

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: (8)10-15 5+, 1st lev. may occur good 4, sometimes pass W (5332)
Resp: new suit= F1 at 1st lev; TRF beginning from 2 in opp's suit [1]
Unusual overcalls over (1M) pass (2M) [6]
AFTER 1M OC: Jump shift=Bergen (3♣ 6-8 w shortness, 3♦ 7-9 w/o shortness)
Reopen: 8-15; Resp: Cue=F1, other NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: (14)15-17(18)
Responses: TRF; cue= Stayman INV+
after (1m) like after opening 1NT
4th: 10-15, then natural
JUMP OVERCALLS (Style; Responses; Reopen)
vs 1♣: 2 = ♣+M, 2♦ = ♥+♠, 2♥ = ♠+♦, 2♠ = ♥+♣, 2NT = ♠+♦
vs 1♦: 2♦ = ♥+♠, 2♥ = ♠+♣, 2♠ = ♥+♣, 2NT = ♥+♠, strong
Vs 1♥: 2♥ = ♠+♣, 2♠ = ♦+♣, 2NT = ♦+♠
Vs 1♠: 2♠ = ♥+♣, 2NT = ♥+♦, 3♣ = ♦+♣ weak, 3♠ = ♦+♣ strong
Vs 2♣ prec: 3♣ = ♥+♠; 4♣ = ♥+♦; 4♦ = ♠+♦
vs 2x: 14+ (55)+ this suit + M (for example: ((2♥)-4♦=♦+♠)
vs 3m: 4♣ = ♥+♠, 4♦ = 1M, 4♥/♠ = 5♥/♠ + 5m
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
VS Weak NT (average less 15 HCP) and any 3d seat 1NT
DBL = 13+; following doubles NEG; 2♣ = ♥+♠; RESP: 2NT = F1, ASK
2♦ = 1M; Resp: 2NT = F1, ASK; 2♥/♠ = 5♥/♠ + with minor; 2NT = 55mm
VS Strong NT (average more or equal 15HCP) except 3d seat
DBL = 1-suiter; following doubles P/C; 2♣ = ♣+M; 2♦ = ♦+M; 2♥ = ♥+♠
2♠ = WK ♠; 2nt = 55mm
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 m or both M; 2♣♦ = ♣♦+M; 2♥♠ - nat
vs 2♣: DBL= ♣; 2NT= 2-suiter
VS OPPONENTS' TAKEOUT DOUBLE
TRFs [2]; Jump Raise= PRE;
Except: after 3d seat opening 1♦ no TRF beginning from 1NT
After 3d seat opening 1M TRF only after 1M (dbl)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/5th, STND from H	3rd/5th, STND from H	
NT	4th, STND from H	4th, STND from H	
Subseq	Sometimes RUS thru DEC [13]		
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=odd	Hi/Lo=odd	
	Lo=ENCR	S/P	
	S/P		
NT	Lo=ENCR	Lo=Smith's (encl our suit)	
	Hi/Lo=even (only 1st lead)	Hi/Lo=odd	
	S/P		
Disc	Lo= Nothing or even or Values		
	Hi-odd= odd or Values in the lower suit (e.g.9♣ shows values in ♠)	Hi-even= odd or Values in the upper suit (e.g.10♠ shows values in ♣)	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O= opening values (11+); RESP: Cue = GF, Other = NAT NF, LEB			
(EXCEPT: (1♣)-Dbl-(P)-1♦ = NEG, other promises values)			
Off shape ok if 15+; converting m RESP to other m doesn't promise extras			
Reopen: 10+, may be very WK (0+), when feeling partner's trapping			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
DBL for non-lead in suit shown by our side starting from 4♣			
P/C DBL after 2♦ opening; PEN DBL after 2M/NT opening			
DBL over splinter asks to lead higher of other suits			
Shape-showing O/C Double (good hand usually with shortness in opp's suit)			
SUPP dbl is compulsory up to 2 in our M			
Penalty PASS over opponent's redouble starting from 2♣			

WBF CONVENTION CARD
CATEGORY: RED
NCBO: RUSSIA
PLAYERS: ANDREY GROMOV – ANNA GULEVICH
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION
1♣ = 16+; 1M = 5+ (maybe 4414); 2♣ = 11-15 6+♣ or 5♣4M
1♦ 1-2 position and 3d NV = 11-15, 4+♦ UNBAL
1♦ 3v and 4 position = 10-15 4+ or 10-14 bal or 10-15 4414
2♦ = 1-2 position WK 2 in M; 3-4 position CONST 2 in M
2♥/♠ = 6+♥/♠, 1-2 position 8-11 (12), 3-4 position 5-8
2NT = 6-10 (55)+mm
1NT = 1-2 position = (11)12-15; 3 NV 9-14; other 15-17
2 over 1 = GF
1NT over 1♦♥♠ = F1
2♦ - 3♦ RESP over 1♦ 1-2 position are ART
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = 1-2 position WK 2 in M; 3-4 position CONST 2 in M
2♥/♠ = 8-11 (12) 6+♥/♠, may be any side suit
2NT = 6-10 (55)+mm
3NT = SOL M (AKQxxxx +), no aces outside
SPECIAL FORCING PASS SEQUENCES
Jump shift in COMP = suit + supp GF if VUL, CUE GF
1NT (2X) dbl F2NT
1♦♥♠ (dbl) rdbl F2NT
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
We open 1♦ with 4♦ and 5 or 6♣
We open higher suit with (65)+
We play a lot of TRF sequences
We bid 1M-2♦ with 5+♦, so 1M-2♣ maybe no clubs
PSYCHICS
rare: 1♦-1M; 1♥-1♠; 2♣-2♦; 2♦-2nt; 1♥♠/2♣ (dbl) rdbl
often: garbage stayman with no 44M's
Anna sometimes treats hands unusually

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	7NT	16+ any 15+ 3d position NV	1♦=0-7(8); 1♥/♠/2♣/♦=8+HCP, 5+; 1NT=8+bal 2♥/♠=8+HCP, 6+♣/♦ with S/S; 3♦-3NT 3suiter S/M 2NT=3-suiter with S/m; 3♣=5+5+minors 8-11 1♣-(1suit/2♣/2♦ nat 4+) – D=0-4 HCP, P=5-7 HCP 1♣-(1suit/2♣/2♦ not nat) – D 8+; suit 5-7 1♣-(2♥/♠) - D=5-7 W 5 suit or 8+; 1♣-(1/2nt)+-D=8+	1♣-1♦-1♥=ART; 4+♥ or GF or 19-21bal; 1♣-1♦-1♠ 4+, f1 may have longer suit (incl hearts) 1♣-1♦-1NT 16-18, 3nv 15-17, 3v-4 18-19 bal 1♣-1♦-2♥♠ nat, f1; 1♣-1♦-2♣♦ nat, nf 1♣-1M-1nt-2♣=nat or 5332 1♣-1nt-2♣=Relay; 1♣-2m-(+1)=Relay; 1♣-2m-2nt=5+ suit of Relay	
1♦		4	7 NT	(9-10)11-15HCP, 4+♦ unbal	2♦=5♥5♠ weak; 2♥=♦supp, GF; 2♠=6♣ inv 2NT=♦ MR; 3♣=preemp♦ or GF4♦ with shortness 3♦=inv 5♦ unbal ; 3♥/♠=splinter with 5♦	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♦-1M-2nt=6+♦-0-2M; 1♦-1M-3♦=6+♦-3M	may be weaker with good ♦
1♦	X	1	7 NT	10-15HCP, 4+♦ or 10-14 bal or 10-15 4414		1♦-1M-3M= max with 5+♦; 1♦-1M-Jump M'=max with 4441 1♦-1nt=ART, F1; Double check back [10]	
1♥/♠		5(4)	7 NT	11-15 5+ or 4414	1 NT = F1: 5-11 or 3-6 W SUPP or 11-12 W SUPP 1M-2NT=10-11,4card SUPP 1M-3♣=6-9,4card SUPP with S/S 1M-3♦=7-9,4card SUPP, no S/S	1M-1nt-2♣ = no other nat bid ; 1M-1nt-2x-3M=inv with 3c SUPP 1♥-1♠-3♥-good suit, 1♥-1♠-2NT S/T 1M-2M→2-Way Game Try [11]; 1♥-1♠-2♠=can be max W 3	may be 7+ W good suit; may be good 4c; 2♣=Drury
1NT			7 NT	1-2pos=12+-15 may be 4414 3-4pos=15-17 3d NV=9-14	2♠=NF Stayman; 2♦/♥=trsf♥/♠; 2NT=♣+♦ or ♦ 2♠=TRSF♣ or inv nt or 55 minors GF; 3♣/♦=(54)+♣♦, S♥/♠/ nat Inv(3-4pos); 3♥/♠=GF♣♦ 1nt-(DBL): Pass=F to RDBL; RDBL=♦+♠ or ♦+♣ 2♣♦♥=♥+♣♦♦; 2♠=♠+♣	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=5OM+4M GF 1NT-2♦-2♥-2♠=TRF NT, 2NT=TRF♣, 3♣=TRF♦, 3♦=6♥, 3♥=INV+ W 5♥4♠ (after 2♥- same)	May be 6/(54)m May be 5M May be singl H
2♣	X	5	7 NT	(10)11-15HCP 6+♣ or 5+♣4M	2♦=ART, F1; 2♥♠=nat, NF, CONST 2NT=ART; 1) bad raise; 2) 55 any GF 3) 55♥♠ inv+ 3♥♠ - TRF♥♠ inv+	2♣-2♦: 2♥/♠=4♥/♠; 2nt/3♣=max/min with 6♣ 2♣-2NT-3♣-3♦=♦+M; 2♣-2nt-3♣-3♥/♠=inv/GF 55♥♠ 2♣-2♦-2♥/♠/2NT/3♣-3♥♠ TRF♥♠	May be weaker
2♦	X	0	2♠	1-2 pos NV 5+M 3-7 1-2 pos V 6+M 5-7 3-4 pos 8-12 6+M	2♥♠=P/C; 2nt=Art F1 3♣/♦=nat NF; 3♥/♠=P/C 4♣=asks to TRF M; 4♦=bid your M; 4♥/♠=nat	2♦-2NT: 3♣ not max W♥; 3♦ not max W♠; 3♥ max W♠; 3♠ max W♥	
2♥/♠	X	5	-	1-2 pos 8-11 (12)6-7 card 3-4 pos 3-8 6+	2♠=nat, NF; 3♣=trx♦ or GF W OM 2NT=ASK, F1; 3♦-GF W ♣	2♥-2NT: 3♣ min or max W S/S; 3♦ medium W S/S; 3♥ 8-10 4♠6♥; 3♠NT - max no S/S preference to play in suit/NT	
2nt	X		-	5-10 55+ minors	3♥=ASK; 3♠ inv W supp in at least 1m	2NT-3♥: 3♠ 55 W s♠; 3NT 55 W s♥; 4♠/♦ 11(65); 4♥ 20(65); 4♠ 02(65) 2NT-3♠: 3NT=55; 4♠/♦ 11(65); 4♥ 20(65); 4♠ 02(65)	
3m				1-2 pos = classic, 1NV WK 3 pos=Random [12]			
3M		6		1 pos NV= destr (64m or bad 7) 1 pos V and 2d pos= classic 3pos = Random [12]			
4♣/♦	X	0		preemp		HIGH LEVEL BIDDING	
						CUE=1st or 2nd round; Kickback=1430 [8]; Relays followed by agreeing RKCB [9] When bidding is forced PASS=bid double; DBL=extra playing strength (W shortness in opp's suit); PASS AND PULL=extra playing strength (no shortness in opp's suit) [7] When bidding is not forced DBL= optional, transferrable values, normally shortness	
3nt	X			AKQxxxx+ or AKJxxxx M No side aces (exc passed hand)	4♣=S/T; 4♦=light S/T		

Supplementary notes file

Note 1 Competitive bidding (we O/C after opp's 1♣♦♥♠)

1. All NT bids without jump are NAT
2. After 1M O/C
 - Jump bid 2NT = invitational W 4 card SUPP after 1M O/C.
 - If we want to invite 3NT or bid 3NT we should transfer/bid minor first
 - 3♣♦ is Bergen (3♣ = 6-8 W S/S, 3♦ = 7-9 WO S/S)
 - 3NT CONST raise to 4M
 - 4♣♦ and 3♠ after 1♥ O/C = suit + SUPP
 - Jump CUE is splinter
3. (1x) 1y TRF beginning from 2x up to 2y-1, including sequences when RESP bids suit lower than 2x
4. (1x) 2y TRF beginning from 2x up to 3y-1, including sequences when RESP bids smth lower than 2x
5. (1x) 1y and (1x) 2y natural bids are F1
6. We can't show clubs after (1♣)1♠ and TRF diamonds is ART (either ♦, or ♣, or BAL W/O SUPP)
7. After (1x) 1M (DBL) we play like after 1M (DBL) [2]
8. After (1x) 1M (1NT) we play like after 1M (1NT) [4]
9. There are no TRF after (1♣) 1♦ и (1♦) 2♣. Bidding is like after 1♦ and 2♣ openings
10. After 2♣♦ O/C 3d level CUE asks about stopper
11. TRF other suit then SUPP is GF
12. TRF SUPP then other suit is INV

Note 2 Defensive bidding (opponents O/C after we opened 1♦♥♠)

1. 1NT is always NAT except 1♠ (dbl) 1NT = TRF clubs
2. 2NT W/O jump is natural
3. 2NT W jump after 1M opening is INV W 4 card SUPP; 3♣♦ is Bergen (3♣ = 6-8 W S/S, 3♦ = 7-9 WO S/S)
4. 1♦ (DBL 1♥♠) TRFs at the 1st, 2d and 3d level beginning from opponent's suit
5. 1♥ (DBL) TRFs beginning from 2♣ at 2d level only
6. 1♠ (DBL) TRFs beginning from 1NT at 2d level only
7. 1♦ (2♥♠) TRFs from 2♠ up to 3♠ excluding 2NT.
8. 1x (2♣) TRFs only at the 2d level
9. 1♥♠ (2♦) there are no TRFs
10. After 3d seat opening there are no TRFs except:
 - 1♦ (1♥) dbl – TRF to spade, 1♠ - TRF to 1NT
 - 1♥♠ (DBL) see pp. 5-6

Note 3 Defence against 2-suited O/C

We play transfers

We don't play 2NT as a conventional bid if 3NT is a possibility

DBL forces to 3 in their second suit

- a. 1♦ (2♦ MM)
 - 2♥ TRF clubs S/O or GF
 - 2♠ TRF diamonds S/O or GF
 - 2NT natural
 - 3♣♦ natural, INV
 - 3♥♠ splinter
- b. 1♦ (2♦ spade + other)
 - 2♥ natural NF
 - 2♠ TRF to clubs

- 2NT natural
 - 3♣ - TRF to diamonds INV+
 - 3♦ TRF to hearts INV+
 - 3♥ TRF to spades = asks about stopper
 - 3♠ splinter
- c. 1♥ (2♥ = spade + other)
- 2♠ TRF to clubs (CONST+)
 - 2NT natural
 - 3♣ TRF to diamonds (CONST+)
 - 3♦ TRF to hearts (INV+)
 - 3♥ SUPP
 - 3♠ splinter
 - 3NT CONST raise to 4♥
 - 4♣♦ suit + SUPP
- d. 1♠ (2♠ = heart + other)
- 2NT natural
 - 3♣ TRF to diamonds
 - 3♦ TRF to clubs
 - 3♥ TRF to spades, INV+ W SUPP
 - 3♠ 6-9 W SUPP
 - 3NT CONST raise to 4♠
 - 4♣♦ suit + SUPP
 - 4♥ splinter

Defence against 2-suited O/C when both suits are known

- Lower suit shows unbid suit INV+, higher suit shows SUPP INV+
- If higher suit is higher than 3 in P's M then vice versa lower suit shows SUPP INV+, higher – unbid suit
- If there is only one bid in their suit available before 3NT then we play TRFs (e.g. 1♠ (3♣ mm)
- NT W/O jump is natural

Note 4. Defence against 1NT O/C

a. Over 1M

- 2♣♦ = ♣♦ + OM
- 2M = SUPP
- 2OM = NAT, NF
- 2NT = INV W 4 card SUPP
- 3♣♦ = Bergen
- 3M = preemptive
- 3OM = nat, GF
- 4♣♦ = suit + SUPP

b. Over 1♦

- 2♣ = MMs
- 2♦ = 1M
- 2M = M+clubs
- 3♣ = NAT, CONSTR
- 3♦ = preemptive
- 3M = nat, GF

Note 5. Defence against preemptive bids

a. 1♦ (3♥)

- DBL = 4+♠

- 3♠ = TRF to 3NT, ask about stopper
 4♣ = TRF to diamonds INV+
 4♦ = TRF to hearts (michael's cuebid) 5♣ + 5♠
 4♥ = TRF to spades W/O slam interest
 4♠ = TRF to clubs S/T
 4NT = splinter in hearts agreeing diamond
 5♣ = natural W/O slam interest
- b. 1♦ (3♠)**
 DBL = 4♥
 4♣ = TRF to diamonds INV+
 4♦ = TRF to hearts W/O slam interest
 4♥ = TRF to spades (5♣ + 5♥)
 4♠ = TRF to clubs S/T
 4NT = splinter in spades agreeing diamond
 5♣ = natural W/O slam interest
- c. Partner showed ♦ or bal hand and opponent bids 3♣ (e.g. 1♦ (3♣) or 1NT (3♣))**
 DBL = 1) no MMs 2) both MMs 44,54
 3♦ = TRF to hearts, 4-5♥ GF or 6+♥ S/T or with diamond support
 3♥ = TRF to spades 4-5♠ GF or 6+♠ S/T or with diamond support
 3♠ = TRF to diamonds GF
 4♣ = 55♥♠
 4♦ = TRF to hearts, 6♥ W/O slam interest or SF
 4♥ = TRF to spades, 6♠ W/O slam interest or SF
- d. Partner showed ♣ or bal hand and opponent bids 3♦ (e.g. 2♣ (3♦) or 1NT (3♦))**
 DBL = 1) no MMs 2) both MMs 44,54 (64) 3) 4-5♥ W diamond stopper
 3♥ = 4-5♠ or 6+♠ S/T
 3♠ = 4-5♥ W/O stopper in diamonds or 6+♥ S/T
 4♣ = GF W clubs/club support
 4♦ = TRF to hearts, 6♥ W/O slam interest or SF
 4♥ = TRF to spades, 6♠ W/O slam interest or SF

Note 6. (1M) pass (2M) overcalls

- a. (1♥) pass (2♥)**
 2♠ = WK O/C in ♠
 2NT = TRF to clubs
 3♣ = TRF to diamonds
 3♦ = CONST O/C in ♠
 3♥ = 5+5+ ♠ and minor
 3♠ = preemptive
- b. (1♠) pass (2♠)**
 2NT = TRF to clubs
 3♣ = TRF to diamonds
 3♦ = CONST O/C in hearts
 3♥ = WK O/C in hearts
 3♠ = 5+5+ ♥ and minor
- c. (1♠) pass (2♠) pass (pass)**
 2NT = 5+ minor and =4♥
 3♣♦ = 4=♣♦ and 5♥
 3♥ = natural
 DBL = minor one-suiter

Note 7. High level competitive bidding

Bidding is forced when:

1. In clear GF sequences (e.g. 2/1; positive bid after 1♣)
2. After 3NT CONST raise to 4M
3. After suit + SUPP VUL
4. After splinter гейм
5. After one-side bid 3NT (e.g. 1NT – 3NT)

Bidding is **NOT** forced when:

1. After suit + SUPP NV
2. After we accepted game try
3. After we bid game in a suit W/O explicit showing GF

When bidding is forced

1. Pass = bid double, dbl = extra playing values, shortness in opp's suit
2. Lower than 3NT the priority is to show major fit or stopper
3. Lower than 4NT (or 4 in our M if fit was established) the priority is to show major fit and extras. Direct bid = no extras. "Pass and pull" = extras.
4. Higher than 4NT the priority is to show shortness in opp's suit. "Pass and pull" = no shortness but extra playing values. Direct bid or double = shortness in opp's suit.
5. Kickback is thru pass
6. Direct voidwood agrees higher from unbid suits
7. Available 4m bid = 55 in unbid suits

Note 8. RKCB (Kickback)

4♦ is RKCB clubs

4♥ is RKCB diamonds

4♠ is RKCB hearts

4NT is RKCB spades

Answers: 14, 30, 2 W/O Q, 2 W Q, 2 W/O Q and void, 2 W Q and void

After kick-back answer we may consequently ask about trump Q, Ks, Qs, Js, trump J

We play Priority of kickback rule (If partner showed 2 suits):

- There is always kickback agreeing partner's minor
- If only one bid is left lower than 4 in partner's M excluding KB then it is S/T agreeing partner's M
- If 2 or more bids are left lower than 4 in partner's M excluding KB then lower bid S/T agrees m; higher bid S/T agrees M

If heart contract is still in sight it is first responsibility to show or deny fit in spades.

Note 9. RKCB after relay

After full distribution is known, there are RKCB by steps excluding 3NT and 4♦.

Order is by length. If suits are equal then order is by game scale ♥♠♣♦.

Answers: 14, 30, 2 W/O Q, 2 W Q

After RKCB 1st step is about Q, 2d step is about Ks, 3d step is about void

After Q ASK 1st step is about Ks, 2d step is about Qs, 3d step is about J in trumps

After Ks ASK 1st step is about Qs, 2d step is how many Ks, 3d step is about J in trump

After Qs ASK 1st step is about Js, 2d step is how many Qs, 3d step is about J in trump

Answers about trump Q: no Q, Q and no Ks, Q and lowest K or two other, Q and middle K or 2 other, Q and highest K or 2 other

4♦ is a game stopper (asks to bid 4♥)

4♦ followed by 4NT/5♥/5♠ is natural INV (rather balanced)

Jump to 4NT or 5 level is natural INV (rather distributional)

Note 10. Double check-back

1♦ - 1♥ - 1♠, 1♦ - 1♥ - 1NT, 1♦ - 1♠ - 1NT

2♣ - asks to bid 2♦, S/O in ♦ or any invitational

- 2♦ - GF
- 2NT – TRF clubs weak or GF
- 3♣ - 5+♦ GF
- 3♦ after 1♥ response – solid 6+ hearts GF
- 3♦ after 1♠ response – 5+5+ MMs GF
- 3♥♠ after 1♥♠ response – INV with good suit (distributional)
- 3♠ after 1♦ - 1♥ - 1♠ - INV with SUPP (distributional)
- 3♠ after 1♦ - 1♥ - 1NT is splinter, agrees hearts
- 4♣♦ - splinter, agrees last shown major

Note 11. 2-way game try

- a. 1♥ - 2♥
 2♠ = S/S INV followed by 2NT ASK with answers by steps
 2NT = ♠ values INV
 3♣♦ = ♣♦ values INV
- b. 1♠ - 2♠
 2NT = S/S INV followed by 3♣ ASK with answers by steps
 3♣♦♥ = ♣♦♥ values INV

Note 12. Preemptive style

1. We don't open 2♦ with 4 cards in the other M
2. 2♥♠ opening may contain any side suit including 65 distribution
3. First hand NV 3d level preemptive bids are destructive: 3m min hand is Qxxxxx, max hand is KQxxxxx
 3M shows 64 W 4m or bad 7 card suit (MAX AJxxxxx)
4. Second hand preemptive bids are always constructive (very good 6 card or 7 card). If only 6card then some extras. Suit is good if VUL (3m min hand is KJ10xxxx)
5. Third hand 3d level preemptive bids are random 5+cards 0-13. When VUL suit is good (AKQJx if only 5 card)

Note 13. Leads thru declarer

- KQJ** (xxx)
- KQ** (xxx)
- QJ10**(xxx)
- QJ** (xxx)
- J109** (xxx)
- J10** (xxx)