

DEFENSIVE AND COMPETITIVE BIDDING
<i>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</i>
<i>First level:</i> NAT (7)8-16(17)HCP 5+cards or good 4 cards
<i>new suit RESP:</i> NAT, NF, constructive at lvl 1/2, FG at 3
<i>SINGLE / JUMP RAISES</i> = NF/PRE
<i>CUE</i> = F1 usually 3 fit, 2NT usually 4+ fit over Major overcall
<i>2nd Level:</i> (9)10-17(18)HCP 5+ cards, same as abv
<i>in balancing pos:</i> NAT,5(4)+ cards (7)8-15 hcp, 2NT 18-20 HCP
<i>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</i>
<i>2nd:</i> 15-18 balanced or semi bal, rarely single Honour, system ON
<i>4th Live</i> :1m/♥ - Pass - 1x - 1NT= same as abv
<i>4th balancing:</i> 11-15 HCP BAL same as abv, system ON
<i>JUMP OVERCALLS (Style; Responses; Unusual NT)</i>
<i>1 level jump:</i> PRE, <i>2 level jump</i> : PRE
<i>jump 2NT:</i> 5+5+ Lowest unbid suits
<i>Reopen:</i> 1/2 lvl JUMP: Constructive 6+cards, ; 2NT=18-20 BAL
<i>DIRECT & JUMP CUE BIDS (Style; Response; Reopen)</i>
<i>CUE:</i> Michaels MM if 1m, OM+m if 1M
(same after 1NT response)
<i>JUMP CUE:</i> ask for stoper with solid suit
<i>REOPEN:</i> same as above
<i>VS. NT (vs. Strong/Weak; Reopening;PH)</i>
<i>Vs Weak NT:</i> DBL=PEN, 2♣=MM, other +NAT, 2NT=mm, 3x=NAT
<i>Vs Strong NT:</i> DBL : 1 m or both MMs;2♣/2♦=DONT, 2M=NAT 2NT= mm or STR MM, 3x=NAT
REOPEN SAME
<i>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</i>
<i>Vs 2X</i> : DBL=T/O; Lebs (slow = OM), Leaping,
<i>Vs 3♣/♦:</i> DBL=T/O; cue= 5+5+Majors,
<i>Vs 3M:</i> DBL=T/O;
<i>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</i>
<i>Vs 1♣</i> : DBL=MM ; 1NT=mm.
(1♣) - pass - (1♦) - ? DBL=MM ; 1NT=mm.
<i>Vs 2♣/♦:</i> DBL=MM ; 2NT=mm.
<i>OVER OPPONENTS' TAKEOUT DOUBLE</i>
1♦ – DBL 1M is NAT,4+cards F1, 1NT to play
1M – DBL - ? RDBL (9)10+ hcp no fit
TRFs (after 1M opening) starting with 1NT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	STD	3/5	
NT	STD	3/5	
Subseq	STD	3/5	
Other: 9/10= 0 or 2 higher			
when we support partner's suit low card shows Honor			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK+(for ATT or S/P)	(ASK for ATT)	
King	AK, KQ(ASK for count)	3+Honors(Unblock or count)	
Queen	QJ(10)+(ASK for ATT)	(ASK for ATT)	
Jack	J10+, Jx	Same	
10	109(x)+,10x, HJ10+	Same	
9	H98,H109+,9x,98x(x)	Same	
Hi-X	Xx, XXxx(x)	Same	
Lo-X	Hxx, Hxxx+	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High-low=ENC	High-low=ODD	High-low=ENC
Suit 2	High-low=ODD	S/P	High-low=ODD
3	S/P		S/P
1	High-low=ENC	High-low=ODD	High-low=ENC
NT 2	High-low=ODD	S/P	High-low=ODD
3	S/P		S/P
Signals (including Trumps): Smith in NT(low=ENC, high=DISC)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light with good shape			
NEG DBL followed by suit rebid is F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner – asks for unusual lead (usually first suit bid by dummy)			
Redouble over a Cue bid shows Ace or Void			
COMP and MAX Overcall DBLs			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: Bulgaria
PLAYERS: Tenyu Tenev – Georgi Delinov
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision style, 1♣=16+ or any good hand w/ min 14+HCP
5card M; 2/1=FG; COMP 2/1=NF if not TRF or CUE
1♦ = 0+di 10-15HCP;
1♥/1♠ = 5+cards 10-15 HCP
1NT= 14-16 could have 5M,6m,may have singleton
2NT =20-21 could have 5M,6m,may have singleton
2♣ =10-15 6+clubs
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ =5-11, (5-4)+MM
2♥/♠ = NAT, 0-10 5+M
3NT Gambling= 7card SOL m 1&2 seat
SPECIAL FORCING PASS SEQUENCES
When interference is below forced level(1st;2nd;3/4th)
shows good hand
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	×		4♠	16+ hcp or equivalent, any shape; 17+ hcp if BAL	1♦ = 0-7 any; 1NT= 8-11 or 15+, 2NT=12-14 1♥/1♠/2♣/2♦ = 5+ cards 8+, FG; 2♥/♠=4441 any 8-11/12+; 3x= NAT, solid 7+ suit	1♣ - 1♦ - 2♥(Kokish Relay) - 2♠(auto) - ? 2NT=24-25 BAL, 3NT= 26-28 BAL 3X = NAT, FG, ♥ + X, 3♥=6+ FG	Same
1♦	×	0	4♠	10-15 hcp, 0+ ♦	1M=4+, F1; 1NT=NF; 2♣/2♦=GF, NAT; 2♥/♠/3♣/♦ = NAT INV	1♦ - 1M - 1NT - ? 2♣= TRF Relay to 2♦; 2♦= FG Relay	
1♥		5	4♠	10-15 hcp, 5+ cards	1NT F1, 2/1=FG(2♣= BAL or NAT, 2♦= 5+♦) 2♠/3♣/♦ = NAT INV; 2 NT = INV+ with 4+ ♥		1NT is not forcing 2♣ Drury
1♠		5	4♥	10-15 hcp, 5+ cards	1NT F1, 2/1=FG(2♣= BAL/NAT, 2♦/♥= 5+♦/♥) 3♣/♦/♥ = NAT INV; 2 NT = INV+ with 4+♠		1NT is not forcing 2♣ Drury
1NT			4♠	14-16 may have 5M 6m or sing	Stayman; 4-way TRFs(2♠= TRF♣ or BAL INV) 3♣/♦ = (5-5) mm NF/FG 3♥/♠ = (13)(54); 4♦/♥= TRF to 4♥/♠		
2♣	×	5	4♠	10-15 hcp, 6+ ♣	2♦=Relay, 2NT=NAT INV, 3♦/♥/♠ = NAT INV		
2♦	×			2♦ = Both Majors, (4-10) HCP	2♥; 2♠ NF, 2 NT = Relay 3♦ = block with 3-3 MM , or nat GF with ♦	2♦ - 2 NT - ? 3♣= min (54), 3♦ = min (55), 3♥/3♠= max NAT, 5-4, 3NT=max (55)	
2♥	×	5			2NT =Relay, New suit=F1	2♥/♠ - 2NT - ? 3x= max and SGN, 3M= min	
2♠	×	5			As above	3NT=max and w/o SGN	
2NT	×		4♠	20-21 may have 5M, 6m or sing	3♣= Stayman, 3♦/♥ = TRFs, 3♠ = m or mm, FG+		
3♣-3♠		(6)7		Pre-empt	New suit=NAT, F1		
3NT	×			Gambling , 3&4 seat to play	4,5,6♣ = P/C; 4M=NAT NF		
4♣	×			Preempt, depends on VUL/POS	4M=NAT NF, 4NT= RKCB		
4♦	×			Preempt, depends on VUL/POS	4M=NAT NF, 4NT= RKCB		
4♥		(7)8		Preempt, depends on VUL/POS	4NT= RKCB	HIGH LEVEL BIDDING	
4♠		(7)8		Preempt, depends on VUL/POS	4NT= RKCB	RKCB 1430, 4NT-5NT= even KC with void; 4NT-6x= odd KC with void	
4NT	×			55+ minors		SPLINTERS	
5m	×	(7)8		PRE, NAT		CBs	
5M	×	(7)8		NAT, 2 trump losers			
5NT	×			55+ minors			