

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 11-14pts	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
14-17 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 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=MM ,1NT=minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
Transfers after 1M-(DBL)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	4 th best	3/5	
Subseq	2/4	3/5	
Other:			
LEADS			
Lead	Vs. Suit(2/4)	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	
x	9x	same	
Hi-X	xXx	same	
Lo-X	HXx, HxxX, xX	HxX, HxxX, Xx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count low=even	Count low-even	roman, o/e
Suit 2			Count-low-even
3			
1		Reversed smith	roman, o/e
NT 2	Count low-even	Count low-even	Count-low-even
3			
Signals (including Trumps):			
Count or roman; on A lead rev. attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
light T/O doubles ,competitive,			
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:	Nikolay Vasilev Borislav Popov
SYSTEMSUMMARY	
GENERAL APPROACH AND STYLE	
Precision club; 5 cards majors ; 1♦ 0+ 10-15	
1NT 14-16 ;	
2♣=5♣4M or 6+♣	
2♦=both M's in non Vul, weak M in vul	
2M=weak 5+cards in non Vul, 5-5+ M + m in Vul	
2NT=19-20 HCP	
2/1=GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣=strong (16+ if bal)	
1♦=0+ 10-15pts	
1M=5+ 10-15	
1NT 14-16pts ,might have 5M/6m/low singleton	
2♣=5♣4M or 6+♣ 10-15pts	
2♦=both M's	
2♥= weak 5+cards	
2♠=weak 5+cards	
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)	

OPE NING	tick if arti ficial	min # of cards	neg dbl throu gh				
				DES CRPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		Strong unbal or 16+bal	1♦=0-7 ; 1♥=8-11 any ; 1M/2m=5+cards GF, 12+ pts ; 2 =4441	1♣-1♦-1♥=F-nat or balanced (21/22 23+)	
1♦	x	0		0+10-15	1M=4+RF 2♣=3+cards GF 2♦=5+cards GF	1♦-4♣/♦-transfer for ♥/♠	lots of transfers
					1♦-2 =both minors or NT invitation; 1♦-2NT=weak minor; 1♦-3m=invitation		
1♥		5		5+cards 10-15pts	1♥-1NT=RF 2♣=2+GF; 2♦=5+GF; 2 =any splinter, inv+; 2NT=4♥ GF; 3♣=4♥ 9-11pts; 3♦=4♥ 7-9pts;	1♥-1NT-2♣=1+cards	jump to 3 below the M is always mixed raise; lots of transfers
1♠		5		5+cards 10-15pts	1♠-1NT=RF 2♣=2+GF; 2♦=5+GF 2NT=any splinter, inv+ ; 3♣=4♠ GF; 3♦=4♠ 9-11pts 3♥=4♠ 7-9pts	1♠-1NT-2♣=2+cards	jump to 3 below the M is always mixed raise; lots of transfers
INT		1		14-16 ; may have singleton, 5M or 6m	2♣=stay man ; 2♦♥=transfers 2 =clubs or bal invitation ; 2NT=minors or ♦; 3♣=54 minors, GF; 3♦=5♥4 inv; 3♥/ =splinter, 55mm GF		
2♣		5		5♣4M or 6+♣	2♦-R ; 2M-nat NF; 2NT puppet to 3♣ ; 3♣-invitation		
2♦	x	0		Both M's	2NT-inv+		
2♥/2♠		5		5+cards weak	2NT=R 3♣=forcing resp should bid 3♦		
2NT	x	0		19-20 ; may have singleton, 5M or 6m	3♣=puppet ; 3♦♥/=transfer ; 3 =minors 4♣/♦/♥/ =transfer		
3♣		(5) 6		preempt	3♦=puppet to 3♥ 4♦=rkcb		
3♦		(5) 6		preempt	3♥=puppet to 3 4♣=rkcb		
3♥		6		preempt	4♣=rkcb		
3♠		6		preempt	4♣=rkcb		
3NT	x	6		8,5 tricks in M	4♣=Slam try 4♦=mild slam try	HIGH LEVEL BIDDING	
4♣/4♦				preempt		RKCB 1403 ; DEPO/REPO ; CUE,SPL ; 4NT-5NT odd with void; On exclusive 1 step is 0; then 1 w/o Q, 1 w/Q ,2 etc.	