

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>
vs strong NT dbl is points ; 2♣=MM 2♦/♥/♠=♦/♥/♠ nat;2NT=mm
vs weak NT dbl is points; 2♣=MM / 2♦=1M / 2♥/♠=♥/♠+m
<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 1♦/1M-(DBL)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	3/5	
NT	std	3/5	
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	
Hi-X	xXx	xXxx. xXx	
Lo-X	HXx, HxxX, xX	HxX, HxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count low=even	Count low-even	Low enc.
Suit 2			Count-low-even
3			
1		Reversed smith	Low enc.
NT 2	Count low-even	Count low-even	Count-low-even
3			
Signals (including Trumps):			
Count or laventhals; on A lead rev. Attitude ( low enc.)			
<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> Dobromir Lazarov Zahari Ferov
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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
<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
<b>PSYCHICS:rare(usually with long fit)</b>

OPE NING	tick if arti fici al	min # of cards	neg dbl throu gh	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣	x	0	
1♦	x	0		0+10-15	1M=4+RF ; 2♣=3+cards GF ; 2♦=5+cards GF ; 2♥=MM, NF ;2♠=both minors or NT invitation; 3m = invitation	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♠=any splinter, inv+;2NT =4♥ GF bal ; 3♣=4♥ 9-11pts bal or 3♥ unbal ; 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 9-15pts	1NT=RF 2♣=2+GF ; 2♦=5+GF; 2♥=5+GF; 2♠=constructive; 2NT=any splinter, inv+ ; 3♣=4♣ bal GF; 3♦=4♣ 9-11pts or 3♠ unbal ; 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♠=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	2NT- nat 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 any Major 3/4M=preempt ; 4♣ = bid your M by transfer 4♦ = bid M natural		
2♥ Non Vul		5		5+cards weak	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	2NT= fit ♠, inv+; 3♣= puppet to 3♦; 3♦=♥, GF ; 3♥ = 6+♥, inv		
2♥/2♠ Vul	x	5		5M-(4)5m	2NT=GF 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♦=asking for shortness		
3NT	X			better than 4♥/4♠	4♣=bid your M by transfer 4♦=asking for shortness		
						<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.	