

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: (8)10-15(16) hcp 5+, may occur good 4 at 1 <sup>st</sup> level
Resp: new suit=F1 at 1 <sup>st</sup> level; NF constructive at 2 <sup>nd</sup> level
Jump Raise=PRE, Cue=F1.
After 1M OC: 2NT = Inv+ with 4+ fit, 3m – suit with support
(1♣ - ART, but not STR) -2♣-(Pass)-2♦ = ART, F1
Reopen: 8-15 hcp; Resp: Cue=F1, other NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17(18) hcp
Responses after 1m openings: system on
Responses after 1M openings: transfers, 2M-1 = asking about 4OM
4th: 11-15 hcp; responses – as above
JUMP OVERCALLS (Style; Responses; Reopen)
(1♣ except strong) -2♦/♥/♠ = as openings
(1x)-2M=Weak 2
Resp: Relay = INV+, asking about singl; 2♥-2NT= 5+♠, F1
(2m-nat)-4♣/♦ = (55)+♥/♠+Om; (2/3M)-4m = (55)+m+OM
Reopen: 14-16 hcp good 6+; 2NT = 19-21 hcp, bal
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue vs 1x natural opening: (55)+ with the highest suit 6-11 or 16+
Jump cue vs 1x level natural opening: asking about stopper
Direct cue vs 2m natural opening: asking about stopper or (55)+♥+♠
VS Weak NT (average less 15 HCP)
DBL=nat; following dbl - NEG; 2♣=♥+♠ Resp: 2NT=F1, asking
2♦=Major 1-Suiter Resp: 2NT=F1; 2♥/♠=5+4+m Resp: 2NT=F1; 2NT=minors
VS Strong NT (average more or equal 15 HCP)
DONT: DBL=1-Suiter; following dbl - P/C; 2♣=♠+any; 2♦=♦+M; 2♥ = ♥+♠;
2♠=♠, weaker than dbl; 2NT=strong 2-suiter; Resp: 2NT=F1, asking (See 6)
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=nat; (2M)-3M = asking about stopper;
Vs 3m: 4♣ = ♥+♠; 4♦ = Major 1-suiter; 4♥ = ♥+Om; 4♠ = ♠+Om
vs 2-3M: 4m = m + OM, 4OM = nat, 4M = strong m 1-Suiter; 4NT = ♣+♦
VS ARTIFICIAL STRONG OPENINGS
(1♣-strong): DBL = ♣; 1x = 4+ x; 1NT = 1-suiter; 2♣=♣+any; 2♦=♦+M;
2♥ = ♥+♠; 2♠ = 6+♠, 4+m; 2NT = strong 2-suiter;
(2♣-GF): DBL = ♣; 2♦/♥/♠ = nat; 2NT = 2-suiter
VS OPPONENTS' TAKEOUT DOUBLE
RDBL = Strong; new suit = NF; Jump Raise = PRE
Jump shift after 1♦ = PRE; Jump shift on 3 <sup>rd</sup> level after 1M = suit with fit
1M-(DBL): 1NT/2♣/2♦/2M-1=transfers; 2M = 4-7 hcp; 2NT/3NT = with fit

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	2/4th, STND, MUD from xxx	2/4, STND, MUD from xxx
NT	2/4th, STND, MUD from xxx	2/4th, STND, MUD from xxx
Subseq	2/4th, STND, MUD from xxx	2/4, STND, MUD from xxx
OTHERS: vs NT Q asks to unblock with J, K asks to unblock with Q		
Trump lead: norm xS, xxS, xSx		
Trump echo = interest to ruff or count		
LEADS		
	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	AKx(+), Ax(+)
King	KQ(+), Kx, AKQ(+), AK	KQ(+), Kx, AKQ(+), AKJ10(+)
Queen	QJ(+), Qx, AQJ(+)	QJ(+), Qx, AQJ(+), KQ109(+)
Jack	Jx, J10(+)	Jx, J10(+)
10	10x, H109(+), HJ10(+), HH109(+)	10x, H109(+), HJ10(+), HH109(+)
9	9x, 109x(+)	9x, 109x(+)
S	Sx, xSx(+), HxS, HxxS(+)	Sx, xSx(+), xxxSx(+), HxS, HxxS(+)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	Lo=ENCR	Hi/Lo=ODD
	Hi/Lo=ODD	Lo=Smith's (encl our suit)
	Suit preference	Suit preference
NT	Lo=ENCR	Lo=Smith's (encl our suit)
	Hi/Lo=ODD	Hi/Lo=ODD
	Suit preference	Suit preference
Disc	ODD=Values	
	EVEN= Suit preference or nothing	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O thru 5♥ = opening values, but may be light with classic shape		
RESP: Cue=F1, Other=nat NF, Lebensohl (See 5)		
(EXCEPT: (1♣)-Dbl-(Pass)-1♦=neg, other promises values)		
Reopen: norm 10+, may be very weak, when feeling partner's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♠ after 1♦/♥/♠/NT/2♣ opening		
Maximum O/C Double. Support Dbl/Rdbl thru 2M. Lead showing doubles.		
1♣-(1/2x)-Dbl = 5-7 (9) hcp; 1♠-(3x)-Dbl = GF		
1♦-(1♥)-DBL = 7+ hcp, 3- ♠		
1♦-(1♠)-DBL = 7+ hcp, 4♥ or 10+ hcp		
(2♣-Multi)--DBL = T/O of ♥ or strong hand		

WBF CONVENTION CARD
CATEGORY: BLUE
NCBO: RUSSIA
PLAYERS:
OLGA VOROBAYCHIKOVA – ALEXEY GERASIMOV
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION
1♣ = 16+ hcp
1♦ 1-2 pos = 11-15 hcp, 4+♦, unbal (may be 5+♠)
1♦ 3-4 pos = 10-15 hcp, 1+♦
1M = 11-15 hcp, 5+M; 2♣=11-15 hcp, 6+♣ or 5♣-4M
2♦ =(5)7-10(11), Majors 5+4+ (3 pos NV – may be 4+4+) (See 1)
2♥/♠ = (6)7-10(11) hcp, (5)6+ ♥/♠
1NT 1-2 pos = 12-15 hcp, bal (may be 5♣/♦, may be 1♦)
1NT 3-4 pos = 13-15 hcp, bal (may be 5♣/♦)
2NT = 22-24 hcp, bal (may be 5♣/♦/♥/♠)
1M-1NT = F1 (See 2), 1M-2NT = Inv+ with 4+ fit
1M-2m = GF
1♦-2m = 10+ hcp, 4+m, F1; 1♠-2♥ = 10+ hcp, 5+♥, F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = 16+ hcp
2♦=(5)7-10(11), Majors 5+4+ (3 pos NV – may be 4+4+) (See 1)
3NT = Gambling (solid minor, 1-2 pos – no side A or K)
1M-(Dbl)-1NT/2♣/2♦/2M-1 = transfers
Negative free bids
2-suiters in competition: Michaels, unusual 2NT, others (See 3,4)
Lebensohl (See 5); 2NT in competition often not natural
SPECIAL FORCING PASS SEQUENCES
In a game-forcing auction
When we show balance 21+ thru 2NT/3 in our higher suit
(Pass)-1M-(3m)-4M-(5m)
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
We open 1♦ with 4♦ and 5♣
We open 1♦ or 2♣ with 4♦ and 6♣
We usually open higher suit with (65)+
We bid 1M-2♣ usually with 4+♣♦, but may be 3 with fit
PSYCHICS
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4♠	16+ hcp	1♦ = 0-7 hcp; 1♥/♠ = (7)8+ hcp, 5+♥/♠; 1NT = 8-13 bal; 2♣/♦ = 8+ hcp, 5+♣/♦; 2♥/♠ = (3)4-7 hcp 6+♥/♠; 2NT = 14+ bal; 3♠/♦ = 8-11(12+) hcp, 4441 with black/red singl 3♥/♠/4♠/♦ = 12+ hcp, 4441 with ♠/♣/♦/♥ singl, 3+ controls	1♣-1♦-1♥/♠ = 4+, F1, then 1NT = 0-4(5) hcp, 2♣ = 5-7 hcp, 3♥/♠ 1♣-1♦-1NT = 16-19 hcp (may be 4M); 1♣-1♦-2NT = 20-21 hcp w/o 4M 1♣-1♥/♠-2♥/♠ = gamma-question, asking bids follow 1♣-1♥/♠-2♠/3♠/♦/♥ = delta-question 1♣-1♥/♠-3♥/♠ = 4+ fit, usually without singl 1♣-1NT-2♣ = relay, then 2♦/♥ = 4♥/♠, 2♠ = 8-10 hcp w/o 4M 1♣-1NT-2NT = 5+♣, then 3♣ = 11-13 hcp, 3+♣, 3 NT = 8-10 hcp, 3+♣	
1♦		4	4♠	(10) 11-15 hcp, 4+♦, unbal, may be 5+♣ 3-4 pos - 1+♦	1♥/♠ = (6)7+ hcp, 4+♥/♠, F1; 1NT = 7-10 hcp w/o 4M 2♣/♦ = 10+ hcp, 4+♣/♦, w/o 4M, F1 2♥/♠ = 6+♥/♠ (KJ10xxx/KQxxxx or better), GF 2NT = 7-9(10) hcp, 4+♦; 3NT = bal, usually w/o 4M 3♣ = 6+♣, GF; 3♦ = PRE; 3♥/♠/4♣ = splinter	1♦-1♥/♠-1NT = 4+♣; 1♦-1♥/♠-2♣ = 6+♦; 1♦-1♠-2♦ = 5+♦4♥ 1♦-1♥/♠-2♦/♥ = max, 3♥/♠, ~5431, then 2NT = asking 1♦-1M-Jump OM = max, 4M, 4441/5431, then 2/3NT = asking 1♦-1♥/♠-2NT/3♦ = max, good 6+♦, without/with 3♥/♠, then 3♣ = ART 1♦-1♥/♠-2♥/♠-2♠/NT = asking about singl (See 7)	1♦-2♥/♠ = 5+♥/♠, 4+♦
1♥/♠		5	4♠	(10) 11-15 hcp 5+♥/♠ 3-4 pos - 8-15 hcp, 4+♥/♠	1NT = F1; 2♣/♦ = (3)4+♣/♦, GF 2NT = INV+ with fit (See 8) 3♠/♦ = suit with fit; 3♥/♠ = PRE; 3NT = 4333 2♠/3♥ = 6+♠/♥ (KB10xxx/KQxxxx or better), GF Jump shift = splinter	1♥-1♠-1NT-2♣ = check-back (See 9); 1♥-1♠-3♥ = max, 6+♥, w/o 3♣, 1♥-1♠-2NT = max, 6+♥, 3♠; 1♥-1♠-2NT-3♣ = asking to bid 3♦ 1M-2M = 2-Way Game Try (See 10); 1♥-1♠-2♠-2NT = asking (See 7) 1♥-1NT-2m-2♠ = 4+m, INV+; 1♥-2m-2♥ = 4♠ 1M-2m-2♠ = min; 1♠-2♥-2♠-2NT = GF	1NT = NF 2♣ = Drury (See 11)
1NT			4♠	12-15 bal or 441♦4 3-4 pos - 13-15 bal	2♣ = NF Stayman or strong Relay; 2♦/♥ = TRSF ♥/♠/; 2♠ = TRSF ♣ or INV or 6+m with singl in M,GF; 2NT = TRSF ♦ or minors 5+4+ with singl in ♥/♠ 3♠/♦/♥/♠ = 5+♣/♦/♥/♠, GF; 4♣ = Gerber; 4♦ = Majors 5+5+; 4NT = minors 6+5+	1NT-2♣-2♦: 2♥ = 4+♥4+♠ or 3415, 3406, NF; 2♠ = Relay, GF; 1NT-2♣-2♥: 2♠ = 4♠, INV, NF; 2NT = Relay, GF; 1NT-2♣-2♠-3♠ = Relay, GF; 1NT-2♦/♥-2M-3m = GF; 1NT-2♦/♥: 2NT = 4♥/♠333, max; new suit = nat, 4♥/♠, max 1NT-2♦/♥-3♥/♠ = 4♥/♠, min	3x = 6+x, INV
2♣	X	5	4♠	11-15 hcp, 6+♣ or 5+♣-4M 3-4 pos - 10-15 hcp	2♦ = ART, F1; 2♥/♠ = 5+♥/♠, NF; 3♣ = PRE; 2NT = 7-9 hcp, 3+♣; 3♦ = 6+♦, GF; 3♥/♠ = 6+♥/♠, INV; 4♣ = PRE; 4♦ = suit with fit	2♣-2♦: 2♥/♠ = 4♥/♠; 2NT/3♣ = max/min, 6+♣ 3♦/♥/♠ = max, 6+♠, 4♦/♥/♠	2♣-3♦ - INV
2♦	X	0	-	(5)7-10(11) hcp, Major's 5+4+ (See 1) 3 pos NV-may be 4+4+	2♥/2♠ = NF; 2NT = ART, asking; 3♣/♦ = 6+♣/♦, GF; 3♥/♠ = PRE; 4♠/♦ = slam try with ♥/♠ fit	2♦-2NT: 3♣ = 5+♥4+♠ min, 3♦ = 4+♥5+♠ min, 3♥ = 5+♥4♠ max 3♠ = 4♥5+♠ max, 3NT = 5+♥5+♠ max, 4♣ = 6+♥5+♠, 4♦ = 5+♥6+♠ 2♦-2NT-3m-3M = NF	
2♥/♠		6(5)	-	(6)7-10(11) hcp, (5)6+♥/♠ 3 pos - may be weaker	Relay = ART, asking about singl 2♥-2NT = 5+♠, F1 3x = 5+x, F1; 3♥/♠ = PRE	2♥-2♠-2BK/3♠/♦ = singl ♠/♣/♦ 2♠-2NT-3♠/♦/♥ = singl ♠/♦/♥ 2M-Relay-3M/3NT = no singl, min/max	
2NT			-	22-24 bal may be any 5	3♣ = Baron; 3♦/♥ = TRSF ♥/♠; 3♠ = minor's 5+4+; 4♣/♦ = 6+♣/♦, GF		
3♠/♦		6	-	1-2 pos - classic 3 pos - random	3x = nat, F1		
3♥/♠		7(6)	-	1-2 pos - classic, 3 pos - random	3♥-3♠ = nat, F1		
3NT	X		-	1-2: Solid minor, no side A or K 3: Solid minor and side stopper 4: Contract	4♣ = P/C; 4♦ = asking about singl 4/5♠ = P/C; 4/5NT = INV to 6/7NT 3NT-4♦: 4♥/♠ = singl ♥/♠; 5♣/♦ = singl ♣/♦	<b>HIGH LEVEL BIDDING</b> CUE = 1st or 2nd round, 3NT in GF when M agreed often trump Cue RKCB 1430: 5♣ = 14, 5♦ = 03, 5♥ = 2 w/o Q, 5♠ = 2 with Q, 5NT = 2 w/o Q and void, 6♣ = 2 with Q and void, 6♦ = 3 and void Then asking about trump Q if not shown (no, yes and 0 or 3 K, yes and lowest or 2 oth K, ...) or K (0 or 3, the lowest or 2 other, middle or 2 other, the highest or 2 other)	
4♠/♦		7	-	PRE	4♥/♠ = Contact 4NT = RKCB 4♦/5♠ = Cue	From negative or semi-positive hand after 1♣ opening responses on RKCB: 5♣ = 0, 5♦ = 1 w/o Q, 5♥ = 1 with Q, 5♠ = 2	
4♥/♠		7	-	PRE	4NT = RKCB; new suit = Cue		
4NT	X		-	Minors 6+5+, PRE			
5♠/♦		7	-	PRE (but may be strong)		5NT w/o RKCB = GSF: 6♣/♦/♥/♠ = 0/1/2/3 figures, but 6♠/♦/♥ = 0-1/2/3 figures if ♣ agreed	

**SUPPLEMENTARY SHEET**  
**OLGA VOROBAYCHIKOVA – ALEXEY GERASIMOV**

**Note 1:**

**2♦ opening**

**2♦ - (5)7-10(11) hcp, Major's 5+4+, 3 pos NV may be 4+4+.**

We play it as opening and in competition after 1♣.(except strong) opponents' opening.

2♦-(Dbl)-

Pass - ♦;

Redouble – ask to bid longer major.

**Note 2:**

**1♥/♠-1NT = F1**

Includes following options:

1. Normal 1NT
2. 4-7 hcp with fit
3. Weak own suit (but not ♠)
4. Limit raise with usually 3 cards fit
5. Inv without fit (may be unbalanced hand)
6. GF with fit
7. GF w/o fit

**1♥/♠-1NT-**

2♣ = 2+♣, exactly 5 card M, no 4-card ♦, no 4-card ♥ after 1♠.

2♦ = 4+♦, after 1♥ may be 3♦ if 4531

2M = 6+ M

2♥ after 1♠ = 4+♥

2♠ after 1♥ = 6+♥, 4♠, max

2NT = 6M, max, usually without singl

3x = (55)+, max

3M=6+M, max, with singl or 7222

**Note 3:**

**Michaels and unusual 2NT**

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

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

(1x)-Pass-(1y)-2NT = two lowest not shown suits

3+ suit is considered as shown (even if it is not directly bid).

**Note 4.**

**Leaping Michaels and other**

(3m)-4♣ = Majors 5+5+

(3m)-4♦ = Major 1-suiter

(3m)-4♥/♠ = ♥/♠ with other minor 5+5+

(3m)-Pass-(3NT)-4♣/♦/♥/♠ = as above

(3NT)-4♣/♦ = as above

(3NT)-4♥/♠ = ♥/♠ with minor 5+5+

(2m-nat)-4♣/♦ = ♥/♠ + other minor 5+5+

(2/3M)-4m = m + other Major 5+5+

(1/2x-nat)-Pass-(3x-nat, PRE) – 4♣/♦/♥/♠ = as after 3x

1♣-(Pass)-1♦-(3m)-4♣♦♥♠ = as after 3m

1♣-(Pass)-1♦-(3M) - 4♣♦♥♠ = as after 2/3M

1♣-(2m)-Double-(Pass/3m)-2/3NT-(Pass)-4x = as after 3m

1♣-(2M)-Double-(Pass/3M)-3NT-(Pass)-4x = as after 2/3M

1NT-(3m)-4x = as after 3m

1NT-(3M)-4x = as after 2/3M

1♦-(1NT)-

2♣ = Majors

2♦ = Major 1-suiter

2♥/♠ = ♥/♠ with minor

(1m)-Pass/Double-(1NT)-2♣/♦/♥/♠ = as above

(1m)-Pass/Double-(1NT)-double = 4M with 5+ minor

1M-(1NT)-2m = m + other Major

(1M)-Pass-(1NT)-2m = m + other Major

### Note 5:

#### **Lebensohl**

We play it in the following positions:

1. 1NT-(2♦/♥/♠-nat)
2. (1x)-1NT-(2♦/♥/♠-nat)
3. (2♦/♥/♠-nat)-Double-(Pass)
4. (2♦/♥/♠-nat)-Pass-(Pass)-Double-(Pass)
5. (2♦-multi)-Pass-(2M)-Double-(Pass)
6. (1♥/♠)-Double-(2♥/♠)
7. 1♣-(нат)-1♦-(2♥/♠)-Double-(Pass)

2NT = asking to bid 3♣, after

3 below than opponents' suit = sign-off

Cue = GF with stopper and 4M

3 higher than opponents' suit = INV

3NT = GF with stopper

3 below than opponents' suit = NAT, INV

Cue = GF with 4M without stopper

(may be without 4M after (2♦/♥/♠-nat)-Pass-(Pass)-Double-(Pass) and (2♦-multi)-Pass-(2M)-Double-(Pass))

3 higher than opponents' suit = NAT, GF

3NT = GF without stopper without 4M

**Note 6:**  
**DON'T**

After opponents' strong 1NT (middle of range  $\geq 15$ ):

Double = One suit

2♣ = ♣ + any other suit (4-4 or better, usually at least 9 cards)

2♦ = ♦ + either Major (4-4 or better, usually at least 9 cards)

2♥ = ♥ + ♠ (4-4 or better, usually at least 9 cards)

2♠ = ♠ (weaker than double followed by 2♠)

(1NT)-Dbl-(Pass, RDBL)-2♣ = P/C

(1NT)-Dbl-(Pass, RDBL)-2♦/♥/♠ = own suit

(1NT)-2♣-(Pass)-2♦ = P/C

(1NT)-2♣-(Pass)-2♥/♠ = own suit

(1NT)-2♦-(Pass)-2♥ = P/C

(1NT)-2♦-(Pass)-2♠ = own suit

(1NT)- 2♣/♦/♥/♠-3♣/♦/♥/♠ = PRE

(1NT)- 2♣/♦/♥/♠- 2NT = ART, F1, INV+

(1NT)-2♣-(Pass)-2NT-(Pass)-

3♣ = all minimums (after which, 3♦ = P/C to other suit)

3♦/♥/♠ = that suit and a maximum

(1NT)-2♦-(Pass)-2NT-(Pass)-

3♣ = diamonds + hearts, minimum

3♦ = diamonds + spades, minimum

3♥/3♠ = diamonds + ♥/♠ and a maximum

(1NT)-2♥-(Pass)-2NT-(Pass)-

3♣ = minimum, longer/better hearts

3♦ = minimum, longer/better spades

3♥/♠ = maximum, longer/better ♥/♠

(1NT)- 2♣/♦/♥/♠-(Dbl)-Rdbl = asks overcaller for his other suit

(1NT)-2♣-(Dbl)-2♦/♥/♠ = own suit

(1NT)-2♦-(Dbl)-2♥/♠ = own suit

**Note 7:**

**Question about singl after 5+4+**

1♦/♥-1♥/♠-2♥/♠-relay = asking about singl,

then 3♣ = singl in ♣, 2NT/3♦ = singl in OM, 3M-1 = max without singl, 3M = min without singl.

1♥-1♠-2♠-2NT = asking about singl, then singl is shown, 3♥ = max without singl, 3♠ = min without singl.

**Note 8:**

**4-cards fit INV**

1♥/♠-2NT = INV+ with 4+ cards fit

3M = min

4M = contract

3 in new suit = nat, slam try

4 in new suit (and 3♠ after 1♥) = singl, slam try

3NT = max, 6322 or 7222

**Note 9:**

**Check-back**

We play check-back 2♣ in the following positions:

1. 1♥-1♠-1NT
2. (1♣)-Dbl-(Pass, 1♦)-1M-1NT
3. (1♣)-Dbl-(Pass, 1♦)-1♥-1♠

Answers:

- 2♦ = min without 3 cards in M
- 2M = min with 3 cards in M
- 2OM = max with 3 cards in M
- 2NT = max without 3 cards in M

**Note 10:**

**2-Way Game Try**

After 1M-2M, 1♦-1♥-1♠-2♠, Pass-1M-2♣ and some other sequences 2M+1 shows singl somewhere, puppet to next step, then singl is shown by steps.

Other bids= asking for support, 2NT = asking for ♠ support if ♥ agreed.

**Note 11:**

**Drury**

Pass-1M-2♣ = Drury, usually with fit

Pass-1M-2♣-2♦ = less than 12 hcp

Pass-1M-2♣-2M = (11)12-13(14) hcp, usually exactly 5 card M

Pass-1M-2♣-2M+1 = singl somewhere, puppet to next step, then singl is shown by steps

Other bids in new suit higher than 2M = asking for support, 2NT = asking for ♠ support if ♥ agreed

Pass-1M-2♣-3M = 11-13 hcp, 6+ M

Pass-1M-2♣-3NT = 14-15 hcp, usually 5332

**Note 12:**

**After our 1NT was doubled**

1NT-(Dbl)- or 1NT-(Pass)-Pass-(Dbl)-Pass-(Pass)-

2♣ = ♣ or 44 others

2♦ = ♦ or 44 Majors and ♦ better than ♣

2M = nat, NF

2NT = minors

3x – nat, unbalanced, INV

1NT-(Dbl)-2♣-(Dbl)-Pass-(Pass)- or 1NT-(Dbl)-2♣-(Pass)-Pass-(Dbl)-

Rdbl = ♦ + ♠

2♦ = ♦ + ♥

2♥ = ♥ + ♠

1NT-(Dbl)-2♦-(Dbl)-Pass-(Pass)-2♥ = ♥ + ♠

1NT-(Dbl)-2♦-(Pass)-Pass-(Dbl)-2♥ = ♥ + ♠

1NT-(Dbl)-Pass-(Pass)-RDBL = min

1NT-(Pass)-Pass-(Dbl)-RDBL = min

**Note 13:**

(1♣-not strong)-Dbl-(Pass/1♦)-1♥/♠-(Pass)-2♣ = ART, GF

(1♣-not strong)-Dbl-(Pass/1♦)-1M-(Pass)-2♣ = ART, GF

2♦ = 4M, min

2♥ = 4M, max

2♠ = 5+M, min

2NT = 5+ M, max

3♣/♦ = nat, 5+, 4M, max

3M = 6+ M, min

3NT = 6M, max, no singl

New suit higher than 3M – 6+M, max, singl

**Note 14:**

**Special agreements**

- 1) When we ask about stopper and opponents double Pass = no stopper, Rdbl shows Ace.
- 2) When our cue-bid is doubled, Pass = waiting, Redouble = 1<sup>st</sup> class que-bid, other cue-bid promises 2<sup>nd</sup> class que-bid in doubled suit
- 3) 1M-(2x)-2M-(3x)-3y bellow than 3M = INV (not nat)
- 4) Double over splinter = lead the higher suit (excluding trumps and splinter's suit)
- 5) ... -RKCB-(...)-PEDO  
... -RKCB-(Dbl)-  
Pass = even number of key cards  
RDBL = odd number of key cards