DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1st Level: NAT, Light (5-17) ; New suit F1 1/1 ; NF 2/1; INV 3/1

2♣=ART, Relay; CB= ART, ♣s; single/jump raise = NF/PRE

Jump CB= Mixed raise (7-9) ; 2NT=4+ fit over M ;

Double jump CB = SPL ; jump shifts 4m are fit showing

2nd Level: NAT, Light (NV), Sound (V); new suit F1 2/1, 2NT=F1

in balancing seat: **NAT,** 5(4)+ cards (5)7-15 hcp,

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: (14)15-17(18) BAL/SBAL, rarely single Honour,

4th Live : (1m/♥) - Pass – (1x) - 1NT= 15-18

4th balancing: 11-14 after 1m , system ON

11-16 after 1M, 2♣=range ask :

2♦/♥/♠=11-13; 2NT=14-16 -> 3♣= re-ask

JUMP OVERCALLS (Style; Responses; Unusual NT)

After 1X : PRE (NV), INT (V vs NV) if simple jump

After 2/3 PRE: STR (except NV vs V = PRE)

2NT: (55)+ Lowest unbid suits

Reopen: Constructive 6+cards, ; 2NT=(18)19-21 BAL

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

CUE: vs. 1♣ : 2♣=NAT, 2♦=MM; Vs 1♦ (ART) : 2♦ = **NAT**

2♥/3♦= MMs (WK/STR) vs. 1M : 2M=OM+m; 2NT=mm;

JUMP CUE: ask for stopper with solid suit after opening 1M

REOPEN: CUE= (5-5) +, INT+; JUMP CUE =same

VS. NT (vs. Strong/Weak; Reopening; PH)

Vs Strong NT: DBL=PEN; 2♣=MM; 2♦=one M; 2M=5+M - 4+ m;

2NT=mm or MM STR; 3x=NAT

Vs Weak NT: DBL=PEN; 2♣=MM; 2♦= one M weak;

2M= NAT, good hands ; 2NT=mm or MM STR; 3x=NAT

LEB after they run to 2M after DBL

REOPEN seat : SAME

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Vs 2M : DBL=T/O, LEB ; 3M/ 4m=Michaels/ Leaping M.

Vs 2♦(Multi) : DBL= T/O♠ or STR; 4m= (5-5)+ m + ♥

Vs 2m/3m: DBL=T/O; CB= (5-5)+MM; 4om=(5-5)+ om-M

Vs 3M: DBL=T/O; 4m= (5-5)+ m + oM

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs 1♣ : DBL=MM; 1/2NT=mm ; 2♦=(5-5)+MM;

(1♣) - pass - (1♦) - ? DBL=MM; 1/2 NT=mm ; 2♦= **NAT**

Vs STR 2♣/♦: similar as Vs 1♣

OVER OPPONENTS' TAKEOUT DOUBLE

TRFs if we open 1M/2M; after 3x TRFs starts w/ RDBL

1M - (DBL) - ? RDBL=PEN, 2NT= 4+ FIT, INV+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th best (2nd from bad suit)	1/3/5 (Hi from xxx if raised)
NT	4th best (1st/2nd from bad suit)	1/3/5 (Hi from xxx if raised)
Subsequent	4th best (or Attitude)	Attitude / (1/3/5)
Other: 9/10 = 0 or 2 higher; raised suit low shows Honour		
King for count at 5+ level or vs. 4M opener or overcaller		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax+, AKx+	**ASK for ATT :** Ax+, AKx+
King	KQ+, AK+	**ASK for Unblock or Count**
Queen	QJ+ , AKQ+	**ASK for ATT**: QJ+ or KQ+
Jack	J10+	J10+
10	10x, 109(x)+, HJ10+	10x, 109(x)+, HJ10+
9	9x, H109+, H98+	9x, H109+, H98+
Hi-X	**x**x, x**x**xx, x**x**xxx+,Hxx**x**x(+)	**x**x, **x**xx, **x**xx(x), Hxx**x**x(+)
Lo-X	x**x**x , Hx**x**, Hxx**x**	Hx**x**, Hxx**x**

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Low-high=ENC	Low-high =EVEN	Low-high =ENC
Suit	2	Low-high =EVEN	S/P	Low-high =EVEN
	3	S/P		S/P
	1	Low-high=ENC	Low-high =EVEN	Low-high =ENC
NT	2	Low-high =EVEN	S/P	Low-high =EVEN
	3	S/P		S/P

Signals (including Trumps): S/P in trump suit

Trick 2 S/P vs NT, unless count needed.

Smith vs NT by 3rd hand when inserting an honour at trick 1. (Lo=ENC)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Light T/O w/ good shape , doubleton in unbid m is possible

DBL of m : CB = FG or pick M INV+

DBL of M : CB = FG

Jumps INV (but PRE over RDBL)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support DBL through 3(4) level. (not obligate with bal. min.) Support RDBL

After our overcall RDBL= 2 fit and values

Responsive ; COMP; MAX Overcall ; Snapdragon

Some action DBLs (also from PRE opener)

DBL on direct SPL response= lead highest unbid suit

Lightner DBLs on slams (and sometimes at games)

W B F CONVENTION CARD

CATEGORY: BLUE

NCBO: BULGARIA

EVENT: All Events

PLAYERS: KOLYU VIDEV – TENYU TENEV

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision, 1♣= **ART**, 16+ or any good hand w/ 8+ tricks

Light style, frequent upgrading, seldom downgrade

5card M; 2/1=FG after 1M; 2m= F1 after 1♦

1♦ = 0+♦ , 10-15 HCP

1♥/1♠ = 5+cards, 10-15 HCP (4 possible 3rd/4th)

1NT= 14-16 (1&2), 15-17(3&4) could have 5M,6m,SGN

2♣ =10-15 HCP, 6+♣, can be 5 cards in 3rd

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ = (5-4)+MM, 0-11 HCP

2♥/2♠ = NAT, 5+M, weak (can be very weak NV)

3x= random NAT PRE

3NT= 7+ SSOL + M 1&2 seat

Some TRFs in defensive and competitive bidding

2 in new M is NF in competition after opening 1♦/♥/♠

2 in new m is F1 in competition after opening 1♦/♥/♠

SPECIAL FORCING PASS SEQUENCES

In Game Forcing situations

After we RDBL for strength

After opening 1♣ and FG sequences :

If opponents bid above 3 of partner's suit : DBL=fit and

pass request DBL.

If responder shows values but no suit :

DBL= T/O between 3♥ and 4♥. At 4♠ and higher:

DBL = like a STD forcing pass and request DBL

IMPORTANT NOTES

Can open lighter NV vs V

PSYCHICS: seldom, tactical not specific

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEGDBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	×	0	5♦	16+ HCP or equivalent, any shape; 17+ HCP if BAL	1♦ = 0-7 any; 1♥/1♠/2♣/2♦=NAT,5+ suit, 8+;	1♣ - 1♦ - 1M=NAT, 4+M, F1	COMP: After 1x/2m Level O/C :
					2♥/2♠=8-11/12+,4441 any;	1♣ - 1♦ - 2M=PUP to next (2♠/2NT)	Pass = 0-5 or trap ; DBL=5-7 any;
					1NT/2NT=8-13/14+ BAL	1♣-1♦/1♥ - 1NT/2NT - ? as after 1NT/2NT	CB/ jump CB= FG, ask stopper ,
					3♣/3♦/3♥/3♠= 7+ suit AQ or KQ, 5-7	1♣- 1♠/2♣/2♦/2♥/2♠ - ? 1/2NT Relay	3suiter; New Suits=NAT, FG
1♦	×	0	4♠	10-15 HCP, 0+♦	1M=NAT,4+M,F1; 1NT=NF; 2♣/2♦=F1, NAT;	1♦ - 1M - 1♠/1NT - ? 2♣= TRF Relay to 2♦	Passed hands 2m=NAT, 5+, NF
					2♥/♠= (54)+ MM, weak/INV; 2NT=INV , 11-13-	2♦= FG Relay ®; 2NT= TRF ♣ (WK or FG)	
					3♣= (54)+mm up to INV;3♦/3M=NAT, PRE		
1♥		5	4♠	10-15 HCP, 5+♥	1NT=SemiF/F; 2/1=FG (2♣= ♣/ BAL,2♦= 5+♦)	1M - 2x - ? 2M=6+M	PH :1NT NF
				4+♥ and/or light (3&4)	2♠=♠+FIT♥ (after 1♥); 3m/3♥(if 1♠) =NAT INV;	1M - 2NT® - ? ART rebids	2♣= Drury , 2NT=4+FIT, super max
1♠		5	4♥	10-15 HCP, 5+♠	2 NT = INV+ w/ 4(3)+M; 3M=PRE/mixed; 3NT=	1♥ - 1♠ - 2NT(max, 6♥ - 3♠ or SPL in m) - ?	PH: 1NT NF
				4+♠ and/or light (3&4)	3fitM (4333) ; 3♠/4m/4♥=SPLs; 4M=wide range	3♣= Relay®; 3♦= TRF Relay to 3♥	2♣= Drury, 2NT=4+FIT, super max
1NT			4♠	(13+)14-16 HCP(1&2),	Stayman; 2♦/♥=TRFs ♥/♠; 2♠=TRF♣/BAL;	1NT - 2♣ - 2♦ - ? Smolen, delayed TRF	COMP : NEG DBLs
				(14+)15-17 HCP(3&4)	2NT= asks 5M; 3♣=TRF♦; 3♦=(5-5)+ mm, FG;	1NT - 2NT - ? 3♣= no 5M; 3M=5M	Rubensohl
				may have 5M 6m or sing	3♥/♠ = single M(54) mm,FG; 4♣=22(54) slam try;	1NT - 2NT - 3♣ - ? 3♦=(41)44;3M=4 other M	
					4♦/♥ = TRF to 4♥/♠; 4♠=(32)44 slam try	1NT - 2NT - 3♣ - 3♦ - ? 3♥=relay® (L/H spl)	
2♣		6	4♠	10-15 HCP, 6+♣	2♦=Relay; 2M=NAT,F1; 2NT=weak/STR w/ FIT♣;	2♣-2♦® - 2/3X ? some Relay bids	COMP : 2NT/3♣ (from RESP)=
				5+♣ (3 seat)	3♣=TRF ♦; 3♦=(55)MM, INV+;3♥/♠=NAT,INV+		NAT after DBL/Overcall
2♦	×	0		(54)+MM, 0-11 HCP (1&2/3)	2♥=P/C; 2♠= NF; 2 NT = Relay; 3♣= TRF to 3♦	2♦ - 2 NT - ? 3♣= min (54), 3♦ = min (55),	
					3♦ = PRE w/ 3-3 MM or FG w/♦;4♠= RKCB ♥+♠	3♥/3♠= max NAT, 5-4, 3NT=max (55)	
2♥		5		PRE, depends on VUL/POS	2♠=NAT, NF;2NT =Relay, 3♣= TRF to 3♦;	2M - 2NT -? 3♣=5M; 3M=6M min,	COMP : TRFs after DBL
2♠		5		PRE, depends on VUL/POS	3♦/3OM=NAT,FG;4♣=PRE RKC	3♦/3OM/3NT= max ,6 w/ ;6 w/o SPL, 6-4oM	(2NT starts TRFs)
2NT			4♠	(19+)20-21 HCP(1&2),	Stayman; 3♦/♥=TRFs; 3♠=(5-4) mm, FG ;	2NT - 3♣ - 3♦ - ? 3M (Smolen);	COMP : NEG DBLs
				(20+)21-22 HCP(3&4)	4♣/4♦/4♥/4♠= TRFs ♥/♠/♣/♦, S/T	2NT - 3♦ - 3♥ - ? 3♠=(55)+ MM , FG+	
				may have 5M 6m or sing		2NT - 3♥ - 3♠ - ? 4♥=(55)+ MM , NF	
3♣-3♠		6		PRE, depends on VUL/POS	New suit=NAT,F1; 3NT/any game=NAT, to play;	NAT bidding	COMP : TRFs after DBL
					4♣(after 3♦/♥/♠) / 4♦ (after 3♣)= PRE RKCB	NAT bidding	(RDBL starts TRFs)
3NT	×			SSOL+ M(1&2), 3&4seat to play	4♣ = ask for CB; 4♦= bid M; 4♥=P/C; 4♠=to play	3NT - 4♣ - ? 4♦ /4♥/4♠/5♣= CB	
4♣		7		PRE, depends on VUL/POS	4♦=PRE RKCB; 4M=NAT NF		
4♦		7		PRE, depends on VUL/POS	4M=NAT NF, 4NT= RKCB		
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**: 0/1/2-Q/2+Q/3-Q/3+Q; **Minorwood** (4m)**1430**	
4NT	×			(65)+ minors	5♥ =RKCB ♣; 5♠ =RKCB ♦	**PRE RKCB** : 0/1-Q/1+Q/2-Q/2+Q ; **R2D2** after intervention	
5m		7		PRE, depends on VUL/POS	5♦ (after 5♣) = RKCB; 5♥ (after 5♦) = RKCB	**Cue-bids** (1st + 2nd round equally); **SPLINTERS**; **Relay bids**	
5M		6		NAT, 2 trump losers		**WOODY**(when 4441): 4♣ ->4♦(for RKC L/M/H);4♦ -> 4♥ (ES); 4M/4NT/5m= S/T	
5NT	×			(55)+ minors , 2 losers		**If not RKCB 1430 , 4 NT= 2 places to play** and 5NT = pick a slam (rarely GSF)	