

OPENING	TI CK IF AR T	MI N. NO. OF CA RD S	NE GD BL TH RU	BULGARIA U26 except GERGANA TENEVA – NIKOLAY YANINSKI			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	x	0	4♦	16+ HCP or equivalent, any shape; 17+ HCP if BAL	1♦=0-7; 1♥=4+♠; 1♠=4+♥; 1NT= 5+♣; 2♣=5+♦; 2♦= 8-11 or 15+ BAL 2♠ to 3Nt 12-14 BAL exact shape	Next step is ALWAYS a relay, never natural	COMP: After 1x/2♣ Level O/C: Pass = 0-5 or trap; DBL=5-7 any; CB/ jump CB= FG, ask stopper , 3suiter; New Suits=NAT, FG
1♦	x	0	4♠	(9)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=0-10,4♣/4♦=TRFs	1♦ - 1M - 1♠/1NT -? 2♣= bid 2♦ INV or play 2♦= FG Relay@; 2NT= TRF ♣ (WK or FG) 1♦ - 1M - 2NT/3♦ = 6♦3M/0-2M, MAX	Passed hands 2m=NAT, 5+, NF XYZ still applies
1♥	x	5	4♠	(9)10-15 HCP, 5+♥ 4+♥ and/or light (3&4)	1♠ - GF relay; 1NT- 4+ ♠ NF; 2♣ - F1 0+♣, 2♦ - Good raise in ♥ 9-11 HCP, 2♥ - 3-8 hcp, 2♠ - any SPL, 2NT- 4+ ♥ cards BAL INV, 3♣ - week, 3♦ mixed, 3♥ - week 4+♥	Over 1♥ -1♠ relay system, Over 1♥ - 1NT natural , Over 1♥ - 2♣ - natural treat as 1NT F1	TRFs after X/1♠; PH :1NT NF 2♣ =Drury, 2♠=4+FIT, SPL any
1♠		5	4♥	10-15 HCP, 5+♠	1NT - GF relay; 2♣ - F1 0+♣, 2♦ - Good raise in ♠ 9-11 HCP, 2♥ - 9-11 constructive, 2♠ - 3-8 HCP, 2NT- 4+ ♠ any SPL, 3♣ -BAL INV 4+♠, 3♦ mixed, 3♥ - week 4+♥	Over 1♠ - 1NT relay system, Over 1♠ - 2♣ natural, treat as 1NT F1	PH: 1NT NF 2♣ =Drury, 2NT=4+FIT, SPL any
1NT			4♠	13-15(1&2 green),14- 16(1&2 red), 14+-17 (3&4) may have 5M 6m or SGN TH	Stayman; 2♦/♥=TRFs ♥/♠; 2♠=TRF♣/BAL; 2NT= asks 5M, might have 53MM; 3♠= TRF♦; 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 TRF LEBS (2NT+3NT=4OM, STO, TRF for their suit=no 4OM & no STO, 2NT+cue=4OM, no STO
2♣		5	4♠	10-15 5+♣ w/ 4cM or 6+♣ (could have 6♣5M)	2♦=@; 2M=NAT,NF; 2NT=bid 3♣ (3♦ MM, 3M M+♦ GF) 3♠=INV; 3♥/♥=♥/♠, inv+; 3♠=6♣,4♥, GF	2♣-2♦@ - 2M 4c NAT; 2NT 6c MAX; 3♣ 6c MIN; 3♦ 64 MAX; 3♥ 65♥; 3♠ 65♠	
2♦	x			1&2 green: usually 5 cards in one M, 0-5 points, rarely 6 Else: 5+♦, 0-10 (3rd 0-14)	2M=P/C; 2NT@; 3m NAT NF, 3M P/C, 4♣ bid TRF; 4♦ bid NAT, 4M to play 2M=5+ F1 2NT@; 3♣ NAT F1 3♦ PRE 3M 6+INV	2♦ - 2NT - 3♣ MAX (3♦@ 3M shows 5 cards in OM), 3♦ MIN with ♥, 3♥ MIN with ♠ 2♦ - 2NT - 3x = MAX, first stopper, 3♦ MIN	All DBLs are Penalty
2♥		5		2M: 1&2 green: 5+ NAT, 6-8	2♠=NAT, NF; 2NT=@, 3♠= TRF to 3♦;	2M - 2NT -? 3♠=5M; 3M=6M min,	All DBLs are Penalty
2♠		5		2M: Else: 5+ NAT, 0-10 (3rd 0- 14), depends on VUL/POS	3♦/3OM=NAT,FG; 4♠=PRE RKCB	3♦/3OM/3NT=max ,6 w/; 6 w/o SPL, 6-4+oM	COMP: TRFs after DBL (2NT starts TRFs)
2NT	x	5+/ 5+mms		4-9	3 - m to play, 4m GF, 3M GF NAT		COMP: PEN DBLs
3♣-3♠		6		0-10 points, (3rd 0-14) depends on VUL/POS	New suit=NAT,F1 except 3m+1 except 3m+1 see (1,2); any game=NAT, to play; 4♠ (after 3♥/♥/♠) / 4♦ (after 3♠)= PRE RKCB	<ul style="list-style-type: none"> 3♣ - 3♦ - 3♥ (auto) different hands 3♦ - 3♥ - 3♠ (auto) different hands 	COMP: TRFs after DBL (RDBL starts TRFs); All DBLs are Pen
3NT	x			7+ AKQ in a m & max side Q	4♠ = P/C;		
4♣		7		7+♥, 8.5-9 tricks			
4♦		7		7+♠, 8.5-9 tricks			
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-Q/1+Q/2-Q/2+Q/3-Q/3+Q; Pass Forcing	
4NT	x			(65)+ minors	5♥ =RKCB ♣; 5♠ =RKCB ♦	PRE RKCB: 0/1-Q/1+Q/2-Q/2+Q/AK 6 th /7 th ; R2D2, Denial Cue-Bids after relay,	
5m		7		PRE, depends on VUL/POS	5♦ (after 5♣) = RKCB; 5♥ (after 5♦) = RKCB		
5M		6		NAT, 2 trump losers			
5NT	x			(55)+ minors , 2 losers			

Extension

Denial Cue-Bidding (DCB) after relay action.

After the shape is known there is a control ask. After the controls are known DCB could be initiated by the “asker” hand. In the control Ask singleton kings are not counted as controls, A = 2, K = 1, Singleton K = 0.

- We do 3 control scans, 4 Queen and 4 Jacks scans if the “teller” has no singleton/void.
- We do 2 control scans, 3 Queen and 3 Jacks scans in the “teller” does have singleton/void.
- We do 1 control Scan, 2 Queen and 2 Jacks scans of the “teller” does have 2 singletons/voids.
- In the end we have one scan for singleton Kings.
- We do not scan singletons for Q or J.

Scanning is done from the longest to the shortest suit (in case of equal lengths in 2 or 3 suits, the equal suits are ordered by rank from ♠ to ♣).

Missing a step means the “teller” has A or K in the suit but not both, bidding a suit means the “teller” has AK or no control at all in the suit. **Missed suits and bid suits are not the suits the “teller” is scanning.** He is scanning his longest suit, second longest suit etc.

NB. Exception if the “teller” has shown all his controls he directly jumps to queens.

Example

The “teller” has shown 5431. His last bid is 3 ♦, the “asker” requires controls via bidding 3 ♥

3 ♦ - 3 ♥ (control ask)

3NT (3 Controls) - 4 ♣ (initiating DCB)

4 ♦ (AK or no control in “teller” longest suit, noting to do with ♦. In the current example the longest suit is ♠) - 4 ♥ relay

Now if the “teller” has shown his AK, that account for all his 3 controls - he jumps to Queens scan. If the “teller” has shown no control in his longest suit he will still be scanning his second suit for controls.