

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Wide range, 4-5+ cards 4-15pts
(1x)-pass-(pass)-1NT=12-14 bal or semi-bal
-2NT=18-20 bal or semi-bal
INT OVERCALL (2nd/4th Live; Responses; Reopening)
14(15)-17 bal or semi-bal, system on
12-14 in reopen, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preempts
Reopen: strong 2NT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels or asking for stopper; Leaping;splinter in some auctions
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL=points; 2♣=MM; 2♦=1M; 2♥/♠=natural+minor; 2NT=mm
3x=nat.
in fourth only 2♣=MM, other=nat.
same againt weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O; ask stopper; NT=nat.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1st/2nd level is exactly 3 or 4 nat. cards and another 5+ unknown suit
3d level=nat. pre
any NT level=any 5-5; DBL=Majors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after 1M-(DBL)
2NT+=transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th best	same	
NT	2nd/4th best	same	
Subseq	2nd/4th best	same	
Other: low from xx and xxxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	same	
King	AK(x),KQ(J)+,KQ(10)+	same	
Queen	QJ(10)+,KQ10+	same	
Jack	J10+, Jx	same	
10	HJ10+,109+,10x	same	
9	H109+,H9x,9x	same	
Hi-X	xXx	same	
Lo-X	xX,xxxX,xxxXx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count low=even	Count low=even	Count low=even
Suit 2	Lav. for others	Lav. for others	Lav. for others
3			
1	Count low=even	Count low=even	Count low=even
NT 2	Lav. for others	Lav. for others	Lav. for others
3			
Signals (including Trumps): Rev. Smith v/s NT by both players;			
Lav. in trump; count or Lav. at Ace, depends on dummy;			
count on King; low=enc. on Ace at NT.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
light T/O doubles			
art. only after 1di-(1M)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Takeout; 3-4cards supports DBL's and RDBL; invitation;			
After our weak NT opening X= penalty			
After our RDBL, all DBL's are penalty			
DBL on splinter wants lead in the lowest suit			
DBL of a cue in a suit we have bid wants alternative lead from bidder, and direct lead from the other.			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: ALL
PLAYERS: Stoicho Bossev – Angel Vanchev
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision club; 5 cards majors ; 1♦ 0+ 10-16
1NT 14-16 /15-17 3 ^d ,4 th seat
2♣=5♣4M or 6+♣ 10-15
2♦=weak Major/both M's 3 ^d ,4 th seat
2M=weak Major+4 ⁺ minor/nat., weak 3 ^d ,4 th seat
2NT=pre ♣ or good conc. 14-16, 5-5 without clubs
3♣=pre ♦ or good conc. 14-16, 5-5 with clubs
3♦/♥=trsf. Pre, 3♠=any Gambling, 3NT=Namyats
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♠=strong (17+ if bal)
2♦=both M's 3 ^d ,4 th seat
2NT=pre ♣ or good conc. 14-16, 5-5 without clubs
3♣=pre ♦ or good conc. 14-16, 5-5 with clubs
3♦/♥=trsf. Pre, 3♠=any Gambling, 3NT=Namyats
SPECIAL FORCING PASS SEQUENCES
FG situation Pass=good hand
When the interference is under the bid we are forced to
In powerful auction,when we have shown strength
IMPORTANT NOTES
Mostly transfers in competition
PSYCHICS: rare and only in favour vul

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	^^^	0	4♠	Strong unbal or 17+bal	1♦=0-7 ; 1M/2m=5+cards FG ; 2♥=any4441 FG	1♣-1♦-1♥=F1-nat or balanced (17/20; 23/24)	same
					2♠ = 8-10bal, 3♣=mm, 3♦=MM	1♣-1♦-1NT=any FG	
1♦	^^^	0	4♠	10-15, no 5 card Major	1M=4+F1; 2♣=3+cards FG; 2♦=5+cards FG	After intervention: mostly art. responses	same
				10-13; 10-14 if bal.	1♦-2♠=2minors weak or NT invitation; 1♦- 2NT=1 minor; 1♦-3m=invitation		
1♥		5	4♠	5+cards 10-15	1♥- 1NT=F1; 2♣=str. relay; 2♦=5+GF; 2♠=any splinter 8-11 or 15+; 2NT =invitation with 3♥ non-bal or 4♥ bal; 3♠=any splinter 12-14	1♥-1NT-2♠=1+card 1♥-1♠-2NT=minor splinter 2NT+ bids are transfers after intervention	1♥-1NT=nat. 1♥-2♠=max. pass with3 fit 1♥-2♦=max. pass with 4 fit
1♠		5	4♥	5+cards 10-15	1♠- 1NT=F1; 2♣=str. relay; 2♦=5+GF; 2NT=any splinter 8-11 or 15+; 3♣ =invitation with 3♥ non-bal or 4♥ bal; 3♦=any splinter 12-14	1♠-1NT-2♠=1+card 2NT+ bids are transfers after intervention	1♠-1NT=nat. 1♠-2♠=max. pass with3 fit 1♠-2♦=max. pass with 4 fit
1NT			4♠	14-16; 15-17 3/4 seat may have 5M, 5422, 6m, small sgl.	2♣=stayman; 2♦♥/2NT=transfers; 3♣=mm FG; 3♦=55MM inv+	2NT+ bids are transfers after intervention	same
2♣		5	4♠	5♣4M or 6+♣	2♦=R; 2M-nat NF; 2NT puppet to 3♣; 3♣-invitation; 3♦=MM inv; 3M=inv		same
2♦	^^^	0		MULTI 5(6) Major 3-10 points both Majors 3/4 seat 3-12 points	2NT=relay; 3♦=inv Major; 3♥/♠=P/C; 4♥/♠=nat.	Penalty DBL's after intervention	same
2♥	^^^	5		5♥/4+minor 3-10 points nat. in 3/4 seat 3-12 points	2NT=relay; 3♦=inv Major; 3♥=pre; 4♠=nat.	Penalty DBL's after intervention	same
2♠	^^^	5		5♠/4+minor 3-10 points nat. in 3/4 seat 3-12 points	2NT=relay; 3♦=inv Major; 3♠=pre; 4♥=nat.	Penalty DBL's after intervention	same
2NT	^^^			preempt ♣ or good concentrated 14-16 points 5-5 without ♣	3♣=P/C	Penalty DBL's after intervention	same
3♣	^^^	0		preempt ♦ or good concentrated 14-16 points 5-5 without ♦	3♦=P/C	Penalty DBL's after intervention	same
3♦	^^^	0		preempt with ♥	3♥=P/C	Penalty DBL's after intervention	same
3♥	^^^	0		preempt with ♠	3♠=P/C	Penalty DBL's after intervention	same
3♠	^^^	0		any 7 AKQ suit	3NT=to play; 4♠=P/C	Penalty DBL's after intervention	same
3NT	^^^			9/9.5 hands over Major	4♠=ask sgl.	Penalty DBL's after intervention	same
4♣		7		nat. pre		Penalty DBL's after intervention	same
4♦		7		nat. pre		Penalty DBL's after intervention	same
4♥		7		nat. pre		Penalty DBL's after intervention	same
4♠		7		nat. pre		Penalty DBL's after intervention	same
4NT	^^^			RKCB		Penalty DBL's after intervention	same
						HIGH LEVEL BIDDING	
						RKCB 1403; DEPO/REPO; 4NT-5NT odd with void	
						5NT=pick a slam; spl.; non-serious 3NT over Major fit.	