

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: (8)10-15(16) HCP 5+, may occur good 4 on 1 <sup>st</sup> level
Resp: new suit=F1 at 1st level; NF constructive at 2nd and 3rd levels;
Jump Raise=PRE, Cue=F1.
AFTER 1M OC: 2nt = Inv+ with 4+ cards fit; Jump shift= suit+fit
(1♣ - ART, but not STR) -2♣-(pass)-2♦ = ART, F1
Reopen: 8-15; Resp: Cue=F1, other NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17
Responses: system on
4th: 10-15 (may be without stopper), then natural, Cue=F1, ask about stopper
JUMP OVERCALLS (Style; Responses; Reopen)
Vs 1x: Weak 1-Suiter; Resp: 2nt = F1, INV+; new suit = NAT, F1
(2m - nat)-4♣ = (55)+ ♥ + other minor; (2m - nat)-4♦ = (55)+ ♠ + other minor
(2M)-4m = (55)+ m + other Major
Reopen: 14-16 good 6+; 2nt = 19-21 bal
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue vs 1 <sup>st</sup> level natural opening: (55)+ with the highest suit 6-11 or 16+
Jump cue vs 1 <sup>st</sup> level natural opening: asking for stopper
Direct cue vs 2nd lev natural op: asking for stopper or (55)+ ♥+♠ (after 2m)
VS Weak NT (average less 15 HCP)
DBL=nat; following double 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; Cue on 3 <sup>rd</sup> level asks for stopper or (55)+ ♥+♠ (vs minor)
vs 2-3M: 4♣=♣+OM, 4♦=♦+OM, 4OM=nat, 4M=strong m 1-Suiter; 4NT ♣+♦
vs 3m: 4♣=♥+♠, 4♦=Major 1-Suiter, 4♥/♠ = (55)+ with other minor
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL = (44)+ ♥+♠; 1nt = (44)+ ♣+♦
vs 2♣: DBL= ♣; 2♦/♥/♠ = nat; 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 = Weak 6+ on 2 <sup>nd</sup> level; double jump = splinter (not after 1♣)
After 1M:2M-4-7 w fit;1nt= 8-10 w fit;2nt=inv+ w fit;jump shift on 3 l.=suit+fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2/4th, STND	2/4, STND	
NT	2/4th, STND	2/4th, STND	
Subseq	2/4th, STND	2/4, STND	
OTHERS: vs NT Q asks to unblock with J, K asks to unblock with Q			
Trump lead: norm xS, xxS			
Trump echo = interest to ruff			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+)	Ax(+), AK(+)	Ax(+), AK(+)
King	Kx, KQ(+), AK, AKQ(+)	Kx, AKJ10(+), KQ(+), KQJ+, AKQ(+)	Kx, AKJ10(+), KQ(+), KQJ+, AKQ(+)
Queen	Qx, QJ(+), AQJ(+)	Qx, KQ109(+), QJ(+), AQJ(+), KQJ+	Qx, KQ109(+), QJ(+), AQJ(+), KQJ+
Jack	Jx, J10(+), HJ10(+)	Jx, J10(+), HJ10(+)	Jx, J10(+), HJ10(+)
10	10x, H109(+)	10x, H109(+)	10x, H109(+)
9	9x, 109x(+)	9x, 109x(+)	9x, 109x(+)
S	Sx, xSx(+), HxS, HxxS(+)	Sx, xSx(+), HxS, HxxS(+)	Sx, xSx(+), 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 4)			
(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 thru 4♥ 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 2 level opening in suit can't be held by opener			
Maximum O/C Double. Support double/redouble thru 2M. Lead showing doubles.			
1♣-(1♦)-DBL: 7+ hcp, no 4 card M or GF; 1♣-(1M)-DBL: 7+ hcp, 4 OM or GF			
1♦-(1M)-DBL: 7+ hcp, 4 OM or 10+ hcp			

WBF CONVENTION CARD
CATEGORY: RED
NCBO: RUSSIA
PLAYERS:
Svetlana CHUBAROVA – Olga VOROBAYCHIKOVA
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB BASED
1♣ = 1) 11-14 bal, may be 5♦; 2) 4414 11-16;
3) 17+ unbal; 4) 18+ bal
1♦ = 11-16, 4+, unbal (may be 5+♣)
1M= 5+ 11-16; 2♣=11-16 6+♣ or 5♣-4M
2♦ = weak 2 in M;
2♥/♠ = 6-10 5+-5+m Vuln; 5+-4+m NV
2nt= 6-10 (55)+ minors
1nt = 15-17
1nt over 1M= F1 (See 1)
2 over 1= GF except 1♠-2♥ (2♥ over 1♠ shows 10+, F1)
2♣♦ over 1♣ = 5+ ♣♦, GF
2♣♦ over 1♦ shows 10+, F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = 6-10, 6(5)+ M (See 2)
2♥/♠ = 6-10 5+-5+m Vuln; 5+-4+m NV; 2nt= 6-10 (55)+ minors
3nt= Gambling (solid 7m, 1-2 pos - no side A or K)
4♣/♦ = 12-16 good PRE in ♥/♠
Negative free bids at 2 <sup>nd</sup> and 3 <sup>rd</sup> levels except 1♣-(1♠)-3♥=GF
Two suiters in competition: Michaels, unusual 2nt, others (See 3)
Lebensohl (See 4), 2nt in competition often not natural (See 5)
SPECIAL FORCING PASS SEQUENCES
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 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♥	11-14 BAL or 11-16 4414 or 17+ unbal or 18+ bal	1♦=0-6; or 7-9 minor 1-suiter or 2-suiter; or 16+ bal w/o 4-card M 1♥/♠=7+ hcp, 4+, may be long m, F1 1nt=7-10 no 4cM; 2m=5+; no 4cM; GF 2♥ = 10-11 hcp, (54)+ minors; 2♠ = 12+ hcp, bal, no 4cM 2nt=bal, usually no 4cM; 3m =6+INV; 3M = PRE	1♣-1♦-1♥/♠=3+ cards in ♥/♠, may be strong; 1♣-1♦-1nt=18-21 bal 1♣-1♦-2♣=ART GF 1♣-1♦-2♣-2♦/♥/♠=0/1/2 controls (K=1, A=2) 1♣-1♦-2♦=strong, nat, NF 1♣-1♦-2♥/♠=strong, F1 1♣-1M-2♣=ART, GF (2♦/♥/♠/nt = 4min/4max/5+min/5+max) (See 7) 1♣-1NT-2♣=ART, GF, asking (2♥/♠=2344/3244; 3♥/♠=5♣/♦, min) 1♣-1♥-1♠-2♣, 1♣-1♥-1nt-2♣, 1♣-1♠-1nt-2♣ - check-back (See 8) 1♣-1♥/♠-2♥/♠ →2-Way Game Try (See 9)	
1♦		4	4♥	(10) 11-16 HCP, 4+♦ unbal may be 5+♣ 3 pos – may be weaker	1♥/♠= (6)7+ hcp, 4+, may be long m, F1 1nt=7-10 no 4cM; 2m=10+ hcp; 4+; no 4cM; F1 2M=6+M (KJ10xxx or better), GF 2nt/3nt=bal, usually no 4 card Majors 3♣=6+♣, GF; 3♦=PRE; 3M/4♣=splinter	1♦-1♥/♠-1nt= 4+♣; 1♦-1♥/♠-2♣= 6+♦; 1♦-1♥-2♦= 13(54), max; 1♦-1♠-2♦= 5+♦4♥; 1♦-1♠-2♥= 543♠1, max; 1♦-1♥-1♠-2♣- check-back (See 8);1♦-1M-3♦=6+♦, 3 cards in M, max; 1♦-1M-2nt=6+♦, w/o 3 c M, max; 1♦-1M-2nt-3♣=puppet to 3♦ 1♦-1♥/♠-2♥/♠-relay=asking about singl (See 10)	
1♥/♠		5	4♥	(10) 11-16 HCP 5+ ♥/♠ 3 pos – may be weaker , may be good 4 cards suit	1nt= F1(See 1); 2NT=L/R or better w 4+ card fit (See 11) 1M-3x= suit+fit, INV+; 3M = PRE; 3nt=4333; 1♥-2♠=6+♠ (KJ10xxx or better), GF Jump shift =splinter	1♥-1♠-1nt-2♣ - check-back (See 8); 1♥-1♠-2nt-3♣ - check-back (See 8); 1M-2M→2-Way Game Try (See 9); 1♥-1nt-2m-2♠= 4+m, inv+; 1♥-1♠-2♠-2nt =asking about singl (See 10) 1♠-2♥-2♠=NF, 1♠-2♥-2♠-3♥=NF, 1♠-2♥-3♥=NF,1♠-2♥-2♠-2nt=GF	1nt=NF 2♣=Drury (See 12)
1NT			4♥	15-17 bal	2♠= NF Stayman; 2♦/♥/nt= TRSF ♥/♠/♦; 2♠= TRSF ♣ or inv 3nt; 3♣/♦/♥/♠ = GF 5+ ♣/♦/♥/♠; 4♣ = Gerber Lebensohl vs 2lev O/C (See 4) 1nt-(dbl):2m=m or 44 higher; 2M=nat; 2nt=m's(See 13)	1nt-2♠-2♦: 2♥=(44)+ Majors, NF; 2♠=5+♠, 4♥, INV, NF 1nt-2♠-2♥/♠: 2♠/3♥ GF; 2nt=4♠/♥ INV; 1nt-2♠-2M-3M-INV, NF 1nt-2♦/♥-2♥/♠-Jump Shift= singl or void; 1nt-2♦/♥-2M-3M-GF 1nt-2♦/♥-2nt=4♥/♠333, max; new suit=4♥/♠, doubleton, max then 3M-1 = retransfer; 1nt-2♦/♥-3♥/♠ = 4♥/♠, min	
2♣	X	5	4♥	11-16HCP 6+♣ or 5+♣-4M	2♦=ART, F1; 2♥/♠=5+♥/♠, NF, constr 2nt/3nt=bal; 3♣ - 7-9, fit; 3♦=5+♦, GF; 3♥/♠=6+♥/♠ INV; 4♠=PRE	2♣-2♦: 2♥/♠= 4♥/♠; 2nt/3♣=max/min with 6+♣ 3♦/♥/♠= max with 6+♣ and 4♦/♥/♠ 2♣-2♦-2♥/♠-3♦=fit in ♥/♠, GF	
2♦	X	0	2♠	(5)6-10 6(5)+ Major (See 2) 3 pos – may be weaker	2/3♥/♠=P/C (See 2) 2nt=Art F1; 3♣/♦= 5+♣/♦, GF; 4♥=P/C; 4♠= own ♠	2♦-2nt: 3♣=♥ max, 3♦=♠ max, 3♥=♥ min, 3♠=♠ min 2♦-2♠: 3♣/♦/2nt=♥, values (may be xxx), max, 2nt - in ♠; 3♥=♥ min 2♦-3♣/♦: 3♥/♠= nat; 3nt=doubleton w/o figure in ♣/♦; 4M = splinter	
2♥/♠	X	5	3♦	Vuln: 6-10HCP (55)+ with m NV: 6-10HCP 5+M-4+m 3 pos – may be weaker	2♠=nat, NF; 2nt=Asking, F1 3m=nat, GF; 3M=PRE; 3 other M = GF 4m=P/C; 5♣ = P/C; 5♦=nat	2M-2nt-3m-3M=INV 2M-2nt-3m-4m=INV 2M-2nt-3m-3OM=GF with fit in M, slam try 2M-2nt-3m-3/4Om=GF with fit in m, slam try	
2nt	X		-	6-10 (55) + minors 3 pos – may be weaker	3♥/♠=nat, GF 4♣/♦=PRE (but may be strong hand)		
3♣/♦		6	-	1-2 pos = classic (m.b. side K) 3 pos = random	New suit on 3 <sup>rd</sup> level= nat, F1		
3♥/♠		7(6)	-	1-2 pos = classic (m.b. side K) 3 pos = random	3♥-3♠ = nat, F1		
3nt	X	0	-	1-2:Solid minor, no side A or K 3: Solid minor and A or K 4: Contract	4♣=P/C; 4♦=Asking for side singl 3nt-4♦-4♥/♠= singl in ♥/♠; 5♣/♦=singl in ♣/♦ 4/5♣=P/C; 4/5NT=INV to 6/7NT	<b>HIGH LEVEL BIDDING</b> CUE= 1st or 2nd round 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) then asking for Q if not shown (1 <sup>st</sup> step – no, 2 <sup>nd</sup> step – yes) Relay following 5♥/♠ responses to RKCB or relay+1 following 5♣/♦ responses to RKCB or relay following response about Q asks for K (if not contract): 0 or 3, lowest or 2 other, middle or 2 other, high or 2 other	
4♣/♦	X		-	Good PRE in ♥/♠: 12-16 HCP, 7+c suit with 2-3 figures, no more then 1 suit with 2 los.	4♦/4OM/5♣=CUE; 4NT=RKCB.	5nt = 2 w/o Q and void, 6♣ = 2 with Q and void) then asking for Q if not shown (1 <sup>st</sup> step – no, 2 <sup>nd</sup> step – yes) Relay following 5♥/♠ responses to RKCB or relay+1 following 5♣/♦ responses to RKCB or relay following response about Q asks for K (if not contract):	
4♥/♠		7	-	PRE	4NT=RKCB; new suit=CUE		
4nt	X		-	(65)+ minors 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

SVETLANA CHUBAROVA – OLGA VOROBAYCHIKOVA (RUSSIA)

### Note 1:

**1♥/♠-1nt = F1**

Includes following options:

1. Normal 1nt
2. 4-7 hcp with fit
3. Weak suit (but not ♠)
4. Limit raise with 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 = 5332, 15-16 hcp

3x = (55)+, max

3M=6+M, (14)15-16 hcp

### Note 2:

**Multi: 2♦ - weak two in Major**

2♦-2♥/♠ - P/C, but may be strong hand with own hearts/spades

2♦-2♠ -

2nt = hearts, max, values in ♠ (may be only J or xxx if there are no side values, i.e. xxx AKQxxx xxx x);

3♣/♦ = hearts, max, values in ♣/♦ (may be only J or xxx if there are no side values);

3♥ = hearts, min

2♦-(dbl)-

pass - ♦;

rdbl – asking to bid Major;

2M – nat, own Major, NF

### Note 3:

**Two-suiters in competition**

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

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

1m-(1nt)-

2♣ = Majors

2♦ = Major 1-suiter

2♥/♠ = ♥/♠ with minor

(1m)-pass-(1nt)-2♣/♦/♥/♠ = as above

(1m)-pass-(1nt)-double = 4M with 5+ minor

(1m)-double-(1nt)-2♣/♦/♥/♠ = as above

(1m)- double -(1nt)-double = 4M with 5+ minor

1♣-(pass)-1♦-(1NT)-pass-pass-2♣/♦/♥/♠ = as above

1♣-(pass)-1♦-(1NT)-pass-pass-double = 4M with 5+ minor

(3m)-4♣ = (55)+ Majors  
(3m)-4♦ = Major 1-suiter  
(3m)-4♥/♠ = (55)+ ♥/♠ with other minor

(3m)-pass-(3nt)-4♣/♦/♥/♠ = as above  
(3nt)-4♣/♦ = as above  
(3nt)-4♥/♠ = (55)+ ♥/♠ with minor

1M-(1nt)-2m = m + other Major  
(1M)-pass-(1nt)-2m = m + other Major  
(2m - nat)-4♣ = (55)+ ♥ + other minor  
(2m - nat)-4♦ = (55)+ ♠ + other minor  
(2M)-4m = (55)+ m + other Major  
(3M)- 4m = (55)+ m + other Major

#### Note 4:

##### **Lebensohl**

We play it in the following positions:

1. 1nt-(2♦/♥/♠ -nat)
2. (1x)-1nt-(2♦/♥/♠ - nat)
3. (2♦/♥/♠-nat)-dbl-(pass)
4. (2♦/♥/♠-nat)-pass-(pass)-dbl-(pass)
5. 1♣-(weak 2♦/♥/♠)
6. (1M)-dbl-(2M)
7. In defense against Multi (*See 15*)

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

3 higher than opponents' suit = NAT, GF

3nt = GF without stopper without 4M

#### Note 5:

##### **Scrambling 2nt and competitive 2nt**

(1M)-pass-(2M)-pass-(pass)-dbl-(pass)-2nt = scrambling 2nt, NF (two or three places for play)

1♦-(1M)-1nt-(2M)-2nt = exactly 4 cards in ♣

#### Note 6:

##### **DONT**

After opponents' 1nt:

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♦ = pass/correct 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 + that major and a maximum

(1nt)-2♥-(pass)-2nt-(pass)-

3♣ = minimum, longer/better hearts

3♦ = minimum, longer/better spades

3♥/♠ = maximums, longer/better in suit bid

(1nt)- 2♣/♦/♥/♠-(dbl)-rdbl = asks overcaller for his other suit

(1nt)-2♣-(dbl)-2♦/♥/♠ = own suit

(1nt)-2♦-(dbl)-2♥/♠ = own suit

### Note 7:

**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

1♣-1♥/♠-2♣-(double/2♦/2♥/2♠)-

pass - 4M, min

redouble/double - 4M, max

relay - 5+ M, min

relay+1 - 5+ M, max

### Note 8:

#### **Check-back**

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

1. 1♣-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 cards in M

2M = min with 3 cards in M

2OM = max with 3 cards in M

2nt = max without 3 cards in M

We play check-back 3♣ in the following position:

1♥-1♠-2nt-3♣

Answers:

3♦ = min without 3 cards in ♠

3♥ = max with 3 cards in ♠

3♠ = min with 3 cards in ♠

3nt = max without 3 cards in ♠

### Note 9:

#### **2-Way Game Try**

After 1M-2M, 1♣-1M-2M, 1♦-1♥-1♠-2♠, 1♣-(1x)-1M-(pass)-2M-(pass) bidding we play 1st step 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 10:

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

After 1♦-1M-2M bidding we play 1st step asking about singl, then singl is shown (2nt = singl in ♠), 3♦ = 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 11:

**1♥/♠-2nt – limit raise or better with 4+ cards fit**

3M = min

4M = contract

3 in new suit = natural, slam try

4 in new suit = singl or void, slam try

3nt = max, 6322 or 7222

### Note 12:

#### **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 = 14-16 hcp, usually 5332

### Note 13:

#### **1nt-(dbl)-**

2♣ = ♣ or 44 others

2♦ = ♦ or 44 Majors

2M = natural, NF

2nt = minors

3x – natural, unbalanced, INV

1nt-(dbl)-2♣-(dbl)-pass-(pass)-? 1nt-(dbl)-2♣-(pass)-pass-(dbl)-?

rdbl = ♦ + ♠

2♦ = ♦ + ♥

2♥ = ♥ + ♠

1nt-(dbl)-2♦-(dbl)-pass-(pass)-2♥ = ♥ + ♠

1nt-(dbl)-2♦-(pass)-pass-(dbl)-2♥ = ♥ + ♠

**Note 14:**

**Special agreements**

- 1) When we ask about stopper and opponents double pass=Jx or Qx, rdbl=Jxx or Qxx
  - 2) When our cue-bid is doubled, pass = 2<sup>nd</sup> class que-bid, redouble = 1<sup>st</sup> class que-bid, direct bid = no que-bid
  - 3) 1M-(2x)-2M-(3x)-3y below than 3M = INV (not natural)
  - 4) Double over splinter = lead the higher suit (excluding trumps and splinter's suit)
  - 5) ... -RKCB-(double/5x)-  
pass = 1 or 4 key cards  
double/redouble = 0 or 3 key cards  
relay = 2 key cards without Q  
relay+1 = 2 key cards with Q
- ... -RKCB-(5nt or higher)-  
pass = even number of key cards  
double = odd number of key cards

**Note 15:**

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

DBL	14-16+ or 20+ bal, or 18+ unbal
2NT	17-19 (3♣=Stayman, 3♦/♥=transfer, 3♠=minors)
2M/3m	Nat
3M	Intermediate
3NT	Contract
4m	5+m/5+M
4M	Nat
4NT	Minors

(2♦)-pass-(2♥ – P/C)-

DBL	Takeout of ♥ or 18+ unbal or 20+ bal (Lebensohl advances)
2NT	17-19 (3♣=Stayman, 3♦/♥=transfer, 3♠=minors)
2♠/3m/3♥	Nat
3S	Intermediate
3NT	Contract
4m	5+m/5+♠, GF
4M	Nat

(2♦)-pass-(2♠ – P/C)-

DBL	Takeout of ♠ or 18+ unbal or 20+ bal (Lebensohl advances)
2NT	17-19 (3♣=Stayman, 3♦/♥=transfer, 3♠=minors)
3m/3M	Nat
3NT	Contract
4m	5+m/5+♥, GF
4M	Nat

(2♦)-dbl-(pass or rdbl showing ♦, 2♥/♠)-2nt = Lebensohl

(2♦)-dbl-(2♥/♠)-pass-(pass)-dbl-(pass)- 2nt = Lebensohl

(2♦)-dbl-(2♥)-pass-(2♠)-dbl-(pass)- 2nt = Lebensohl

(2♦)-pass-(2♥)-dbl-(2♠)-pass-(pass)-dbl-(pass)-2nt = Lebensohl

(2♦)-pass-(2♥)-pass-(2♠)-pass-(pass)-dbl-(pass)-2nt = Lebensohl

(2♦)-pass-(2♥/♠)-pass-(pass/2♠)-dbl-(pass)-2nt = Lebensohl

