

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
14-17 bal or semi-bal
11-14 in reopening position
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preempts
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels or asking for stopper ; Leaping Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
dbl is 4M, 5+m= vs 15-17+ pts NT in a pairs event or points in a teams event; vs weak NT dbl is points ; 2♣=MM 2♦=1M, ♥/♠=♥/♠+m ; 2NT=mm
Same against weak NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O ; strong 2 colours
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MM ,1NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers after 1M-(DBL)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	same	
NT	2/4	same	
Subseq	2/4	same	
Other:			
<b>LEADS</b>			
	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	
x	9x	same	
Hi-X	xXx	same	
Lo-X	HXx, HxxX, xX	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count low=even	Count low-even	italian, o/e
Suit 2			Count-low-even
3			
1		Reversed smith	italian, o/e
NT 2	Count low-even	Count low-even	Count-low-even
3			
Signals (including Trumps):			
Count or italian; on A lead rev. attitude			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
light T/O doubles ,competitive,			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Takeout ;3-4cards supports DBL's and RDBL ; action DBL ;invitation;			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: All</b>
<b>PLAYERS:</b> Nikolay Vasilev Zahari Ferov
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision club; 5 cards majors ; 1♦ 0+ 10-15
1NT 14-17 ;
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=minors
2/1=GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣=strong (17+ if bal)
1♦=0+ 10-15pts
1M=5+ 10-15
1NT 14-17pts ,might have 5M/6m/low singleton
2♣=5♣4M or 6+♣ 10-15pts
2♦=both M's in non Vul, weak M in vul
2♥= weak 5+cards in non Vul, 5-5 ♥ + m in Vul
2♠ =weak 5+cards in non Vul, 5-5 ♠ + m in Vul
2NT=minors
3x=preempive
<b>SPECIAL FORCING PASS SEQUENCES</b>
When the interference is under the bid we are forced to;
In powerful auction,when we have shown strength
<b>IMPORTANT NOTES</b>
Many transfers in competition
During the play, we lead attitude
<b>PSYCHICS:rare(usually with long fit)</b>

OPENING	tick if artificial	min # of cards	neg dbl through					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	x	0		Strong unbal or 17+bal	1♦=0-7 ; 1♥=8-11any ; 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;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 ; 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		14-17 ; may have singleton, 5M or 6m	2♣=stayman ; 2♦/♥/3♣=transfers 2♠ =clubs or bal invitation ; 2NT=puppet ;3♦=55MM GF			
2♣		5		5♣4M or 6+♣	2♦-R ; 2M-nat NF ;2NT puppet to 3♣ ; 3♣-invitation			
2♦ Non Vul	x	0		Both M's	2NT-inv+ ; 3♣ inv+with hearts ;3♦=inv+with spades ; 3/4M=preempt			
2♦ Vul	x	0		(5)6+ in one M	2NT-GF ; 3♣ nat F ;3♦=inv with both Ms ; 3/4M=preempt			
2♥/2♠ Non Vul		5		5+cards weak	2NT=R 3♣=5OM2M inv+ 3♦=inv in M			
2♥/2♠ Vul		5		5M-(4)5m	2NT=GF 3♣=p/c 3♦=inv in M			
2NT	x	0		minors	3♥=ask for shortness ; 3♠ =inv			
3♣		6		preempt	3♦=puppet to 3♥ 4♦=rkcb			
3♦		6		preempt	3♥=puppet to 3♠ 4♣=rkcb			
3♥		6		preempt	4♣=rkcb			
3♠		6		preempt	4♣=rkcb			
3NT	x	6		preempt in a minor	4♦=asking for shortness			
4♣/4♦				better than 4♥/4♠				
							<b>HIGH LEVEL BIDDING</b>	
							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.	

