

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
First level: 8-15 HCP, 5+cards or good 4 cards; new suit from advancer on first level is forcing, single raise – bal, jump raise - PRE, 2NT jump over M = 4-card fit GI+
Second level: 10-15 HCP, 5+cards; new suit on level 2 is NF, single raise – bal, jump raise – PRE or bal, 2NT = inv. hand
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd position: 16-18 HCP; Responses: natural
4th position: 8-14 HCP; Responses: natural; Jump to 2NT is 18-19 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
jumps – PRE, jump 2NT: 5+-5+ lowest unbid suits, weak or strong
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue-bid
Jump Cue = Ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DONT: Dbl = Unspecified one-suiter with 12+ HCP; 2♣/♦/♥ = Two-suiter (usually at least 5-4), shows the suit named plus a higher-ranking suit, 8-15 HCP; 2♠ = Spade one-suiter, 6-11 HCP; 3 Suit = PRE
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs. (3 Suit) – Dbl: t/o; other is natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. (1♣): Dbl = min. 4-4 majors, 1NT = min. 5-4 minors
Vs. (2♣): Dbl = PEN
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit is weak
Jump shift: non-forcing over m & suit + fit over M
Double jump = Splinter, 2NT = limit raise or better over M

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	standard, 4-th	3rd/5th	
NT	standard, 4-th	3rd/5th	
Subseq			
Other: 2nd from 4 small; UDCA; Lavinthal			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx(+) Ax(+)	AKx, AKJx(+)	
King	AKx(+), KQJ(+), AKJx(+)	AKJ10(+), KQJ(+)	
Queen	QJx(+), KQ10(+), KQx(+)	same & AQJx(+), AQ10xx	
Jack	J109(+), J10x(+), Jx, rare QJ9x(+) in own suit	same	
10	KJ10(+), 109(+), 10x	same & AJ10(+), AQ109(+)	
9	KJ9(+), K109(+), Q109(+), 9x	same & AJ9(+), A109(+)	
Hi-X	xx, xxxx, xxxxx	same & xxx, xxxx	
Lo-X	xxx	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	suit pref
Suit 2	count	Lavinthal	count
3			
1	attitude	count	suit pref
NT 2	count	Lavinthal	count
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sppport dbl, Lead-direction Dbl			
Rdbl shows cards, SOS Rdbl, 1st control Rdbl			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Bulgaria
<b>PLAYERS:</b> Ventsislav Vasilev – Borislav Trichkov
<b>EVENT:</b> All
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors
Longer Minor - 1♣ if 3-3, 1♦ if 4-4 in minors
1NT openings: 15-17 HCP (good 14/5M/6m/single/5-4)
2NT openings: 20-21 HCP (5M/6m/single H/5-4)
2 over 1 responses: GF except rebid in the minors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦: weak 2M or 24+ NT
2M: 5+ M with 4+m, 6-10 HCP
3NT = Gambling = 7cards SOL m, w/o outside A or K
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20 HCP	1♦/M=5+ HCP; 1/2NT=bal.; Limited jump shifts; Inverted minors	4th suit forcing = GF 1♣-1M-1NT-2♦: new minor forcing	
1♦		3	4♥	11-20 HCP	Same as above	1♦-1M-1NT-2♣: new minor forcing	
1♥		5	4♦	11-19 HCP	1♠=5+ HCP, (3)4+♠; 1NT=F1R, 5-15 HCP; 2♠=6+♠, 7-10 HCP; Jumps=splinters; 2NT=4-card fit, 9-14 HCP	1♥-1♠-1NT-2m: better minor, forcing 1♥-1♠-2♣=4+ clubs 1♥-1NT-2♣=2+ clubs	
1♠		5	4♥	11-19 HCP	Same as above	1♠-1NT-2♣=3+ clubs	
INT			4♥	15-17 HCP, 5M, 6m, 5-4 & SMALL singletons possible	2♣=STAY; 2♦/M/NT=TRF; 3♣=55mm wk; 3♦=55mm GF; 3♥=13(54) F; 3♠=31(54) F; 4♣=Gerber; 4♦=55MM (semi)constructive	1NT-2♣-2♦=no 4M; 2M=4(5)M; 3m=(5)6 cards in m & max; 3M=5-card M max 1NT-2♣-2♦-2♥=4+4+MM; 2♠=Relay, GF	
2♣	Yes		4♥	Artificial, (semi)game forcing; 22-23 HCP, (semi)balanced	Natural, 2♦ = 0-2 controls or waiting		
2♦	Yes		2♠	(5)6+M, 6-10 HCP or bal. hand, 24+ HCP or	2M = P/C; 2NT = (R); 3♠/♦ = 6+♥/♠, GI+; 3M = P/C 4♠=bid your M TRF; 4♦=bid your M NAT	2♦-2NT-3♣=6M MAX; 3♦/♥=6♥/♠ MIN 2♦-2NT-3♣-3♦=R→3♥=6sp; 3♠=6he 2♦ - DBL - RDBL = flight with own suit; Pass = 5+♦; All rest = system on	
2M	Yes	5		5+M with 4+m, 6-10 HCP	2NT = Strong Relay; 3/4♣ = P/C; 3/4M = weak; 3/4♦ = Good raise in M	2M-2NT-3m=NAT, min; 3♥/♠=5♣/♦, max 2M - 2NT - 3m - 3M = ST 2M-DBL→System on; 2M-O/C-DBL = PEN	
2NT			4♥	20-21 HCP balanced (possible with 5M/6m/single H/5-4)	3♣ = PUP STAY; 3♦/♥ = TRF to ♥/♠; 3sp = Relay for minors; 3NT = 5♠-4♥, NF; 4m = 6+cards in other minor, GF	2NT-3♣-3♦=1 or 2 4th M; 3M=5-card M; 3NT=No 4 or 5-card M 2NT-3♠-3NT=no 4+ minor; 4m=4+ card m	
3♣		6		Pre-emptive	3 Suit = Natural F1R, 4♣ = weak	penalty dbl	
3♦		6		Pre-emptive	3M = F1R; 3NT, 4M = to play; 4♦ = weak	penalty dbl	
3♥		6		Pre-emptive	3♠/4m = Natural FR; 3NT/4♠ = to play	penalty dbl	
3♠		6		Pre-emptive	4m = Natural FR; 3NT/4♥ = to play	penalty dbl	
3NT	Yes			Gambling = 7 cards SOL m w/o outside A or K	4♣=P/C; 4♦=ask for a single; 4M = 6+cards 3NT-4♦-4M=short M; 5m=shortness in other m; 4NT=7222	penalty dbl	
4♣	Yes			8,5-10 tricks, ♥ suit, w/o void	4♦ = ask; 4♥ = to play	penalty dbl	
4♦	Yes			8,5-10 tricks, ♠ suit, w/o void	4♥ = ask; 4♠ = to play	penalty dbl	
4♥		7		Pre-emptive		penalty dbl	
4♠		7		Pre-emptive		penalty dbl	
4NT	Yes			6+-5+ minors, 3-4(5) losers		penalty dbl	
5♣		7		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		7		Pre-emptive		RKCB – 5 key cards 1/4, 0/3, 2/5, 2/5+ trump queen;	
5♥		7		Constructive, only 2 losers in ♥		Exclusion Blackwood;	
5♠		7		Constructive, only 2 losers in ♠		5NT = GST; PASS = Forcing; Splinters; Cue-bids	