DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Wide range, 4-5+ cards 7-15pts

(1x)-pass-(pass)-1NT=11-14 bal or semi-bal

-2NT=18-20 bal or semi-bal

-jump to 2M/3m=6-7cards 14-16pts

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 bal or semi-bal

11-14 in reopening position

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preempts

Reopen: intermediate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels or asking for stopper ; Leaping Michaels

VS. NT (vs. Strong/Weak; Reopening;PH)

dbl is 4M, 5+m= vs 15-17+ pts NT; vs weak NT dbl is points ;

2♣=MM 2♦=1M, ♥/ =♥/ +m ; 2NT=mm

Same against weak NT

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

T/O ; strong 2 colours

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

DBL=clubs ,1NT=minors or majors

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers after 1M-(DBL)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	same
NT	2/4	same
Subseq	2/4	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	H109+,109+	same
9	H9x	same
Hi-X	xXx	same
Lo-X	HxxX, xX	same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count low=even	Count low-even	
Suit 2		Suit pref	Count-low-even
3			
1			
NT 2	Count low-even	Count low-even	Count-low-even
3		Suit pref	

Signals (including Trumps):

on A lead – suit pref

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

light T/O doubles ,competitive, support, outside lead

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Takeout ;3-4cards supports DBL's and RDBL ; action DBL ;invitation;

W B F CONVENTION CARD

CATEGORY: Blue
NCBO: All
PLAYERS: Atanas Ivanov
Edmond Taschian

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision club; 5 cards majors ; 1♦ 0+ 10-17

1NT 15-17 ;

2♣=5♣4M (14-17) or 6+♣

2♦= weak M

2M=weak 5-5+ M + m

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣=strong (17+)

1♦=0+ 10-17pts

1M=5+ 10-17

1NT 15-17pts ,might have 5M/6m

2♣=5♣4M or 6+♣ 10-17pts

2♦= weak M

2♥= weak 5-5 ♥ + m

2 = weak 5-5 + m

2NT= 21-22 bal

3x=preempive

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

Many transfers in competition

During the play, we lead attitude

PSYCHICS:rare(usually with long fit)

OPENING	tick if artificial	min # of cards	neg dbl through	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		Strong unbal or 18+bal	1♦=0-7 ; other GF	1♣-1♦-1♥=F-nat or balanced	
					2he/sp =4441		
1♦	x	0		0+10-17	1M=4+RF 2♣=3+cards RF 2♦=5+cards RF	1♦-3he,sp=(1-3)(4-5)(MM)(mm)	
					1♦-3m=invitation		
1♥		5		5+cards 10-17pts	minispl	Game try in a long or short suit	
1♠		5		5+cards 10-17pts	minispl	Game try in a long or short suit	
INT		1		15-17 ; may have singleton, 5M or 6m	2♣=stayman ; 2♦/♥/2NT=transfers; 3♣=4he–1 sp ;3♦=4sp-1he GF		
2♣		5		5♣4M or 6+♣	2♦-R ; 2M-nat NF ;2NT puppet to 3♣ ; 3♣-invitation;3di=MM,inv;3he=he+di inv;3sp=sp+di inv		
		0					
2♦	x	0		6+ in one M	2NT=RF		
2♥/2♠		5		5M-5m	2NT=GF 3♣=p/c inv		
2NT		0		21-22 bal			
3♣		6		preempt			
3♦		6		preempt			
3♥		6		preempt			
3♠		6		preempt			
3NT	x	6		Gambling	4♦=asking for shortness		
4♣/4♦				better than 4♥/4♠			
						HIGH LEVEL BIDDING	
						RKCB 1403; CUE,SPL ; 4NT-5NT even with void; On exclusive same	