

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range, 4-5+ cards 5-15pts
(1x)-pass-(pass)-1NT=10-14 bal or semi-bal
-2NT=18-20 bal or semi-bal
-jump to 2M/3m=6-7cards 11-14pts
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
14-17 bal or semi-bal
10-14 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)
vs strong NT dbl is points ; 2♣=MM 2♦/♥/♠ = nat; 2NT=mm
vs weak NT dbl is points; 2♣=MM / 2♦=1M / 2♥/♠=♥/♠+m
VS. 1♠ (natural 2+cards)
2♣=♣/ 2♦=MM
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 1♦/1M-(DBL)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	std	3/5	
Subseq	2/4	2/4	
Other: If the dummy has a bare ace (A / Ax / Axx / Axxx and etc.) or small cards (x / xx / xxx / xxxx and etc.), we return standard from both sides.			
LEADS			
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	
Hi-X	xXx	xXxx. xXx	
Lo-X	HXx, HxxX, xX	HxX, HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	Count low=even	Count low-even	Low enc.
Suit			Count-low-even
	Count low-even	Reversed smith	Low enc.
NT		Count low-even	Count-low-even
Signals (including Trumps):			
Count or laventhals; on A lead rev. Attitude (low enc.)			
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: Dobromir Lazarov
Zahari Feroov
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision club; 5 cards majors ; 1♦ 0+ 10-15
1NT= 14-16 bal or semi-bal
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 bal or semi-bal
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 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=19-20 bal or semi-bal
3x=preemptive
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;
PSYCHICS:rare(usually with long fit)

OPE NING	tick if arti ficial	min # of cards	neg dbl throu gh				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		Strong unbal or 16+bal	1♦=0-7(8) ; 1♥=13+HCP any ; 1M/2m, 2♥=5+cards GF, 8-12 HCP ; 1NT = 8-12 hcp bal (can have 5♥) ; 2♠=4441 8-12HCP; 2NT = 55MM 5-7 HCP	1♣-1♦-1♥=F-nat or balanced (21/22 23+) 1♣-1♦-1NT =any GF	
1♦	x	0		0+♦ 9-15pts	1M=4+RF ; 2♣=3+cards GF ; 2♦=5+cards GF ; 2♥=MM, NF ; 2♠=both minors or NT invitation; 2NT = inv in any m; 3m = weak	1♦-4♣/♦=transfer for ♥/♠	lots of transfers
1♥		5		5+cards 9-15pts	1♥- 1NT=RF 2♣=2+GF ; 2♦=5+GF; 2♥=constructive; 2♠/3♠/3♦=wk nat (up to inv); 2NT = mixed raise or 4♥ invitation	1♥-1NT-2♣=1+cards	jump to 3 below the M is always mixed raise; lots of transfers; drury
1♠		5		5+cards 9-15pts	1NT=RF 2♣=2+GF ; 2♦=5+GF; 2♥=5+GF; 2♠=constructive; 2NT= mixed raise or 4♠ invitation; 3♠/3♦/3♥=wk nat (up to inv)	1♠ -1NT-2♣=2+cards	jump to 3 below the M is always mixed raise; lots of transfers; drury
1NT		1		14-16 ; may have singleton, 5M or 6m	2♣=stayman ; 2♦/♥/3♣=transfers 2♠=clubs or bal bal invitation ; 2NT=minors ; 3♦=asking for 5M		
2♣		5		5♣4M or 6+♣	2♦-R ; 2M-nat NF ; 2NT puppet to 3♣ ; 3♣=invitation ; 3♦/♥/♠ = trf /♥/♠/♦ 6 cards inv+		
2♦ Non Vul	x	0		Both M's preempt; 0-13 HCP 5+ cards in 3 rd and 4 th positions	2NT- nat inv ; 3♠ inv+with hearts ; 3♦=inv+with spades ; 3/4M=preempt		
2♦ Vul	x	0		(5)6+ in one M preempt; 0-13 HCP 5+cards in 3 rd and 4 th positions	2NT-GF ; 3♣ nat F ; 3♦=inv with any Major 3/4M=preempt ; 4♣ = bid your M by transfer 4♦ = bid M natural		
2♥ Non Vul		5		5+cards weak preempt; 0-13 HCP 5+ cards in 3 rd and 4 th positions	2♠=fit ♥, inv+ ; 2NT=puppet to 3♣ ; 3♣=GF, asking for 4 cards in minor ; 3♦=♠, GF ; 3♠ = 6+♠, inv		
2♠ Non Vul		5		5+cards weak preempt; 0-13 HCP 5+ cards in 3 rd and 4 th positions	2NT= fit ♠, inv+; 3♠= puppet to 3♦; 3♦=♥, GF ; 3♥ = 6+♥, inv		
2♥/2♠ Vul	x	5		5M-(4)5m preempt; 0-13 HCP 5+ cards in 3 rd and 4 th positions	2NT=ask 3♠=p/c 3♦=inv in M		
2NT		1		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♥		(5)6		preempt	4♣=rkcb		
3♠		(5)6		preempt	4♠=rkcb		
3NT	X			better than 4♥/4♠	4♠=bid your M by transfer 4♦=asking for shortness		
						HIGH LEVEL BIDDING	
						RKCB 1403 ; DEPO/REPO ; CUE,SPL ; 4NT-5NT odd with even; On exclusive 1 step is 0; then 1 w/o Q, 1 w/Q ,2 etc.	