

OPENING	TICK IF ARTIFICIAL	MIN. NUMB. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-21 except 15+ BAL	1♦/♥/♠=4+, 5+hcp. 1NT – 6-10 hcp.	1♣-1♦/♥/♠= 4+ cards. 1♣-1♦/♥/♠-2NT – 18-19 BAL, 4 card fit possible.	7-11 possible in 3 rd hand.
					2♣=(9)10+ , 4+♣. 2♦=(12)13+, 6+ ♦, FG. 2♥/♠=(12)13+, 6+ ♥/♠, FG. 2NT- 11-12hcp	1♣-1♥/♠-2♣-2♦=ART F.	pass-1♣-2Suit=6-11hcp or 16+hcp
					3♣=6+♣, 5-9hcp. 3♦/♥/♠= 6+ ♦/♥/♠, 0-9hcp	CHECKBACK 2♣, FORSING 4 th SUIT.TWO-WAY GAME TRY.	
1♦		3	4♥	11-21 except 15+ BAL,	2♦=(9)10+hcp,4+♦ .3♦/♥/♠/4♣==PRE, 2NT=11-12 BAL. 3♣ – NAT INV	1♦-2♣-2♦=11-13hcp, ART F.	7-11 possible in 3 rd hand.
				♦better then ♣	2♣=10+hcp,4+♣. 2♥/♠=13+, 6+ ♥/♠, FG.	4 th suit. Reverses by opener, by responder=FG.	pass-1♦-2Suit=6-11hcp or 16+hcp
1♥		5	4♥	11-21, 5+ ♥	1♠=F1. 1NT= (5)6-11hcp without fit or 4-6/10-11hcp with fit (43♥33, 10-11 hcp). 2♣=FG, BALL / fit. 2♦/♥=FG, 5+♦/♥. 2♠=6+♠, FG.2NT=FG, 3/4card fit . 3♣/♦ - NAT INV 3NT=(4♥333,12-14hcp).	1♥-1NT-2♣=F1. 1♥-1NT-3NT=~6♥322, 18-21 hcp 1♥-2♥-2♠= short suit game try. 1♥-2♥-3m=INV 1♥-2m-3♥=6+♥, 14+HCP	7-11 possible in 3 rd hand. 2♣=DRURY.
1♠		5	4♥	11-21, 5+ ♠	like after 1♥	like after 1♥, 1♠ - 2♥, 10+HCP	As for 1♥.
1NT			3♠	15-17 BAL.	4-suit transfers. 2♠=TRF to ♣, or INV. 3♣/♦=NAT INV	1NT-2♣-2♦-2♥=weak 2M, 1NT-2♣-2♦-3♥=5+♠,4♥ FG,	
					3♥/♠=SPL, 5-4-3-1 convention (1 in other M).	1NT-2♣-2♦-2♠=5♠-4+♥, NF. 1NT-2♦-2♥-2♠=5+♥,4♠, INV.	
2♣	+			ART F. 22+hcp or 3 losers	2♦=NEG. 2NT=8+hcp	2♣-2♦-2nt-3♣=Puppet; 2♣-2♦-2♥-2♠-2nt-3♣=Puppet;	
						2♣-2♦-3♠=set trumps, then que-bids (3NT=have no CUE).	
2♦	+			18-19 BAL.	2♥ = NEG, 2♠=FG	2♦-2♥-2♠=3+♠, 2♦-2♠-2NT= Puppet;	
2♥				5-10, 6+ ♥	2NT= INV . 2♠= NAT, NF. 3♣/♦/♠=NAT, FG.		
2♠				5-10, 6+ ♠	like after 2♥		
2NT			3♠	20-21 BAL.	3♣- Puppet , 3♦(♥)-transfer, 3♠ -minor(s), 3NT-5+♠, 4♥		
						HIGH LEVEL BIDDING	
3♣		(6)7		PRE, destructive NV vs V.	New suit=NAT, FG.	Many SPL bids.	
3♦		(6)7		PRE, destructive NV vs V.	New suit=NAT, FG.	RKCB.	
3♥		(6)7		PRE, destructive NV vs V.	3♠= NAT, FG. 4♠=NAT, m's=CUE-bid.	CUE bids 1 st or 2 nd class.	
3♠		(6)7		PRE, destructive NV vs V.	4♥=NAT, m's=CUE-bid.	Reley after RKCB=Q of trump ask or ask kings.	
3NT	+	7		Full 7 card m, 1 side control.	4♥/♠ =contract. 4/5NT=INV to 6/7NT. 4♦=ask about single.		
4♣/♦	+	7+♥/♠		9-10 tricks, strong.	4♥/♠= contract. 4♦/♥=slam-inv		
4♥/♠		7		PRE.			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style;Resp.; 1/2 Level.; Reopening)
Aggressive on 1 st level, sound on 2 nd . New suit F at 1 st and 3 rd level, NF at 2 nd . Raise=6-9. Jump raise=PRE. 1/2/3NT=NAT (exc (1x)-1M-(xx)-2NT=INV,fit.) (1x)-1M-(xx)-3m=INV + ,NAT,fit. (1x)-1M-(xx)-4m(with jump)=FG,spl,fit. Pass-(1♣)-1♥/♠-(pass)-2♣/♦=DRURY with 3/4 card fit. CUE=FG:
1NT OVERCALL (2nd/4th Live; Resp.; Reopening)
2 nd pos=15-17. 2♣=5+♦,2♦=5+second M, CUE=STAY,2NT=INV,3x=FG. 4 th pos=14-17. CUE =STAY, 2sec.M =5+♣, 2♣=5+♦,2♦=5+ sec.M. 4 th pos 2NT=19-21 (1x)-1NT-(DBL=PEN) as 1NT-(DBL=PEN) pass forces to RDBL. RDBL and 2x=S/O, transfer.
JUMP OVERCALLS (Style; Resp; Unusual NT)
1-suit:(1♥)-2♠=6+♠,7-10 hcp.(1♣)-2♦=both M.6-10 or 16+ (1♦)2♥/♠=weak2M 2-suit : (1♥/♠)-2NT=m's. (1♣/♦/♥)-pass-(1♦/♥/♠)-2NT=unusual. Reopen: 2NT=15-18 BAL.
DIRECT and JUMP CUE BIDS (St.; Resp.; Reop.)
(1♣)-2♣=NAT, 5+ ♣. (1♦(except precision))-2♦= 5-5 ♠+♥(weak or strong). (1♥)-2♥=5-5 ♠+m.(weak or strong) (1♠)-2♠=5-5 ♥+m.(weak or strong)
VS. NT (vs. Strong/Weak; Reopening)
2♣/♦/♥/♠=Multi-Landy in any case (reopening same) dbl= pen (hcp not less then opening strength), reopening - 3 hcp less.
VS. PREEMPTS (DOUB; CUE; JUMPS; NT BIDS)
T/O doubles thru 4♥ (4♥)-4NT=m's. (4♠)-4NT=T/O. (Weak 2)-2NT=15-18 BAL.
VS. ARTIFICIAL STRONG OPENINGS
Pass=May be strong. Overcall may be very weak. VS. 2♣: nat, weak.
OVER OPPONENTS' TAKEOUT DOUBLE
Pass=WK New suit F at 1 st and 3 rd level, NF at 2 nd .. Jump shift=NAT INV. Double jump=SPL. 2/3/4=PRE. 2NT=INV,fit. 1NT Nat, 1♠-(DBL)-2♥ or 1♥-(DBL)-2♦=7-9hcp,FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In partner's suit	
NT	4th.	xXx(x)	
Subseg	4th.	xXx(x)	
LEADS			
Card	Vs. Suit	Vs. NT	
Ace	AK(x), A(x)	AK(x), A(x)	
King	AK(x), KQx(x), K(x)	AK(x), KQx(x), K(x)	
Queen	QJx(x),AQJx(x), Q(x)	QJx(x),AQJx(x), Q(x)	
Jack	J10x(x), Jx	J10x(x), Jx, A/K/J10(x)	
10	10x	10x, 109x A/K/Q/109(x)	
9	9x, 109(x)	9x	
Hi-x	Sx, xSx, xSxx(x)	Sx, xSx, xSxx(x)	
Lo-x	HxS, HxxS(x)	HxS, HxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Part. Lead	Decl. Lead	Discarding
1	Low=ENCRG	Low= EVEN	Roman
Suit 2	Low/Hi =EVEN	SP	Remainder count
3	SP		
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Roman: odd-this suit; high even – high suit; low even- nothing or low suit.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses;Reopen.)			
May be light with classic shape.			
CUE=FG.			
(1♣ NAT. or polish.)-DBL=12-15 BAL, 19+ BAL, or 16+ with any suit.			
SPECIAL, ARTIFICIAL and COMP. DOUB/RED.			
NEGATIVE DOUBLES thru 4♥.			
RESPONSIVE DOUBLES thru 4♥.			
MAXIMAL OVERCALL DBL. SUPPORT DOUBLE(REDOUBLE) thru 2♥/♠			
1♣-(1♦)-1♥/♠=4+ cards.			
1m-(1♠)-DBL=7+ , 4 card ♥, or any FG.			

CONVENTION CARD	
CATEGORY: Green	
NCBO: Russia	EVENT: All
PLAYERS: Baboshina Anna - Ignateva Alena	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural. "French natural". 1♣=3+ cards, 1♦=3+ cards. 1♥/♠=5+ cards (forcing 1NT response). Many T/O doubles at low levels. 1NT Opening: 15-17 (Any 5332, 6m possible). 2 OVER 1 response: FG. Except 1♣/♦-2♣=10+ hcp, 4+ cards. 1♠-2♥-2♠-3♥=6+♥,INV	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ = FG 2♦ = 18-19 BAL 3/4 x=PRE: destructive NV vs V, other on 1/2 hand constructive, on 3/4 hand – random. 3NT=GAMBLING (1 side control).	
SPECIAL FORCING PASS SEQUENCES	
In high levels pass shows no high cards in opp suit and possibility of higher level contract. (1NT WK)-DBL-(2 m) they play doubled, or we play.contract.	
IMPORTANT NOTES THAT DON'T FIT ELSEWH.	
With 6/5 always open in higher suit.	
PSYCH.: Rare	
At 3 rd hand possible random offshape preempts.	