

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
<b>1st Level:</b> 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
<b>2nd Level:</b> NAT, Light (NV), Sound (V); new suit F1 2/1, 2NT=F1 <b>in balancing seat:</b> NAT, 5(4)+ cards (5)7-15 hcp,
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2nd:</b> (14)15-17(18) BAL/SBAL, rarely single Honour,
<b>4th Live :</b> (1m♥) - Pass - (1x) - INT= 15-18
<b>4th balancing:</b> 11-14 after 1m , system ON 11-16 after 1M, 2♣=range ask : 2♦/♥/♠=11-14 ; 2NT=15-16 -> 3♣= re-ask
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>After 1X :</b> PRE (NV), INT (V vs NV) if simple jump
<b>After 2/3 PRE:</b> STR (except NV vs V = PRE)
<b>2NT:</b> (55)+ Lowest unbid suits
<b>Reopen:</b> Constructive 6+cards, ; 2NT=(18)19-21 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>CUE:</b> vs. 1♣ : 2♣=NAT, 2♦=MM; Vs 1♦ (ART) : 2♦ = NAT 2♥/3♦= MMs(WK/STR) vs. 1M :2M=OM+m;2NT=mm;
<b>JUMP CUE:</b> ask for stopper with solid suit after opening 1M
<b>REOPEN:</b> CUE= (5-5) +, INT+; JUMP CUE =same
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Vs Strong NT:</b> DBL=♣ + M; 2♣=MM; 2♦=♦ + M; 2M= NAT ; 2NT=mm or MM STR; 3x=NAT
<b>Vs Weak NT:</b> 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
<b>REOPEN seat : SAME</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>Vs 2M :</b> DBL=T/O, LEB ; 3M/ 4m=Michaels/ Leaping M.
<b>Vs 2♦(Multi) :</b> DBL= T/O♠ or STR; 4m= (5-5)+ m + ♥
<b>Vs 2m/3m:</b> DBL=T/O; CB= (5-5)+MM; 4om=(5-5)+ om-M
<b>Vs 3M:</b> DBL=T/O; 4m= (5-5)+ m + om
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Vs 1♣ :</b> DBL=MM; 1/2NT=mm ; 2♦=(5-5)+MM;
(1♣) - pass - (1♦) - ? DBL=MM; 1/2 NT=mm ; 2♦= NAT
<b>Vs STR 2♣/♦:</b> similar as Vs 1♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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+	<b>ASK for ATT :</b> Ax+, AKx+	
King	KQ+, AK+	<b>ASK for Unblock or Count</b>	
Queen	QJ+, AKQ+	<b>ASK for ATT:</b> QJ+ or KQ+	
Jack	J10+	J10+	
10	10x, 109(x)+, HJ10+	10x, 109(x)+, HJ10+	
9	9x, H109+, KJ9+	9x, H98+, H109+	
Hi-X	xx, xxx, xxxxx+	xx, xxx, xxx(x), Hxxx(+)	
Lo-X	xxx, Hxx, Hxxx	Hxx, Hxxx	
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
<b>Signals (including Trumps):</b> S/P in trump suit			
Trick 2 S/P vs NT, unless count needed.			
Smith vs NT by 3 <sup>rd</sup> 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 level . 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
<b>CATEGORY: BLUE</b>
<b>NCBO: BULGARIA</b>
<b>EVENT: All Events</b>
<b>PLAYERS: KOLYU VIDEV – TENYU TENEV</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<b>Precision, 1♠= ART, 16+ or any good hand w/ 8+ tricks</b>
Light style, frequent upgrading, seldom downgrade
5card M; 2/1=FG after 1M; 2m= F1 after 1♦
1♦ = 0+♦ 10-15HCP
1♥/1♠ = 5+cards 10-15 HCP (4 possible 3 <sup>rd</sup> /4 <sup>th</sup> )
1NT= 14-16 (1&2),15-17(3&4) could have 5M,6m,SGN
2♣ =10-15 6+♣, can be 5 cards in 3 <sup>rd</sup>
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
<b>PSYCHICS:</b> 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♥ = 8-11 any, no 5♠; 1♠ = NAT, 5♠, 8+; 2♣/2♦/2♥ = NAT, 5+, 12+; 2♠ = 12+, 4441 any; 1NT/2NT = 12-14/15+ BAL; = any solid 6-7 suit 3♣/3♦/3♥/3♠/3NT = 7+ suit AQ or KQ, 5-7	1♣ - 1♦ - 1M = NAT, 4+M, F1 1♣ - 1♦ - 2M = PUP to next (2♣/2NT) 1♣ - 1♦/1♥ - 1NT/2NT - ? as after 1NT/2NT 1♣ - 1♠/2♣/2♦/2♥/2♠ - ? 1/2NT Relay	COMP: After 1x/2m Level O/C : Pass = 0-5 or trap ; DBL = 5-7 any; CB/ jump CB = FG, ask stoper , 3suiter; New Suits = NAT, FG
1♦	×	0	4♠	10-15 HCP, 0+♦	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 = Semi F/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, SPL any
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, SPL any
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 = TRF♦; 3♣ = asks 5M; 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 - 2RED - 2M ? new suits = NAT, FG 1NT - 2♣ - ? 2 NT = MIN; 3♣ = MAX 1NT - 2♦/♥ - 2♥/♠ - ? 2NT+ = TRFs	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 RKCB	3♦/3OM/3NT = max ,6 w/ ; 6 w/o SPL, 6-4oM	(2NT strats 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&4 seat 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	<b>RKCB 1430 ; Exclusion RKC: 0/1-2-Q/2+Q/3-Q/3+Q; Minorwood (4m)1430</b>	
4NT	×			(65)+ minors	5♥ = RKCB ♣; 5♠ = RKCB ♦	<b>PRE RKCB : 0/1-Q/1+Q/2-Q/2+Q ; R2D2 after intervention</b>	
5m		7		PRE, depends on VUL/POS	5♦ (after 5♣) = RKCB; 5♥ (after 5♦) = RKCB	<b>Cue-bids (1<sup>st</sup> + 2<sup>nd</sup> round equally); SPLINTERS; Relay bids</b>	
5M		6		NAT, 2 trump losers		<b>WOODY (when 4441): 4♣ -&gt; 4♦ (for RKC L/M/H); 4♦ -&gt; 4♥ (ES); 4M/4NT/5m = S/T</b>	
5NT	×			(55)+ minors , 2 losers		<b>If not RKCB 1430 , 4 NT = 2 places to play and 5NT = pick a slam ( rarely GSF)</b>	