

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide range, (4)5+ cards 5-17pts
(1x)-pass-(pass)-1NT=11-12 BAL/X=14+ any/nat overcall = 8-13
-2NT=18-20 bal or semi-bal
-jump to 2M/3m=6-7cards 12-14pts
(1x) – 1M – (X) – TRF ON (1NT Relay, 2♣/♦/♥ = TRF)
Nat shows less than good opening hand (1x) – p – (p) – X = 12+ any
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 BAL or semi-bal over 1di/1cl nat; 8-11 in reopening over (1x);
Raptor over 1M (5+m, 4OM, therefore 2m overcall denies 4 cards
OM except if 7 <sup>th</sup> minor 4OM or weak major) Raptor might be more
Aggressive NON-VUL/VUL especially if with 6 <sup>th</sup> minor might be 6+
HCP and NON-VUL/NON-VUL 8+ but otherwise 10+HCP;
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Usually PRE (red/white intermediate), aggressive style;
Against passed partner might be 0-13
Unusual 2NT;
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue = Michaels always (against Precision 1di or 2+ openings
Also)
Jump Cue: (1M/m) – 3M/m = STO ASK
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs 11-14 or strong NT: DBL= 15+p; 2♣=MM;
2♦ = 6+ cards in M (if balancing natural <sup>h</sup> )
2M = 5+ cards (if 5 <sup>th</sup> then Not 5432) and 4+m ; 2NT = mm In
balancing POS vs any NT: X = 3+3+MM, 9-14 (more cards in the
majors
means less points needed), other stays the same
Typically direct O/C promises 9+HCP, balancing more freely (6+)
Vs 10-13 or less: DBL = 14+ points, other same
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O; No Leaping Michaels; 3 <sup>rd</sup> Level Jump = Good Hand
2NT = 16-18 BAL; X over Multi/MM wk = 13-15 BAL or any STR
Hand; Over (2M) – 2NT – (P) - 3♣ Puppet to 3♦; 3♦ = TRF OM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1♣: NON-VUL: X = ♣, 1x = NAT, 1NT = 5+♦ & 4+♣
2♣ = 5+♣ & 4♦; 2♦ = 5+♠ & 4♥; 2♥ = 5♥ & 4♠ VUL: 1NT/2NT =
minors, X = 5+♣, other NAT
Over other strong bids X = ♣; 2NT = minors; other nat
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X)-XX=10+HCP; 1NT/2♣/2♦ = TRF; 2M = weaker raise, up to
10 HCP;1NT-(X)-XX=1 minor; P = OK; 2♣ = SOS; other system on
1♣-(X)-XX=5-7; 1x = TRF 8+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th best	same	
NT	Standard (4 <sup>th</sup> best)	same	
Subseq	Same	same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	same	
King	AKQ.AKJ,KQ+	AKQ,AKJ,KQJ,KQ10	
Queen	QJ(10)+	QJ(10), KQx+	
Jack	AJ10, KJ10, J10+,Jx	same	
10	QT9x, 109+, 10x	same	
9	9x	same	
Hi-X	xxX, xxxX	xXx, Xx	
Lo-X	xxXx, xxXxxx	HxX, HxxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count low=even	Count low-even	Count-low-even
Suit 2			
3			
1	Count low-even	Count low-even	Count-low-even
NT 2			
3			
Signals (including Trumps):			
Mostly count; on A lead rev. attitude on NT, lavinthal on suit			
On Q/J lead rev attitude;			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive style especially if good shape			
(2x) – X – (P) – 2NT = Transfer Lebensohl, might be any hand up to 8			
points,			
Therefore 3x promises 9+points			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Takeout; 4cards supports DBL's and RDBLs;			
(2/3x) – X – (2/3y) – X = Penalty			
Many Penalty Doubles: after 2x/3x opening by us DBL is Pen			
(1NT) – P/X – (P) – P or (1NT) – X – (P) – P set Penalty sequences			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Bulgaria</b>
<b>PLAYERS:</b>
Dobromir Lazarov Borislav Popov
<b>EVENT: Bulgarian Open CHampionships</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision club; 4 cards majors; 1di BAL 10-14, BAL hand
1NT 14-16; 2♣ = 6+♣ or 55mm, 10-14; 2♦ 6+♦ 10-14
2♥ 6=♥ w/o 4+♠, 10-14 2♠ might be 5 cards NON-VUL,
2NT = 7+♥, 10-13; 3x = nat PRE, might be 6 cards NON-VUL
3NT = PRE in minor, 8 cards; 4m = 8,5-9 tricks ♥/♠; 4M = nat;
4NT = specific ace ask; 5m = nat
Many Penalty Doubles
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣=strong (17+ if BAL)
1♦ = 10-14 0+ cards, no 5M
1♥ = 5+ 10-14 any, if 6♥4♠ 9-14
1♠ = 5+ 10-14 any, if 6+ 9-14
1NT = 13-15 1st, 2nd, 15-17, might have 5M/6m/low singleton
2♣ = 6+♣ or 5C4M 10-14
2♦ 6+M 0-9, 2♥/♠ 5♥/♠/4+m 4+♠, 10-14
2NT = 55mm 4-9
3NT=PRE in minor (8+ cards, might be 7 NON-VUL/VUL)
4m = Namyats, (8,5-9 tricks) ♥/♠
4M = nat, 5m = nat
<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 or some of the
penalty sequences like 1M – (X) – XX
<b>IMPORTANT NOTES</b>
TRFs in many positions (almost all positions in which the opp
Overcall us and we overcall opps)
<b>PSYCHICS:rare</b>

Dobromir Lazarov – Borislav Popov							
OPENING	TICK OFFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		15+ UNBAL or 16 good+BAL Possible are also big hands with 5-losers and less than 15 points	1♦ 0-8; 1♥ 5+ GF ♠; 1♠ 5+ GF, ; 1NT 9+, GF; 2♣ = ♣ GF	1♣-1♦-1♥=F-nat or balanced (17-19;22-23) 1♣-1♦-1NT = any GF Muppet after 2NT(3♣-3♦ at least 1 4 <sup>th</sup> M, 3♥ no 4 <sup>th</sup> /5 <sup>th</sup> M, 3♠ 5 <sup>th</sup> ♠, 3NT 5 <sup>th</sup> ♥) 1♣-1NT-2♣ Stayman 1♣-1♦-2♣-2♦ also 1♣-2♣-2♦ also	TRFs in some POS: 1♣-(X/1♦)  X 5-7 any up to 2♣ O/C
1♦	x	2		10-14,	1M=3+RF (rarely with 3 cards) 2♣ 3+♣ GF, Stayman (promises 5+m if not siding 3NT/4M)		
1♥	x	4		4+9-14pts (if 4 cards UNBAL (11)12-14	1NT RF; 2♣ GF 2♦ GF 2♥ 8-10 3+fit; 2♠ any SPL INV+; 2NT INV w/o SHO; 3m to play, 3♥ PRE;	1♥-1♠-1NT-2♣=Puppet to 2D 1♥-1NT-2♣=1+cards	
1♠	x	4		4+cards 9-14pts (if 4 cards UNBAL 11-14, if 5 cards 11-14 any shape, if 6+ cards 9-14)	1NT RF; 2♣ GF 2♦ GF	1♠-1NT-2♣=2+cards	
INT		2		14-16 BAL; 5M/6m/SGL poss	2♣ Stayman; 2♦/2♥ TRF; 2♠ ♣ or BAL INV w/o 4M; 2NT ♦ or 0-7 mm; 3♣ Puppet 3♦55MM GF 3M= 13(54) GF (the 3 <sup>rd</sup> M) 4♣ 55MM GF 4♦/♥ TRF	TRFs after 2♣/2♦/2♥ by responder 1NT-2♣-2NT = min, 3♣ = max, then SHO 1NT-2NT-3m-3M SHO also	2NT = bid 3♣ (0-7 with own suit or GF with 4 cards OM); 3x = INV+ next suit, if TRF OPP suit GF no 4OM/STO
2♣	x	6		6+♣ or 55+mm 10-14	2♦ Relay, 2M 8-11, 5+; 2NT = bid 3♣ (to play, ask for 4M or 5M332 GF or ST with ♦)		X = T/o
2♦	x	6		6+ 0-9			X = T/o
2♥	x	5=		6=♥ w/o 4+♠, 10-14	2♠/3m ask, 2NT = Relay, 3♥ = NF; 4♣ RKCB	Other steps show MAX & SHO or no SHO	X = Penalty