ = (54)+ ♣♦, short ♠

3♥ = GF, 6+♣, no shortness

3♠ = GF, 6+♦, no shortness
Pass – 1nt – 3♣/♦ = INV, 6♣/♦
3♥ = (54)+ ♣♦, short ♥
3♠ = (54)+ ♣♦, short ♠

Note 13:

2♥/♠ - 2nt (Relay, 0+ HCP)
3♣/♦ - 3♥/♠ = GF, supp ♥/♠
3♠/♥ = GF, supp ♣/♦
4♣/♦ = INV
3♦ (after 3♣) = GF, ♦
4♣ (after 3♦) = GF, ♣
2♥/♠ - 2♠ (after 2♥) = NF
3♣/♦ = nat, NF
3♥/♠ = INV
3♠/♥ = GF, ♠/♥

Note 14:

1♣-(dbl)-pass = 0-4 HCP
1♦ = 5-7 HCP
1♣-(dbl♣)-pass = 0-7 HCP, 4+♣
1♦ = 0-7 HCP, no 4♣
1♣-(1♦/♥/♠/2♣/♦)-dbl = 0-4 HCP
Pass = 5-7 HCP or penalty
1♣-(1nt)- pass = 0-4 HCP
Dbl = 5+ HCP
1♣-(2♥/♠)-dbl = 5-7 HCP, 5+any OR 8+ HCP, bal without stopper
1♣-(2nt +)-dbl = 8+ HCP

Note 15:

1♦-(1♥)- dbl = 4+♠
1♠ = no 4card in ♠
1nt = TRF ♣
2♣ = TRF ♦
2♦ = TRF ♥, GF, promise at least ½ stopper ♥
2♥ = supp ♦, inv +
2♠ = 4-7 HCP, 6+♠
2nt = nat
3♣ = GF, solid ♣
3♦ = preemptive
3♥ = splinter
1♦-(1♠)-1nt = TRF ♣
2♣ = TRF ♦
2♦ = TRF ♥
2♥ = TRF ♠, GF, promise at least ½ stopper ♠
2♠ = supp ♦, inv +
2nt = nat
3♣ = GF, solid ♣
3♦ = preemptive
3♥ = GF, solid ♥
3♠ = splinter
1♦-(2♣)-2♦/♥/♠/nt = nat, NF
3♣ = supp ♦, inv +
3♦ = preemptive
3♥/♠ = GF, good suit
1♦-(2♥)-2♠ = nat, NF
2nt = TRF ♣

3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp ♦, GF
 3♠ = GF, good suit
 1♦-(2♠)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper ♠
 3♠ = supp ♦, GF
 1♥-(1♠)-1nt = TRF ♣
 2♣ = TRF ♦
 2♦ = TRF ♥
 2♥ = TRF ♠, GF, promise at least ½ stopper ♠
 2♠ = supp ♥, inv +
 2nt = inv, 4♥
 3♣ = GF, solid ♣
 3♦ = GF, solid ♦
 3♥ = preemptive
 3♠ = splinter
 1♥-(2♣)-2♦/♥/♠/2nt = nat, NF
 3♣ = supp ♥, inv +
 3♦ = GF, good suit
 3♥ = preemptive
 3♠ = GF, good suit
 1♥-(2♦)-2♥/♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦, GF, promise at least ½ stopper ♦
 3♦ = supp ♥, inv +
 3♥ = preemptive
 3♠ = GF, good suit
 1♥-(2♠)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper
 3♠ = supp ♥, GF
 1♠-(2♣)-2♦/♥/♠/2nt = nat, NF
 3♣ = supp ♠, inv +
 3♦ = GF, good suit
 3♥ = GF, good suit
 3♠ = preemptive
 1♠-(2♦)-2♥/♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦, GF, promise at least ½ stopper ♦
 3♦ = supp ♠, inv +
 3♥ = GF, good suit
 3♠ = preemptive
 1♠-(2♥)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp ♠, inv +
 3♠ = preemptive
 2♣-(2♦)-2♥/♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦, GF, promise at least ½ stopper ♦

3♦ = supp♣, inv +
 3♥/♠ = GF, good suit
 2♣-(2♥)-2♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp♣, inv +
 3♠ = GF, good suit
 2♣-(2♠)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper ♠
 3♠ = supp♣, inv +
 2♦-(2♥)-dbl = P/C, relay
 2♠ = nat
 2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp ♠, GF
 4♣/♦ = ♣/♦ + supp ♠
 2♦-(2♠)-dbl = P/C, relay
 2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper ♠
 3♠ = supp ♥, GF
 4♣/♦ = ♣/♦ + supp ♥
 2♦-(3♣/♦)-dbl = penalty
 3♥/♠ = P/C
 2♦-(3♥/♠)-dbl = penalty
 2♥-(2♠)-dbl = penalty
 2nt = relay
 3♣/♦ = nat, NF
 3♥ = inv
 3♠ = supp ♥, GF
 4♣/♦ = P/C
 5♣/♦ = nat
 2♥/♠-(3♣/♦)-dbl = penalty
 3♥/♠ = inv
 4♣/♦ = P/C
 5♣/♦ = nat
 2♠-(3♥)-dbl = penalty
 3♠ = inv
 4♣/♦ = P/C
 5♣/♦ = nat

Note 16:

1♦-(1nt)-2♣ = ♥ + ♠
 2♦ = ♥ or ♠
 2♥ = ♥ + ♣
 2♠ = ♠ + ♣
 1♥/♠-(1nt)-2♣ = ♣ + another major
 2♦ = ♦ + another major
 (1♣/♦)-pass-(1nt)-2♣ = ♥ + ♠
 2♦ = ♥ or ♠

$2♥ = ♥ + \text{another minor}$
 $2♠ = ♠ + \text{another minor}$
 $(1♥/♠)\text{-pass-(1nt)-}2♣ = ♣ + \text{another major}$
 $2♦ = ♦ + \text{another major}$
 $(1♣)\text{-}1♦\text{-(1nt)-}2♣ = ♥ + ♠$
 $(1♣)\text{-}1♥\text{-(1nt)-}2♣ = ♣ + ♠$
 $2♦ = ♦ + ♠$
 $(1♣)\text{-}1♠\text{-(1nt)-}2♣ = ♣ + ♥$
 $2♦ = ♦ + ♥$
 $(1♦)\text{-}1♥\text{-(1nt)-}2♣ = ♣ + ♠$
 $(1♦)\text{-}1♠\text{-(1nt)-}2♣ = ♣ + ♥$

Note 17:

vs 1♣ = Polish we play: LAMBDA!

Dbl = 8-15 HCP, 5+♥or♠

$2♣ = \text{relay}(12+\text{HCP}), \text{another bid} = \text{P/C}$

$1♦ = 8-15, 5+♦ \text{ or } 4+♥4+♠ \text{ (but no 55)}$

$1nt = \text{relay}(12+\text{HCP}), \text{another bid} = \text{P/C}$

$1♥ = 8-15, ♣♥ \text{ or } ♦♣$

$1nt = \text{relay}(12+\text{HCP}), \text{another bid} = \text{P/C}$

$1♠ = 8-15, ♦♥ \text{ or } ♣♠$

$1nt = \text{relay}(12+\text{HCP}), \text{another bid} = \text{P/C}$

$1nt = 8-15, ♣♦ \text{ or } 5+♥5+♠$

$2nt = \text{relay}(14+(13)\text{HCP}), \text{another bid} = \text{P/C}$

$2♣ = 10-15, 5+♣$

$2♦/♥/♠ = 5-11, 6+♦/♥/♠$

$2♥/♠/nt = \text{relay about shortness}$

$2nt = 12-16, 5+♣5+♦$

$3♥ = \text{GF } ♣, 3♠ = \text{GF } ♦$

Note 18:

Special agreements

- 1) After relays bidding $4♦$ = is always game-stopper, if the shape description is completed (exclusion: if a 6-card suit with no shortness is showed we consider it as a full showed shape)
- 2) In competitive bidding a direct bid is weaker than pass than a bid sequence
- 3) Void responses on Key Card relay:
 - $5nt = 2 \text{ key cards with no trump queen} + \text{void}$
 - $6♣ = 2 \text{ key cards with trump queen} + \text{void}$
 - $6♦ = 3 \text{ key cards} + \text{void}$
- 4) After natural 2NT overcall if the opponent's suit is unknown we play Reversed Stayman. If the opponent's suit is known Stayman bid is transfer to opponent's suit
- 5) After semiforcing NT from passed hand
 - $1♥ - 1NT$
 - $2♣ - 2♦(10-12 \text{ relay})$
 - $2♥ = 54 \text{ min}$
 - $2♠ = 3514 \text{ or } 2524 \text{ max}$
 - $2nt = 5332 \text{ max}$
 - $3♣ = 55 \text{ min}$
 - $1♠ - 1NT$
 - $2♣ - 2♦(10-12 \text{ relay})$
 - $2♥ = 5314 \text{ или } 5224 \text{ max}$
 - $2♠ = 54 \text{ min}$
 - $2nt = 5332 \text{ max}$
 - $3♣ = 55 \text{ min}$
- 6) 1SUIT – (1NT) – (double then 2SUIT from is NF from the responder)
 1SUIT – (double) – (redouble then 2SUIT from is NF from the responder)

- 7) pass – (pass) – 1 major – (double)
 3MIN = suit+support (4-card support, 5-card minor, no points outside, no 2 defensive tricks)
 pass – (pass) – 1♠ – (double)
 3♥ = suit+support also
- 8) 1NT – (pass) – 2♣ – (double)
 pass = ♣ stopper
 2♦/♥/♠ = natural, no ♣ stopper
 1NT – (pass) – 2♣ – (double)
 pass – (pass) – redouble = Stayman, INV+
 2♦/♥/♠ = natural, NF
- 9) When our que-bid is doubled, pass = no que-bid, redouble = 1st class que-bid, direct bid = 2nd class que-bid
- 10) pass – 1♦
 2NT – 3♥/♠ = ♥/♠ shortness
- 11) We always show origin count

Doubles over 3NT

- I) When our suit is unshowed
- 1) If opponents showed natural or seminatural suit (suits), double asks to lead dummy's suit (any)
 - 2) If the bidding is 1NT-3NT style, we guess the lead in view of the fact if partner could participate in auction
- II) When one our suit is showed
- 1) Double from the suit owner – Lightener's double (don't lead my suit)
 - 2) Double from the suit owner's partner
 - a) if the suit was supported – business double (lead our suit)
 - b) if the suit couldn't be supported – don't lead your suit (we guess the lead in view of the fact if partner could show his suit and suppose that we should lead our suit if the contract is undoubled)
 - c) if partner could support our suit but didn't – don't lead your showed suit
- III) When two suits are showed by one
- 1) After forced choice – lead the other suit
 - 2) No forced choice – lead your second (or unknown) suit
 - 3) After 2♣ (majors) or 2NT (minors) – lead the higher suit (♠ or ♦)
- IV) When suits are showed by both – lead the first from showed suits

Double over Splinter

Lead the higher suit (excluding trumps and splinter's suit)