

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1lvl = 5-15, jump=12-16
2x= NF!
Reopening can be weaker
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 , system on
Reopening – 14-17
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
intermediate -12-16 nat
Jump to 2NT= lowest suits
Reopen: same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = other M + minor , or majors over 1m
If opening do not promise 3 cards, 3cue= nat
Jump cue over 1x(4+)=ask stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL=1m/MM;2CL=54+MM;2DI=1M weak/strong ;2M=nat
Dbl against weak = 14+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl=take out, cue =2 suiter, jump = constructive, NT= NAT
3cue= minors, 4cue= majors or other major + a minor
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣</b>
Vs 1cl-trf start _dbl=dl,....lsp=any ½ suits 1nt=4sp+ one m ;2di=55sp+any
(1cl)-pass-(1di)-dbl=di; 2cl-pass-(2di)-dbl=diamonds
<b>OVER OPPOONETS' TAKEOUT DOUBLE</b>
1M-dbl – transfers, 2 under major = good raise, 2nt= weak any suit or 4+fit inv+, 4m=FJ “1di-(dbl)-trf

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq ATT			
Other: SECOND FROM BAD			
10,9=0/2 higher			
<b>LEADS</b>			
Lead	Vs. Suit		Vs. NT
Ace	AK(x) L	AK(xx) ATT	
King	AK, KQx C	Strong C/Unb	
Queen	QJx, Qx	KQ(xx),QJx ATT	
Jack	J10x, Jx	J10x, Jx att	
10	HJ19x, 109+, 10x		HJ10x;109+, 10x
9	9x, 109((x),H109+		9x,10 9(x), H109+
Hi-X	2/4 xx,xxxx		2/4
Lo-X	Hxx+		Hxx+
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	UDC	UDCA
Suit 2	SP	SP	
3			
1	UDCA		UDCA
NT 2	SP	UDC	
3		SP	
Signals (including Trumps): Reverse count and attitude, standard S/P, NO SMITH.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be WK with shape, reopening can be weaker with shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbl and rdbl , lightner			

W B F CONVENTION CARD
<b>CATEGORY: green</b>
<b>NCBO: Bulgaria</b>
<b>PLAYERS: Н.Барантиев-Р.Трендафилов</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
1di=0+di 11-16hp
1nt=14-16(fav,1,2 seat =9-11hp)
2di multy(fav. 1,2 +bal 20=22hp)
2he=5+he 13-16hp
2sp=5+sp 13-16hp
2nt/3di=5+he/5+cl/di 13-16hp/10-13 nv v. VL ;3cl=5+5+ cl/di 13-16hp/10-13
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2di= Multi
2he/sp=nat 13-16 hp
2nt/3cl/3di= two suter 13-16hp
3nt = STRONG 1M
2CL=6+CL/5+cl 4M
1cl=16+hp any ;1di=0+di 11-16hp
<b>SPECIAL FORCING PASS SEQUENCES</b>
1M-(p)-4M--(any)-DBL = I'm bidding 5M
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Not very often</b>

O P E N I N G	T I C K I F A R T I F I C I A L	M I N O. O F C A R D S	N E G. D B L T H R U					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	x	0	7he	16+ANY	1di=neg,1he=8-11hp ,2sp= 444(1)12+hp 2nt/3cl/di/=two suter 8-11hp	1cl-1di-1he=NAT/BAL; 1cl-1di-1he-1sp-1nt=20-22bal ;1sp=4+f1; 2h=art gf;2sp=art gf	1cl-(any)-dbl=ANY GF	
1♦	x	0		11-16	1sp/nt/2cl/di/he= nat 12+hp , 2he= 5+sp4+he NF;2sp=bal/54+mm inv+;2nt=5+di weak/balGF;	1di-1M-1nt-2cl=inv+5+M/2di=inv+4=M	1di-(1he)-1sp=5+	
1♥		5	7he	10-16 natural	1sp= 0-4sp f1;1nt=5+sp f1;2nt=inv++ supp	1he-1sp-2cl=1)4sp 2)max bal(semi); 2NT=64; 3cl/di=54+3supp max	2nt= weak any or max+ supp 4m=FJ	
1♠		5			3cl/di=nat inv 1nt=f1; 2nt=(r)inv+supp;	i		
INT			7he	14-16 5M/6m sgl honor	Stayman, 4 transfers, 2nt=puppet,3di= 55minors FG; 3he/sp=spl 54mm	Some trf follow up	Transfers after 2x overcall at 3lv	
2♣		5	7he	11-16	2di= waiting 2M/3DI nat f1;2nt=cl weak/GF	2cl-2di-2he=1.)6+cl unbal MAX2.)4HE 5+c		
2♦	*		No	WK 2 in major	2HE= pass correct, 2sp= relay, 3m= F1;2nt=sp f1 3M= pass correct, 4cl/di= ask for major, 4M=NAT	2di-2sp-2nt=he3cl+=sp		
2♥		5	7he	13-16hp	2sp= F1relay, 3m= F1;2nt=5+sp f1			
2♠		5	7he	5+spades,13-16 HCP	2nt=relay ;3cl=5+he f1;3he=6+cl gf			
2NT	x		no	5+he5+cl 13-16hp	3di/4cl/di=(r)			
3♣	x		No	5+5+mm 13-16hp	3he/sp =(r)(nat)			
3♦	x		No	5+he5+di 13-16hp	4cl/di=(r)			
3♥			No	pre	4cl= Slam try			
3♠			No	pre	4cl=slam try			
3NT	*		No	Strong 1M	4cl= 2A,4DI=2A,1K,4HE=p/.c			
4m								
4♥		(6)7	No	Can be stronger in 3 <sup>rd</sup> /4 <sup>th</sup> pos	4sp= natural, 4NT= RCKB			
4♠		(6)7	No	Same as above				
4NT	*		No	Minors 6+5+				
5♣				Natural				
5♦								
<b>HIGH LEVEL BIDDING</b>								
							. RCKB 1403, 5NT= pick a slam,5NT= all aces grand slam try after RCKB	