

DEFENSIVE AND COMPETITIVE BIDDING
<i>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</i>
Wide range, usually 5 cards, but sometimes 4 (usually with offshape)
(1x)-pass-(pass)- 1NT=11-14 hcp BAL or semiBAL;
Jump2M/3m=12-14 hcp, 6-7 cards
2NT=18-20 hcp, BAL or semiBAL
<i>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</i>
(14)15-17(18), system on;
11-14 in reopening position, BAL/sBAL
<i>JUMP OVERCALLS (Style; Responses; Unusual NT)</i>
Usually pre-empting, depends on VUL and POS;
Un2NT=lowest 2 unbidden
Reopen: jump2NT=18-20 hcp, BAL/sBAL
<i>DIRECT & JUMP CUE BIDS (Style; Response; Reopen)</i>
Michaels=highest unbidden + one of the lower ones
Jump CUE=ask for stopper
<i>VS. NT (vs. Strong/Weak; Reopening;PH)</i>
VS STR 1NT(14+): DBL=5+m4M, 2♣=both majors 4+4+, 2♦=1M;
2M=M+m, 5+4+; 2NT=both minors or FG 2-suiter Mm;
VS WK 1NT (13-): DBL=13+ hcp, 2♣=both majors 4+4+, 2♦=nat;
2M=nat; 2NT=55+♣M strong; 3♦=55+♥♦ strong; 3♥=55+♥♣ strong
REOPEN SAME
<i>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</i>
DBL=T/O or STR; STD overcalls;
(3♣): 4♣=M+M 5+5+; (3♦)-4♦=MM; (3x)-4m=m+M, at least 55
(2M)-4m=m+OM, at least 55; (2♦)-4♣=♣+M, at least 55
<i>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</i>
DBL = MM; 1NT= mm
(1♣)-pass-(1♦)-dbl= ♦ or MM
<i>OVER OPPONENTS' TAKEOUT DOUBLE</i>
After 1M-(DBL): 1♠=4+♠, F1; 1NT/2♣/2♦=trf to ♣/♦/♥;
Trf to 2M=good raise; 2M=weak raise; 2NT=4+ fit, INV+;
(double)jump suit=splinter;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	Same	
NT	2 nd /4 th	Same	
Subseq	2 nd /4 th , original count	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Same	
King	AKQ, AKJ, KQ(J), KQ10	Same	
Queen	QJ(10)+, KQ10+	Same	
Jack	AJ10+, KJ10+, J10+, Jx	Same	
10	H10x, H109+, 109+	Same	
9	H9x	Same	
Hi-X	xXx	Same	
Lo-X	xX, xxxX+	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, STD	LAV, STD	
3	ENC, low=ENC		
1	Count, low=even	smith, low=enc	Count, low=even
NT 2	LAV, STD	count, low=even	
3	ENC, low=ENC		
Signals (including Trumps): Mainly count;			
sometimes LAV; in cashing positions – ATT (rev)			
At NT contract on Ace lead – ATT (rev)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Depends on VUL and POS; balancing responses;			
Reopening DBLs are 8+ hcp			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Take-out			
3-card SUPP DBLs & RDBLs (up to 2M)			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: Bulgaria 
PLAYERS:
Deyan Spasov
Yuliyen Stefanov
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision club; 5-card majors; 1♦=0+ cards; 1NT = 14-16;
2♣=♣s or ♣s+M;
2♦=weak 2 in a M
2♥=weak, 44+ MM
2♠=weak, 5+ cards 4+m
3x= pre-empt 6+ cards
2/1=GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣=16+ points or an equivalent, any shape (17+ hcp if BAL)
1♦=10-15 hcp, 0+♦
1NT=14-16 hcp, may have 5M/6m/rarely singleton
2♣=10-15 hcp, 6+♣ or 5+♣4M
2M=6+ cards, 10-13 hcp in 4 th POS
2NT=19-20 hcp, may have 5M/6m/rarely singleton
SPECIAL FORCING PASS SEQUENCES
When the interference is under the bid we are forced to;
In powerful auction, when we have shown strength
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	×			16+ hcp or equivalent, any shape; 17+ hcp if BAL	1♦=0-7, any;	1♣-1♦-1♥=F ; 21-22 bal, 25+ bal, 5+♥, any GF, 6M 8 ½ tricks, (5+4) MM GF	
					1♥/♠/2♣/♦=NAT, 8+; 2♥=8-9 bal; 1NT=10+bal	1♣-1♦-2♥=5♥4♠ 16-20 hcp; 1♣-1♦-2♠=5+♠5+m GF	
					2♠=(4441), 12+;	1♣-1♦-3♣/3♦=5+5+mm NF/GF	
					2NT/3♣/♦/♥=4441 trf singl 8-11 hcp	1♣-1♦-3♥/3♠=5+5+MM NF/GF	
1♦	×	0		10-15 hcp, 0+ cards	1M=4+, F1; 1NT=NF; 2♥=5♠4♥, 9-11; 2♠=1m SOFF or bal inv; 4♣=trf♥; 4♦=trf♠		2M=5-10 hcp, 55 Mm
1♥		5		10-15(16) hcp, 5+ cards	1NT=F1; 2♠=any spl; 2NT=3+♥, limit raise; 3♣=4♥, 9-12; 3♦=4+♥, mixed raise; 3♥=PRE; 3♠=VOID		2♣=drury – 2♥ min
1♠		5		10-15(16) hcp, 5+ cards	1NT=F1; 2NT=any spl; 3♣=3+♠, limit raise; 3♦=4♠, 9-12; 3♥=4+♠, mixed raise; 3♠=PRE; 4x=VOID		2♣=drury – 2♠ min
1NT				14-16	Stayman; 4-way xfers,		
				balanced, may have	3♣=♣+♦, S/O; 3♦=♣+♦, GF		
				5M/6m/rarely singleton	3M=singleton; (13)(54)		
2♣	×	5		10-15 hcp, 6+♣ or 5+♣4M	2♦=R; 2M=5+, CONST, NF; 3♦/3M=GF;		
					2NT=WK/STR rs in ♣ or M/MM, inv; 3♣=GD rs		
2♦				5-10 hcp, 5+M	2NT=R; 4♣=trf ur suit; 4♦=bid ur suit		
2♦				5-10 hcp, 4+4+MM=3 rd POS			
2♥		4		5-10 hcp, 4+4+MM=1 st /2 nd POS	2NT=R; 3♣=inv ♥ ; 3♦=inv ♠; 2/3/4M=to play		
2♥		5		5-10 hcp, 5+♥= 3 rd POS			
2♠		5		5-10 hcp, 54+ ♠m=1 st /2 nd POS	2NT=R; 3♣=p/c ; 3♦=inv ♠; 3♥=inv ♥		
2♠		6		5-10 hcp, 5+♠ - 3 rd POS			
2NT				1 st /2 nd 19-20; may have 5M/6m/ rarely singleton	3♣=puppet stayman; 3♦/♥=trf; 3♠=54+mm GF 4♣=55+MM; 4♦/♥=trf, S/T;		
3♣		6		pre-empt	3♦=R ; 4♦=Blackwood; 4M- to play	3♣-3♦-3♥-3♠ inv in ♠ /3Nt – to play if HH in ♣/ 4♣- ST in ♣ / 4♦-5+5+ MM/ 4M-p/c	
3♦		6		pre-empt	3♥= R; 4♣= Blackwood; 4M- to play	3♦- 3♥-3♠-3NT – to play if HH in ♦/ 4♣- 5+5+ MM/ 4♦ ST in ♦/ 4M-p/c	
3♥/3♠		6		pre-empt	4♣- S/T		
3NT	×			7+ m 5-10 hcp			
4♣	×			6♣+5M; 7-13hcp	4♦=ASK for M; 4♥/♠=p/c; 4NT=Blackwood ♣; 5♦=S/T in M	Blackwood-1KC;2KC;2KC+low void; 2KC+high void	
4♦	×			6♦+5M; 7-13hcp	4NT=ASK for M; 4♥/♠=p/c; 5♣=Blackwood ♦	same	
4♥		(7)8		Preempt, depends on VUL/POS		HIGH LEVEL BIDDING	
4♠		(7)8		Preempt, depends on VUL/POS		(E)KCB – 1403, CUE, SPL, DOP1/ROP1; 4NT-5NT=even KC with void;	
4NT	×			65+♣♦, 3-10 hcp	5♥=RCKB♣; 5♠=RCKB♦	4NT-6x=odd KC with void	