

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1st Level: NAT, Light (5-17) ; New suit F1 1/1 ; NF 2/1; INV 3/1 2♣=ART, Relay; CB= ART, ♣s; single/jump raise = NF/PRE Jump CB= Mixed raise (7-9) ; 2NT=4+ fit over M ; Double jump CB = SPL ; jump shifts 4m are fit showing
2nd Level: NAT, Light (NV), Sound (V); new suit F1 2/1, 2NT=F1 in balancing seat: NAT, 5(4)+ cards (5)7-15 hcp,
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: (14)15-17(18) BAL/SBAL, rarely single Honour, 4th Live : (1m♥) - Pass – (1x) - 1NT= 15-18
4th balancing: 11-14 after 1m , system ON 11-16 after 1M, 2♣=range ask : 2♦/♥/♠=11-13; 2NT=14-16 -> 3♣= re-ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 1X : PRE (NV), INT (V vs NV) if simple jump After 2/3 PRE: STR (except NV vs V = PRE) 2NT: (55)+ Lowest unbid suits Reopen: Constructive 6+cards, ; 2NT=(18)19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE: vs. 1♣ : 2♣=NAT, 2♦=MM; Vs 1♦ (ART) : 2♦ = NAT 2♥/3♦= MMs (WK/STR) vs. 1M : 2M=OM+m; 2NT=mm; JUMP CUE: ask for stopper with solid suit after opening 1M REOPEN: CUE= (5-5) +, INT+; JUMP CUE =same
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT: DBL=PEN; 2♣=MM; 2♦=one M; 2M=5+M - 4+ m; 2NT=mm or MM STR; 3x=NAT
Vs Weak NT: DBL=PEN; 2♣=MM; 2♦= one M weak; 2M= NAT, good hands ; 2NT=mm or MM STR; 3x=NAT LEB after they run to 2M after DBL
REOPEN seat : SAME
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M : DBL=T/O, LEB ; 3M/ 4m=Michaels/ Leaping M. Vs 2♦(Multi) : DBL= T/O♠ or STR; 4m= (5-5)+ m + ♥ Vs 2m/3m: DBL=T/O; CB= (5-5)+MM; 4om=(5-5)+ om-M Vs 3M: DBL=T/O; 4m= (5-5)+ m + oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ : DBL=MM; 1/2NT=mm ; 2♦=(5-5)+MM; (1♣) - pass - (1♦) - ? DBL=MM; 1/2 NT=mm ; 2♦= NAT Vs STR 2♣/♦: similar as Vs 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
TRFs if we open 1M/2M; after 3x TRFs starts w/ RDBL 1M - (DBL) - ? RDBL=PEN, 2NT= 4+ FIT, INV+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	STD	1/3/5 (Hi from xxx if raised)	
NT	STD (can be ATT)	1/3/5 (Hi from xxx if raised)	
Subsequent	STD (or ATT)	1/3/5	
Other: 9/10 = 0 or 2 higher; raised suit low shows Honour			
King for count at 5+ level or vs. 4M opener or overcaller			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AKx+	ASK for ATT : Ax+, AKx+	
King	KQ+, AK+	ASK for Unblock or Count	
Queen	QJ+, AKQ+	ASK for ATT: QJ+ or KQ+	
Jack	J10+	J10+	
10	10x, 109(x)+, HJ10+	10x, 109(x)+, HJ10+	
9	9x, H109+, H98+	9x, H109+, H98+	
Hi-X	xx, xxxx, xxxxx+, Hxxx(+) (+)	xx, xxx, xxx(x), Hxxx(+) (+)	
Lo-X	xx, Hxx, Hxx	Hxx, Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low-high=ENC	Low-high =EVEN	Low-high =ENC
Suit 2	Low-high =EVEN	S/P	Low-high =EVEN
3	S/P		S/P
1	Low-high=ENC	Low-high =EVEN	Low-high =ENC
NT 2	Low-high =EVEN	S/P	Low-high =EVEN
3	S/P		S/P
Signals (including Trumps): S/P in trump suit			
Trick 2 S/P vs NT, unless count needed.			
Smith vs NT by 3 rd hand when inserting an honour at trick 1. (Lo=ENC)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light T/O w/ good shape , doubleton in unbid m is possible			
DBL of m : CB = FG or pick M INV+			
DBL of M : CB = FG			
Jumps INV (but PRE over RDBL)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL through 3(4) level. (not obligate with bal. min.) Support RDBL			
After our overcall RDBL= 2 fit and values			
Responsive ; COMP; MAX Overcall ; Snapdragon			
Some action DBLs (also from PRE opener)			
DBL on direct SPL response= lead highest unbid suit			
Lightner DBLs on slams (and sometimes at games)			

W B F CONVENTION CARD
CATEGORY: BLUE NCBO: BULGARIA EVENT: All Events PLAYERS: KOLYU VIDEV – TENYU TENEV
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision, 1♠= ART , 16+ or any good hand w/ 8+ tricks Light style, frequent upgrading, seldom downgrade 5card M; 2/1=FG after 1M; 2m= F1 after 1♦ 1♦ = 0+♦ , 10-15 HCP 1♥/1♠ = 5+cards, 10-15 HCP (4 possible 3 rd /4 th) 1NT= 14-16 (1&2), 15-17(3&4) could have 5M,6m,SGN 2♣ =10-15 HCP, 6+♠, can be 5 cards in 3 rd
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = (5-4)+MM , 0-11 HCP 2♥/2♠ = NAT, 5+M, weak (can be very weak NV) 3x= random NAT PRE 3NT= 7+ SSOL+ M 1&2 seat Some TRFs in defensive and competitive bidding 2 in new M is NF in competition after opening 1♦/♥/♠ 2 in new m is F1 in competition after opening 1♦/♥/♠
SPECIAL FORCING PASS SEQUENCES
In Game Forcing situations After we RDBL for strength After opening 1♣ and FG sequences : If opponents bid above 3 of partner's suit : DBL=fit and pass request DBL. If responder shows values but no suit : DBL= T/O between 3♥ and 4♥. At 4♠ and higher: DBL = like a STD forcing pass and request DBL
IMPORTANT NOTES
Can open lighter NV vs V
PSYCHICS: seldom, tactical not specific

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	×	0	5♦	16+ HCP or equivalent, any shape; 17+ HCP if BAL	1♦ = 0-7 any; 1♥/1♠/2♣/2♦=NAT,5+ suit, 8+; 2♥/2♠=8-11/12+,4441 any; 1NT/2NT=8-13/14+ BAL	1♣ - 1♦ - 1M=NAT, 4+M, F1 1♣ - 1♦ - 2M=PUP to next (2♣/2NT) 1♣-1♦/1♥ - 1NT/2NT - ? as after 1NT/2NT	COMP: After 1x/2m Level O/C : Pass = 0-5 or trap ; DBL=5-7 any; CB/ jump CB= FG, ask stopper , 3suiter; New Suits=NAT, FG
1♦	×	0	4♠	10-15 HCP, 0+♦	3♣/3♦/3♥/3♠= 7+ suit AQ or KQ, 5-7 1M=NAT,4+M,F1; 1NT=NF; 2♣/2♦=F1, NAT; 2♥/♠= (54)+ MM, weak/INV; 2NT=INV , 11-13- 3♠= (54)+mm up to INV;3♦/3M=NAT, PRE	1♦ - 1M - 1♠/1NT - ? 2♠= TRF Relay to 2♦ 2♦= FG Relay @; 2NT= TRF ♣ (WK or FG)	Passed hands 2m=NAT, 5+, NF
1♥		5	4♠	10-15 HCP, 5+♥ 4+♥ and/or light (3&4)	1NT=SemiF/F; 2/1=FG (2♠= ♣/ BAL,2♦= 5+♦) 2♠=♠+FIT♥ (after 1♥); 3m/3♥(if 1♠) =NAT INV;	1M - 2x - ? 2M=6+M 1M - 2NT@ - ? ART rebids	PH :1NT NF 2♠= Drury , 2NT=4+FIT, super max
1♠		5	4♥	10-15 HCP, 5+♠ 4+♠ and/or light (3&4)	2 NT = INV+ w/ 4(3)+M; 3M=PRE/mixed; 3NT= 3fitM (4333) ; 3♠/4m/4♥=SPLs; 4M=wide range	1♥ - 1♠ - 2NT(max, 6♥ - 3♠ or SPL in m) - ? 3♠= Relay@; 3♦= TRF Relay to 3♥	PH: 1NT NF 2♠= Drury, 2NT=4+FIT, super max
1NT			4♠	(13+)14-16 HCP(1&2), (14+)15-17 HCP(3&4) may have 5M 6m or sing	Stayman; 2♦/♥=TRFs ♥/♠; 2♠=TRF♣/BAL; 2NT= asks 5M; 3♠=TRF♦; 3♦=(5-5)+ mm, FG; 3♥/♠= single M(54) mm,FG; 4♠=22(54) slam try; 4♦/♥= TRF to 4♥/♠; 4♠=(32)44 slam try	1NT - 2♠ - 2♦ - ? Smolen, delayed TRF 1NT - 2NT - ? 3♠= no 5M; 3M=5M 1NT - 2NT - 3♠ - ? 3♦=(41)44;3M=4 other M 1NT - 2NT - 3♠ - 3♦ - ? 3♥=relay@ (L/H spl)	COMP : NEG DBLs Rubensohl
2♣		6	4♠	10-15 HCP, 6+♣ 5+♣ (3 seat)	2♦=Relay; 2M=NAT,F1; 2NT=weak/STR w/ FIT♣; 3♠=TRF ♦; 3♦=(55)MM, INV+;3♥/♠=NAT,INV+	2♣-2♦@ - 2/3X ? some Relay bids	COMP : 2NT/3♣ (from RESP)= NAT after DBL/Overcall
2♦	×	0		(54)+MM, 0-11 HCP (1&2/3)	2♥=P/C; 2♠= NF; 2 NT = Relay; 3♠= TRF to 3♦ 3♦ = PRE w/ 3-3 MM or FG w/♦;4♠= RKCB ♥+♠	2♦ - 2 NT - ? 3♠= min (54), 3♦ = min (55), 3♥/3♠= max NAT, 5-4, 3NT=max (55)	
2♥		5		PRE, depends on VUL/POS	2♠=NAT, NF;2NT =Relay, 3♠= TRF to 3♦;	2M - 2NT -? 3♠=5M; 3M=6M min,	COMP : TRFs after DBL
2♠		5		PRE, depends on VUL/POS	3♦/3OM=NAT,FG;4♠=PRE RKC	3♦/3OM/3NT= max ,6 w/ ;6 w/o SPL, 6-4oM	(2NT starts TRFs)
2NT			4♠	(19+)20-21 HCP(1&2), (20+)21-22 HCP(3&4) may have 5M 6m or sing	Stayman; 3♦/♥=TRFs; 3♠=(5-4) mm, FG ; 4♣/4♦/4♥/4♠= TRFs ♥/♠/♦/♠, S/T	2NT - 3♠ - 3♦ - ? 3M (Smolen); 2NT - 3♦ - 3♥ - ? 3♠=(55)+ MM , FG+ 2NT - 3♥ - 3♠ - ? 4♥=(55)+ MM , NF	COMP : NEG DBLs
3♣-3♠		6		PRE, depends on VUL/POS	New suit=NAT,F1; 3NT/any game=NAT, to play; 4♣(after 3♦/♥/♠) / 4♦ (after 3♠)= PRE RKCB	NAT bidding NAT bidding	COMP : TRFs after DBL (RDBL starts TRFs)
3NT	×			SSOL+ M(1&2), 3&4seat to play	4♣ = ask for CB; 4♦= bid M; 4♥=P/C; 4♠=to play	3NT - 4♣ - ? 4♦ /4♥/4♠/5♠= CB	
4♣		7		PRE, depends on VUL/POS	4♦=PRE RKCB; 4M=NAT NF		
4♦		7		PRE, depends on VUL/POS	4M=NAT NF, 4NT= RKCB		
4♥		6		PRE, depends on VUL/POS	4NT= RKCB; new suit=ask for CB in next suit	HIGH LEVEL BIDDING	
4♠		6		PRE, depends on VUL/POS	4NT= RKCB; new suit=ask for CB in next suit	RKCB 1430 ; Exclusion RKC: 0/1-2-Q/2+Q/3-Q/3+Q; Minorwood (4m)1430	
4NT	×			(65)+ minors	5♥ =RKCB ♣; 5♠ =RKCB ♦	PRE RKCB : 0/1-Q/1+Q/2-Q/2+Q ; R2D2 after intervention	
5m		7		PRE, depends on VUL/POS	5♦(after 5♣) = RKCB; 5♥ (after 5♦) = RKCB	Cue-bids (1st + 2nd round equally); SPLINTERS; Relay bids	
5M		6		NAT, 2 trump losers		WOODY(when 4441): 4♣ ->4♦(for RKC L/M/H);4♦ -> 4♥ (ES); 4M/4NT/5m= S/T	
5NT	×			(55)+ minors , 2 losers		If not RKCB 1430 , 4 NT= 2 places to play and 5NT = pick a slam (rarely GSF)	