

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: (8)10-15(16) HCP 5+, 1st lev. may occur good 4
Resp: new suit=F1 at 1st lev; NF constr at 2nd and 3rd lev.;
Jump Raise=PRE, Cue=F1.
AFTER 1M OC: 2nt= Inv+ with 4+ card fit;
Reopen: 8-15; Resp: Cue=F1, other NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: (14)15-17
Responses: TRSF's 2♣ Stayman
4th: 10-15 (may be w/o stopper), then TRSF's 2♣ Stayman,
JUMP OVERCALLS (Style; Responses; Reopen)
vs 1♣: 2♣ Michaels ; 2♦♥♠=Week 2
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue vs 1st lev natural op: (55)+ with the highest suit 6-11 or 16+
Jump cue vs 1st lev natural op: 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=nat; following doubles NEG; 2♣=♥+♠; Resp: 2nt=F1, asking
2♦=1M; Resp: 2nt=F1, asking; 2♥/♠=5+4+with minor; 2nt=minors
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=nat; cue on 3 <sup>rd</sup> lev (55)+ ♥+♠ (vs minor)
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL = ♣.1♦/♥/♠ 4+,0+ps; 1nt = 6+ ♣♦/♥/♠; 2♣=♣+any, 2♦=♦+M, 2♥=♥/♠
After (1♣ str)-pass-(1♦ neg): DBL=(44)+ ♥+♠; 1nt=(44)+ ♣+♦
vs 2♣: DBL=♣; 2nt=2-suiter
VS OPPONENTS' TAKEOUT DOUBLE
RDBL= Strong; new suit = F1 on 1 <sup>st</sup> level, NF on 2 <sup>nd</sup> level; Jump Raise= PRE;
Jump shift = 6+on 2 <sup>nd</sup> weak; 3 <sup>rd</sup> level inv; double jump = splinter (not after 1♣)
After 1M: 2M-4-7w fit; 2nt inv w fit; jump shift on 3 <sup>rd</sup> : inv; after pass fit+supp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2/4 <sup>th</sup> STND	2/4, STND	
NT	2/4 <sup>th</sup> STND	2/4th, STND	
Subseq	2/4 <sup>th</sup> STND	2/4, STND	
OTHERS:			
Trump lead: norm xS, xxS			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AK		Ax(+), AK(+)
King	Kx, AK, AKQ(+), KQ(+), KDJ(+)		Kx, AK, AKQ(+), KQJ(+)
Queen	Qx, QJ(+)		Qx, KQ10(+), AQJ(+)
Jack	Jx, HJ10(+), J10(+)		Jx, HJ10(+), J10(+)
10	10x, H109(+)		10x, H109(+)
9	9x, 109x(+)		9x, 109x(+)
S	Sx, xSx(+), HxS, HxxS(+)		Sx, xSx(+), HxS, HxxS(+)
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	
Suit	Lo=ENCR	Suit preference – Lavintal	
	Hi/Lo=ODD	Hi/Lo=ODD	
	Suit preference		
NT	Lo=ENCR	Suit preference – Lavintal	
	Hi/Lo=ODD	Hi/Lo=ODD	
	Suit preference		
Disc	Roman discard		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O thru 7♥ = 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 7♥ after 1suit or 2♣ opening			
P/C DBL after 2♦/♥/♠ opening and O/C in possible suit of opener			
Support double/redouble thru 2M			
Lead showing doubles			

WBF CONVENTION CARD
CATEGORY: RED
NCBO: RUSSIA
PLAYERS: Evgeniy Rudakov – Maxim Khven
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB BASED
1♣= 1) 11-14 bal; 2) 4414 11-16; 3) 17+ any
1♦ = 11-16, 4+, unbal (may be 5+♣)
1M= 5+ 11-16;
2♣=11-16 6+♣ or 5+♣-4M or 6+♣-4♦ 14-16
2♦ = weak 2 in M;
2♥/♠= 6-10 5+-5+m Vuln; 5+-4+m NV
2nt= 5+♣ 5+♦ 5-9
1nt = (14)15-17
1nt over 1M= FR
2 over 1= GF except: 1♠-2♥
Unusual:
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♥/♠= 6-10 5+-5+m Vuln; 5+-4+m NV; 2nt=5+♣ 5+♦ 5-9
3nt= Gambling (solid 7m, w stoper )
Negative free bids at 2 <sup>nd</sup>
Two suiters in competition: Michaels, unusual 2nt
Lebensohl
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
We open 1♦ wih 4♦ and 5♣
We open 1♦ or 2♣ wih 4♦ and 6♣
PSYCHICS
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	7♥	11-14 BAL Or 11-16 4414 Or 17+ any	1♦=0-6; 1♥/♠=7+ hcp, 4+, may be long m, F1 1nt=7-10 no 4cM possible unbalanced; 2m=5+; no 4cM; FG 2♥/2♠= 6+ GF 2nt=inv no 4cM 3m=6+INV; 3M=PRE	1♣-1♦-1♥/♠=3+ cards in ♥/♠; 1♣-1♦-1nt=18-20 bal 1♣-1♦-2♣=ART GF 1♣-1♦-2♦=strong, nat, NF 1♣-1♦-2♥/♠=strong, F1 1♣-1M-2♣=ART, GF (2♦/♥/♠/nt = 4min/4max/5+min/5+max) 1♣-1NT-2♣=ART GF (ask about distrib) 1♣-1♥-1♠-2♣, 1♣-1♥-1nt-2♣, 1♣-1♠-1nt-2♣ - check-back	
1♦		4	7♥	(10) 11-16 HCP, 4+♦ unbal may be 5+♣	1♥/♠= (6)7+ hcp, 4+, may be long m, F1 1nt=7-10 no 4cM; 2♣=FG 4+♣ possible 4cM; 2♦=10+ 4+♦ forc to 3♦; 2M=FG 2nt/3nt=bal, usually no 4 card Majors 3♣=6+♣ inv; 3♦=PRE; 3M/4♠=splinter	1♦-1♥-2♣=5(4)♣ 4(5)♦; 1♦-1♥-1♠-2♣, 1♦-1♥-1nt-2♣, 1♦-1♠-1nt-2♣ - check-back 1♦-1M-3♦=6+♦, 3cM, max; 1♦-1M-2nt=6+♦, w/o 3cM, max 1♦-1M-2nt-3♣=puppet to 3♦	
1♥/♠		5	7♥	(10) 11-16 HCP 5+ ♥/♠	1nt=F1; 2NT= 4+ ♥/♠ inv 3♣/♦= 6+♣/♦ inv, 3M=PRE; 3nt=L/R to 4M; Jump shift =splinter	1♥-1♠-1nt-2♣ - check-back; 1♥-1♠-2nt 6+♥ w/o 3c♠ max 1♠-2♥-2♠=NF, 1♠-2♥-2♠-3♥=FG	2♣=Drury 3♣/♦=fit+supp
1NT			7♥	(14)15-17 bal	2♠=Inv Stayman; 2♦/♥/♠/nt/♣= TRSF♥/♠/♣/♦ 2♠= 6+♣ or inv 3nt w/o 4cM or inv to 6Nt 2NT=TRSF♦ weak or GF; 3♥/♠=5/4♦4/5♣ singl♥/♠GF Lebensohl vs 2lev	1nt-2♣-2♦: 2♥=5♥ inv NF; 2♠=5♠ INV, NF 1nt-2♣-2♥: 2♠=5♠ inv; 2nt=4♠ INV 1nt-2♣-2M-3♣ = 5m 4M GF; 1nt-2♣-2M-3♦ = singl in m GF	
2♣	X	5	7♥	11-16HCP 6+♣ or 5+♣-4M	2♦=ART, F1; 2♥/♠=5+ ♥/♠, NF, constr 4♣=PRE	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6+♣ 3♦/♥/♠= max with 6+♣ and 4♦/♥/♠	
2♦	X	0	2♠	6-10 hcp 6(5)+ Major	2♥=P/C; 2♠= sign-off with ♠, inv+ with ♥ 2nt=Art F1; 3♣/♦= 5+♣/♦GF or Lead direct; 3♥/♠=P/C;	2♦-2nt: 3♣=♥ max, 3♦=♠ max, 3♥=♥ min, 3♠=♠ min 2♦-3♣/♦: 3♥/♠= nat;	may be weaker
2♥/♠	X	5	3♦	Vuln: 6-10HCP (55)+ with m NV: 6-10HCP 5+M-4+m	2♠=nat, NF; 2nt=Asking, F1 3♣/♦ nat NF; 3M=PRE; 3 other M GF 4/5m=P/C;	2M-2nt-3m-3M=GF; 2M-2nt-3m-4m=inv	may be weaker
2nt	X	5	-	5+♣ 5+♦ 5-9 hcp	3♣/♦=nat NF, 3M nat, F 4♣/♦ preempt		may be weaker
3♣/♦		5	-	NV = random	New suit on 3 <sup>rd</sup> level= nat, F1		
3♥/♠		7(6)	-	1-2 pos = classic 3 pos = random	3♥-3♠ = nat, F1		
3nt	X	0	-	Solid minor and A or K	4/5♣=P/C; 4/5NT=INV to 6/7NT	<b>HIGH LEVEL BIDDING</b> CUE= 1st or 2nd round RKCB= 1430, then asking for Q if not shown (1 <sup>st</sup> step – no Q, 2 <sup>nd</sup> step – Q)	
4♣/♦	X	7	-	1-2 pos = classic 3 pos = random		0 or 3, lowest or 2 other, middle or 2 other, high or 2 other 5nt w/o RKCB=GSF: 6♣/♦/♥/♠ = 0/1/2/3 figures, but 6♣/♦/♥ = 0-1/2/3 figures if ♣ agreed	
4♥/♠		7	-	PRE	4NT=RKCB; new suit=CUE		
4nt			-	(65)+ minors PRE			
5♣/♦		7		PRE (but may be strong)			

## SUPPLEMENTARY SHEET

### Note 1:

#### **1♥/♠-1nt, F1**

Includes following options:

1. Normal 1nt
2. 4-7 hcp with fit
3. Limit raise with 3 card fit
4. Inv without fit (may be unbalanced hand)

### Note 2:

#### **Multi: 2♦ - week two in Major**

2♦-(dbl)-

- pass - ♦;
- rdbl – asking to bid 2♥;
- 2♥/♠ –nat

### Note 3:

#### **Two-suiters in competition**

Michaels: (1x – nat)-2x= (55)+ with the highest suit, 6-11 nhcp or 16+ hcp

Unusual 2nt: (1x)-2nt= the two lowest suits, 6-11 hcp or 16+ hcp

### Note 4:

#### **Lebensohl:**

We play it in following positions:

1. 1nt-(2♦/♥/♠)
2. (1x)-1nt-(2♦/♥/♠)
3. (2♦/♥/♠-nat)-DBL-(Pass)
4. (2♦/♥/♠-nat)-Pass-(Pass)-DBL-(Pass)
5. 1♣-(week 2♦/♥/♠)
6. In defense against Multi (*See 11*)

2nt = asking to bid 3♣, after

3 bellow than opponents' suit = sign-off

Cue=GF with stopper and 4M

3 higher than opponents' suit = inv

3nt=GF with stopper

3 bellow than opponents' suit = nat, GF

Cue= GF without stopper and 4M

3 higher than opponents' suit = nat GF

3nt= GF without stopper without 4M

### Note 5:

#### **1♣-1♥/♠-2♣- ART, GF**

1♣-1♥/♠-2♣-

2♦ - 4M, min

2♥ - 4M, max

2♠ - 5+M, min

2nt – 5+ M, max

3 in new suit - 4+, 5+M, max

### Note 6:

## Check-back

We play check-back 2♣ in following positions:

1. 1x-1M-1nt
2. 1m-1♥-1♠
3. 1♣-(dbl,1♦)-1M-1nt
4. 1♣-(dbl,1♦)-1♥-1♠
5. (1♣)-dbl-(pass, 1♦)-1M-1nt
6. (1♣)-dbl-(pass, 1♦)-1♥-1♠

Answers:

2♦ = min without 3 card in M

2M = min with 3 card in M

2OM = max with 3 card in M

2nt = max without 3 card in M

## Note 7:

**1♥/♠-2nt – limit raise with 4+ card fit**

3M = min

4M = contract

3 in new suit = ask about addition

4 in new suit = singl or void

## Note 8:

**Defense against Multi - weak 2M, with/without strong option(s):**

DBL	13-15+ w 4c♥ or 16+ any
2NT	17-19 (3♣=Stayman, 3♦/♥=transfer, 3♠=minors)
2M/3m	Nat
3M	Intermediate
3NT	Contract
4M	Nat
4NT	Minors