

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Overcalls are 8-15 5+cards
Reopening is 8-15 5+cards
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Strong 15-17 may have 5M or 6m or single A or K
Balancing seat 1NT(10-14), 2NT (18-20)HCP
Could be semi-balanced
(1m) – pass – (1M) – 1NT= 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)
Usually pre-empting, depends on VUL and POS;
(1M) – 2NT=minors
Reopen: jump2NT=18-20 hcp, BAL/sBAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Could be asking for stopper or michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs NT DBL penalty, 2cl majors,else natural
REOPEN SAME
Vs 1NT after PASS: all the same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O or STR; STD overcalls;
(3cl):4cl=MM 5+5+;else natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1cl – DBL Majors, suit 5+cards 3+points, 1NT minors
Vs 2cl – everything is nat
OVER OPPONENTS' TAKEOUT DOUBLE
1di – DBL 1M is 4+cards F1,1NT to play
REDBL is 10+points, JUMP shift= splinter + supp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	Same	
NT	2 nd /4 th	Same	
Subseq	Standard	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	High-low=ODD	High-low=ODD	Hi-low=ODD
Suit 2	Same	Same	Same
3	Same	Same	Same
1	High-low=ODD	Hi-low=ODD	Hi-low=ODD
NT 2	Same	Same	Same
3	Same	Same	Same
Signals (including Trumps): Mainly count;			
Smith in NT(low enc, high disc)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style – 10+points take out			
Reopening are 8+points			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When opponents bid 2 suits , dbl is for the other 2 suits			

W B F CONVENTION CARD
CATEGORY: BLUE NCBO: Bulgaria  PLAYERS: Miroslav MIHAILOV – Georgi GERGOV
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Precision style, 1cl 16+ or any good hand w/ min 14+HCP 5card M; 2/1=GF;COMP 2/1=NF if not TRF or CUE 1di 0+di 10-15HCP no 5M; 1he/sp 5+cards 10-15 HCP 1NT 15-17 could have 5M,6m,may have singleton 2NT 21-23 could have 5M,6m,may have singleton 2cl 10-15 5+clubs w/ 4M or 6+clubs
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1cl 16+ points or an equivalent, any shape (17+ hcp if BAL)
1di 10-15 0+cards without 5M
2cl 10-15 5+clubs w/ 4M or 6+clubs
2di 5-10 6+M
2he/sp 5-10 5M-5m
3NT Gambling= 7card SOL m
SPECIAL FORCING PASS SEQUENCES
When the interference is under the bid we are forced to;
Forcing pass on 4-th and high level when we have 22+ points
IMPORTANT NOTES
When we get doubled on 1NT,
RDBL=to play, everything else natural
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	1di(0-8),1he/sp(nat 8+), 1NT 8-+bal, 2cl/di 5+cards 8+points,		Same
1♦	×	0		10-15 hcp	1M=4+, F1; 1NT=NF; 2cl=3+c, GF; 2di=4+c, GF		2M=6-10 hcp,
1♥		5		10-15(16) hcp, 5+ cards	1NT F1, 2sp/3cl/3di spl, 2NT GF 4+supp	1h-3NT – 10-12 with 5+ support	1NT is not forcing 2cl/di drury
1♠		5		10-15(16) hcp, 5+ cards	1NT F1, 3he/3cl/3di spl, 2NT GF 4+supp	1h-3NT – 10-12 with 5+ support	1NT is not forcing 2cl/di drury
1NT				15-17 may have 5M 6m or sing	Stayman; 4-way xfers, 3cl 5-5m weak,3di 5-5m 3he/sp (13)(54)		
2♣	×	5		10-15 hcp, 6+c or 5+cl + 4M	2di(waiting),2NT (weak raise or 5-5 GF), 2M constructive NF, 3cl invitation 10-12, 3x inv		
2♦	×			4-10 6+card major or 4441 16-23	2he/sp p/c, 2NT GF, 3di invite, 3he/sp p/c	2di – 2NT – 3cl max, 3di/he weak he/sp 2di – 4cl – 4di he/4he sp, 2di-4di-4he/sp nat	
2♥	×	5		5-10 5+he – 5+minor	2NT is forcing, 3cl pass/ correct, 3di inv in the M	2he – 2NT – 3he 5cl max, 3sp 5di max	
2♠	×	5		5-10 5+sp – 5+minor	As above		
2NT	×			21-22 may have 5M,6m or sing	3cl puppet stayman, 3di/he trf, 3sp 5-4minors		
3♣-3♠		(6)7		Pre-empt	New suit=F1		
3NT	×			Gambling	4♣=P/C; 4♦=relay, ask for SPL; 4M=NAT NF		
4♣	×			Pre-empt			
4♦	×			Pre-empt			
4♥		(7)8		Preempt, depends on VUL/POS		HIGH LEVEL BIDDING	
4♠		(7)8		Preempt, depends on VUL/POS		RKCB 1403, 4NT-5NT=odd KC with void; 4NT-6x=even KC with void	
4NT	×			55+ minors			
5m	×	(7)8		PRE			
5M	×	(7)8		NAT, 2 trump losers			
5NT	×			55+ minors			