

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1st Level: NAT, Light (5-17); New suit F1 1/1 ; NF 2/1; 1NT (over 1M) = F1; CB= F1, usually 3fit, single/jump raise = NF/PRE
3♦=over 1M Mixed raise (7-9) ; 2NT=4+ fit over M ; Double jump CB = SPL; jump shifts 4m are fit showing
2nd Level: NAT, Light (NV), Sound(V), 9-18; new suit F1 2/2, 2NT=F1, 3-2 GF; in balancing seat: NAT, 5(4)+ cards (5)7-15 hcp
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: (14)15-17(18) BAL/SBAL, rarely single Honour
4th Live: (1m♥) - Pass - (1x) - 1NT= 15-18
4th balancing: 10-14 after 1m, system ON 11-15(16) after 1M, 2♣=range ask Stayman: 2♦/♥/♠=11-13; 2NT=14-15(16) -> 3♣= re-ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 1X, Simple jump: PRE (NV), INT (V/NV) if simple jump
After 2/3 PRE: STR (except NV vs V = PRE)
2NT: (55)+ Lowest unbid suits
Reopen: Constructive 6+cards, ; 2NT=(18)19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE: vs. 1♣(2/3+♣); 2♣=NAT, vs. 1M: 2M= Michael (4)8-12,16+ Vs 1♦ (ART):2♦=NAT, 2♥/3♦=MM, 5-5+weak/strong Vs (1♣/♦nat)-2♣/♦=Michael, usually (4)8-12,16+
JUMP CUE: ask for stopper with solid suit after opening 1M
REOPEN: CUE= (5-5) + any, INT+; JUMP CUE =same
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT: DBL=(15)16+; 2♣=MM; 2♦=one M; 2M= 5M,4+m 2NT=mm; 3x=NAT
Vs Weak NT: DBL=PEN; 2♣=MM; 2♦=♦ + M; 2M= NAT ; 2NT=mm; 3x=NAT
LEB after they run to 2M after DBL
REOPEN seat : SAME
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M: DBL=T/O, LEBs; 4m=Leaping Michaels
Vs 2♦(Multi): DBL= T/O ♠ or STR; 4m= (5-5)+ m + ♥
Vs 2m/3m: DBL=T/O; 4♣= (5-5)+ MM; 4♦=(5-5)+ om + M
Vs 3M: DBL=T/O; 4m= (5-5)+ m + oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ : DBL=MM; 1NT= 5-4+mm, 2NT=5-5+mm ; (1♣) - pass - (1♦) - ? DBL=MM; 1/2 NT=mm; 2♦= NAT Vs STR 2♣/♦: similar as Vs 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
TRFs if we open 1♦/1M/2M; after 3x TRFs starts w/ RDBL 1♦-(DBL)-Rdbl=♥,1♥=♠,1♠=NT,1NT=to play,2♣=5+,F1,2♦=5+F1 2M= to play,2NT=mm, 3x=s/o,4♣=mm,4♦/♥=TRF,4♠=NAT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
	1/3/5 (subs can be ATT)	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+ (asks for ATT)	ASK for ATT : Ax+, AKx+	
King	KQ+, AK+ (asks for Count)	ASK for Unblock or Count	
Queen	QJ+, AKQ+ (asks for ATT)	ASK for ATT: QJ+ or KQ+	
Jack	J10+, Jx	J10+	
10	10x, 109(x)+, HJ10+	10x, 109(x)+, HJ10+	
9	9x, H98+, H109+	9x, H98+, H109+	
Hi-X	xx, xxx, xxxx(x)	xx, xxx, xxxx(x)	
Lo-X	Hxx, Hxx(x)+	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
Signals (including Trumps): S/P in trump suit			
Trick 2 S/P vs NT, unless count needed.			
Smith vs NT by 3 rd hand when inserting an honour at trick 1. (Lo=Pos)			
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			
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
CATEGORY: BLUE NCBO: BULGARIA
PLAYERS: GERGANA TENEVA 0757 NIKOLAY YANINSKI 2324
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision, 1♠ = ART, 16+ or any good hand w/ 8+ tricks Light style, frequent upgrading, seldom downgrade Scard M; 2/1=FG after 1M; 2m= F1 after 1♦ 1♦ = 0+♦, 10-15HCP 1♥/1♠ = 5+cards 10-15 HCP (4 possible 3 rd /4 th) 1NT= 14-16(1&2),15-17(3&4) could have 5M,6m, SGN 2♣ =10-15 5+♣ w/ 4cM or 6+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = (5-4)+MM , 0-11 HCP 2♥/2♠ = NAT, 5+M, 3-10 (can be very weak NV, 0-8) 3x= random NAT PRE, 3-10, 6+cards 3NT= 7+ SSOL+ M 1&2 seat, 3&4 to play
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♦/♥/♠ Transfers after 1♦ (1M/1NT/2♣/3♣) T/O doubles in many sequences
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
PSYCHICS: seldom, tactical not specific

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEGDBL THRU	GERGANA TENEVA – NIKOLAY YANINSKI			
				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; 1/2NT = 12-14/15+ BAL; 3x = NAT, 7x, AQ/KQ, 5-8 3NT = SOL, 7 cards, w/o K/A outs, 4x = the same, 8 cards	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 = PRE, 4♣/4♦ = TRFs	1♦ - 1M - 1♠/1NT - ? 2♣ = TRF Relay to 2♦ 2♦ = FG Relay @; 2NT = TRF ♣ (WK or FG)	Passed hands 2m = NAT, 5+, NF COMP: TRFs after DBL, 1M, 1NT, 2m, 3♣
1♥		5	4♠	10-15 HCP, 5+♥ 4+♥ and/or light (3&4)	1NT = F1; 2♣ = GF, ♠/BAL, 2♦ = GF, 5+♦; 3♦ = mixed; (aft. 1♥/♠) 2♠/2NT = SPL, 2NT/3♣ = GF, 4+fit,	1M - 2x - ? 2M = 6+M 1M - 2NT/3♣@ - ? ART rebids	PH: 1NT NF 2♣ = Drury, 2♠ = 4+FIT, SPL any
1♠		5	4♥	10-15 HCP, 5+♠ 4+♠ and/or light (3&4)	3♣/3♥ = INV, 4 fit; 3M = PRE, 3NT = 433(3fit); 3♣/4m/4♥ = Voids; 4M = wide range	1♥ - 1♠ - 2NT (SPL in m) - ? 3♣ = Relay@; L/H	PH: 1NT NF 2♣ = Drury, 2NT = 4+FIT, SPL any
1NT			4♠	14-16 HCP(1&2), 15-17(3&4) may have 5M 6m or SGN	Stayman; 2♦/♥ = TRFs ♥/♠; 2♠ = TRF ♠/BAL; 2NT = TRF♦; 3♣ = asks 5M; 3♦ = (5-5)+ mm, FG; 3♥/♠ = single M(54) mm, FG; 4♣/♦ = TRF to 4♥/♠; 4♥/♠ = NAT, to play	1NT - 2♣ - 2♦ - ? Smolen, delayed TRF 1NT - 2♠ - ? 2 NT = MIN; 3♣ = MAX 1NT - 2♥/♥ - ? 2NT = max, 3 fit, 3♣ = max, 4 fit 3♥/♠ = min, 4 fit	COMP: NEG DBLs Rubensohl
2♣		5	4♠	10-15 5+♣ w/ 4cM or 6+♣	2♦ = Relay; 2M = NAT, F1; 2NT = auto to 3♣; 3♣ = INV; 3♦/♥ = ♥/♠, inv+; 3♠ = 6♠, 4♥, GF, 3NT = S/O	2♣ - 2♦@ - 2/3X ? some Relay bids 2♣ - 2NT - 3♣ - ? (3♦ = MM, 3♥/♠ = M+♦)	COMP: 2NT/3♣ (from RESP) = NAT after DBL/Overcall
2♦	×			(54)+MM, 0-11 HCP	2♥ = P/C; 2♠ = S/O; 2NT = 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		3-10 (0-8 NV),	2♠ = NAT, NF; 2NT = Relay, 3♣ = TRF to 3♦;	2M - 2NT - ? 3♣ = 5M; 3M = 6M min,	COMP: TRFs after DBL
2♠		5		depends on VUL/POS	3♦/3OM = NAT, FG; 4♣ = PRE RKCB	3♦/3OM/3NT = max, 6 w/; 6 w/o SPL, 6-4+oM	(2NT starts TRFs)
2NT			4♠	19-21 HCP(1&2), 21-22(3&4) may have 5M 6m or SGN	Muppet Stayman; 3♦/♥ = TRFs; 3♠ = (5-4) mm, FG; 4♣/4♦/4♥/4♠ = TRFs ♥/♠/♣/♦, S/T	2NT - 3♣ - 3♥ - ? 3♠ = auto to 3NT, 3NT = 5♣4♥; 2NT - 3♦ - 3♥ - ? 3♠ = 5♠, 4♥, FG+ 2NT - 3♥ - 3♠ - ? 4♥ = (55)+ MM, GF	COM: NEG DBLs
3♣-3♠		6		3-10 points, depends on VUL/POS	New suit = NAT, F1; any game = NAT, to play; 4♣ (after 3♦/♥/♠) / 4♦ (after 3♠) = PRE RKCB	3♣ - 3♦ - 3♥ (auto) different hands 3♦ - 3♥ - 3♠ (auto) different hands	COMP: TRFs after DBL (RDBL starts TRFs)
3NT	×			SSOL+M (1&2), 3&4 seat to play	4♣ = TRF your M; 4♦ = bid M; 4♥ = P/C; 4♠ = to play	3NT - 4♣ - ? 4♦/4♥ = ♥/♠ 2KC, 4♠/4NT = 3KC	
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	RKCB 1430; Exclusion RKC : 0/1/2-Q/2+Q/3-Q/3+Q;	
4NT	×			(65)+ minors	5♥ = RKCB ♣; 5♠ = RKCB ♦	PRE RKCB : 0/1-Q/1+Q/2-Q/2+Q/AK 6 th /7 th ; R2D2	
5m		7		PRE, depends on VUL/POS	5♦ (after 5♣) = RKCB; 5♥ (after 5♦) = RKCB	Cue-bids (1 st + 2 nd round equally); SPLINTERS ; Relay bids	
5M		6		NAT, 2 trump losers		WOODY (when 3-suits): 4♣ -> 4♦ (for S/T); 4♦ -> 4♥ (ES); 4♥/4♠/4NT = RKC L/M/H	
5NT	×			(55)+ minors, 2 losers		If not RKCB 1430, 4 NT = 2 places to play and 5NT = pick a slam (rarely GSF)	