

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; 1NT (over 1M) = NF; CB= F1, usually 3fit or otherwise GF single/jump raise = NF/PRE Over 1M 3M-1 Mixed raise (7-9); 2NT=4+ fit over M;
2nd Level: NAT, Light (NV), Sound(V), 9-18; new suit F1 2/2, 2NT=F1, 3/2 GF; 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) - INT= 15-18
4th balancing: 10-14 after 1m, system ON 11-15(16) after 1M, 2♣=range ask Stayman: 2♦/♥/♠=11-13; 2NT=14-15(16) -> 3♣= re-ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 1X, Simple jump: PRE (NV), INT (V/NV) if simple jump After 2/3 PRE: STR (except NV vs V over 2♣ prec = 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+♣): 2♣=NAT, vs. 1M: 2M=OM+one minor Vs. 1♦(0/2+):2♦=NAT, 2♥/3♦=MM, 5-5+weak/strong Vs. 1m 3+ 2m=MM; Vs. (1♦ ART/1♣(2+))-P-(1M) 2m = NAT If (1m 3+)-P-(1M)-cue = other M+other m; 2M NAT;
JUMP CUE: ask for stopper with solid suit after opening 1M REOPEN: CUE= (5-5) + any, INT+; JUMP CUE =same
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT: DBL=(15)16+; 2♣=MM; 2♦=one M; 2M= 5M,4+m 2NT=mm; 3x=NAT
Vs Weak NT: DBL=points, depends on range, usually (13)14+ other = same From passed hand DBL=5+m, 4M
REOPEN seat : SAME
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M: DBL=T/O, LEBs; 3M=M+m, WK than 4m=Leaping
Vs 2♦(Multi): DBL= T/O ♠ or STR; 4m= (5-5)+ m + ♥
Vs 2m/3m: DBL=T/O; 4♣= (5-5)+ MM; 4♦=(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; 1NT= 5-4+mm, 2NT=5-5+mm ; (1♣) - pass - (1♦) - ? DBL=MM; 1/2NT=mm; 2♦= NAT Vs STR 2♣/♠: similar as Vs 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
TRFs if we open 1♦/1M/2M; after 3x TRFs starts w/ RDBL 1♦-(X)-XX=♥,1♥=♠,1♠=NT,1NT=to play,2♣=5+,F1,2♦=5+F1 2M= to play,2NT=mm, 3x=s/o,4♣=mm,4♦/♥=TRF,4♠=NAT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5 (subs can be ATT)	1/3/5 (Hi from xxx if raised)	
NT	STD (can be ATT)	1/3/5 (Hi from xxx if raised)	
Subsequent	STD (or ATT)	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+ (asks for ATT)	ASK for ATT : Ax+, AKx+	
King	KQ+, AK+ (asks for Count)	ASK for Unblock or Count	
Queen	QJ+, AKQ+ (asks for ATT)	ASK for ATT: QJ+ or KQ+	
Jack	J10+, Jx	J10+	
10	10x, 109(x)+, HJ10+	10x, 109(x)+, HJ10+	
9	9x, H98+, H109+	9x, H98+, H109+	
Hi-X	xx, xxx, xxx(x)	xx, xxx, xxx(x)	
Lo-X	Hxx, Hxxx(x)+	Hxx, Hxxx+	
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 3 rd hand when inserting an honour at trick 1. (Lo=Pos)			
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)			
DBL against Mixed Raise/Bergen/3+ fit INV+/SPL etc			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL through 3 level. Support RDBL			
After our overcall RDBL= 2 fit and values			
Responsive; COMP; MAX Overcall			
Some action DBLs (also from PRE opener)			
Lightner DBLs on slams (and sometimes at games)			

W B F CONVENTION CARD
CATEGORY: BLUE NCBO: BULGARIA PLAYERS: GERGANA TENEVA 0757 NIKOLAY YANINSKI 2324
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+♦, 10-15HCP 1♥/1♠ = 5+cards 10-15 HCP (4 possible 3 rd /4 th) 1NT= 12+-15(1&2 green),13+-16(1&2 red), 14+-17 (3&4) could have 5M,6m, SGN 2♣ =10-15 5+♣ w/ 4cM or 6+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = (4-4)+MM , 0-11 HCP (44 only in green) 2♥/2♠ = NAT, 5+M, 3-10 (can be very weak NV, 0-8) 3x= random NAT PRE, 3-10, 6+cards 3NT= GAMBLING, 4m = ♥/♠ 8.5-9 tricks
Many TRFs in defensive and competitive bidding Transfers after O/C of 1♦ Opening (X/1M/1NT/2♣/3♣/3♥) Transfers after O/C of 1♥ Opening (X/1♠/1NT/2♣/2♦/3♣) Transfers after DBL of 2M Opening Transfers after DBL of 3x Opening (XX starts TRFs)
SPECIAL FORCING PASS SEQUENCES
Pass-Double Inversion in Game Forcing situations >= 3♣ DBL is takeout, Pass requests DBL After opening 1♣ and FG sequences. After we RDBL for strength Else, if <3♣, Pass Forcing
IMPORTANT NOTES
Can open lighter NV vs V
PSYCHICS: seldom, tactical not specific

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEGDBL THRU	GERGANA TENEVA – NIKOLAY YANINSKI			
				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♥ = 8-11 any, no 5♠; 1♠ = NAT, 5♣, 8+; 2♣/2♦/2♥ = NAT, 5+, 12+; 2♠ = 12+, 4441 any; 1/2NT = 12-14/15+ BAL; 3x = NAT, 7x, AQ/KQ, 5-8 3NT = SOL, 7 cards, w/o K/A outs, 4x = the same, 8 cards	1♣ - 1♦ - 1M = NAT, 4+M, F1 1♣ - 1♦ - 2M = PUP to next (2♣/2NT) 1♣ - 1♦/1♥ - 1NT/2NT - ? as after 1NT/2NT 1♣ - 1♠/2♣/2♦/2♥/2♠ - ? 1/2NT Relay	COMP: After 1x/2♣ Level O/C: Pass = 0-5 or trap; DBL = 5-7 any; CB/ jump CB = FG, ask stopper/ 3suiter; New Suits = NAT, FG
1♦	×	0	4♠	(9)10-15 HCP, 0+♦	1M = NAT, 4+M, F1; 1NT = NF; 2♣/2♦ = F1, NAT; 2♥/♠ = (54)+ MM, weak/INV; 2NT = INV, 11-13 3♣ = (54)+ mm 0-11; 3♦/3M = 0-10, 4♣/4♦ = TRFs	1♦ - 1M - 1♠/1NT - ? 2♣ = bid 2♦ INV or play 2♦ = FG Relay@; 2NT = TRF ♣ (WK or FG) 1♦ - 1M - 2NT/3♦ = 6♦3M/0-2M, MAX	Passed hands 2m = NAT, 5+, NF COMP: TRFs after DBL, 1M, 1NT, 2m, 3♣
1♥		5	4♠	(9)10-15 HCP, 5+♥ 4+♥ and/or light (3&4)	1NT = F1 2♣ = GF, ♣/BAL, 2♦ = GF, 5+♦; 2M 7-10 3+M 2♣/2NT = SPL, 2NT/3♣ = GF, 4+fit, 3♣/3♦ = INV, 4fit	1M - 2x - ? 2M = 6+M 1M - 2NT/3♣@ - ? ART rebids	TRFs after any O/C PH : 1NT NF 2♣ = Drury, 2♠ = 4+FIT, SPL any
1♠		5	4♥	10-15 HCP, 5+♠ 4+♠ and/or light (3&4)	3♦/3♥ = 4 th fit 6-9; 3M = 0-6 4 th fit, 3NT = 433(3fit); 3♣/4m/4♥ = SPL, 11-14; 4M = 0-15	1♥ - 1♠ - 2NT (SPL in m) - ? 3♣ = Relay@; L/H	PH: 1NT NF 2♣ = Drury, 2NT = 4+FIT, SPL any
1NT			4♠	12+-15(1&2 green), 13+- 16(1&2 red), 14+-17 (3&4) may have 5M 6m or SGN TH	Stayman; 2♥/♥ = TRFs ♥/♠; 2♠ = TRF ♣/BAL; 2NT = asks 5M, might have 53MM; 3♣ = TRF♦; 3♦ = (5-5)+ mm, FG; 3♥/♠ = single M(54) mm, FG; 4♣/♦ = TRF to 4♥/♠; 4♥/♠ = NAT, to play	1NT - 2♣ - 2♦ - ? Smolen, delayed TRF 1NT - 2♠ - ? 2 NT = MIN; 3♣ = MAX 1NT - 2♦/♥ - ? 2NT = max, 3 fit, 3♣ = max, 4 fit 3♥/♠ = min, 4 fit	COMP: NEG DBLs TRF LEBS (2NT+3NT=4OM, STO, TRF for their suit=no 4OM & no STO, 2NT+cue=4OM, no STO
2♣		5	4♠	10-15 5+♣ w/ 4cM or 6+♣ (could have 6♣5M)	2♦ = @; 2M = NAT, NF; 2NT = bid 3♣ (3♦ MM, 3M M+♦ GF; 3♣ = INV; 3♦/♥ = ♥/♠, inv+; 3♠ = 6♣, 4♥, GF	2♣ - 2♦@ - 2M 4c NAT; 2NT 6c MAX; 3♣ 6c MIN; 3♦ 64 MAX; 3♥ 65♥ MAX; 3NT 65♠	COMP: TRFs after DBL/Overcall
2♦	×			44+MM, 0-11 HCP, 44 only in green in 1 st , 2 nd , 3 rd ; 6 th ♦ 11-14 in 4th	2♥ = P/C; 2♠ = S/O; 2NT = Relay; 3♣ = TRF to 3♦ 3♦ = PRE w/ 3-3 MM or FG w/♦; 4♣ = RKCB ♥+♠ 2M = 5+, NF; 3♦ = PRE; 2NT = INV	2♦ - 2 NT - ? 3♣ = min (54/44), 3♦ = min 55, 3♥/3♠ = max NAT, 5-4, 3NT = max (55)	All DBLs are Penalty
2♥		5		3-10 (0-8 NV),	2♠ = NAT, NF; 2NT = @, 3♣ = TRF to 3♦;	2M - 2NT - ? 3♣ = 5M; 3M = 6M min,	COMP: TRFs after DBL (2NT
2♠		5		depends on VUL/POS	3♦/3OM = NAT, FG; 4♣ = PRE RKCB	3♦/3OM/3NT = max ,6 w/; 6 w/o SPL, 6-4+oM	starts TRFs) DBLs are Penalty
2NT			4♠	18+-20 HCP(1&2 green), 19+- 21(in others) may have 5M 6m or SGN	3♣ asks for 5M; 3♦/♥ = TRFs; 3♠ = (5-4) mm, FG ; 4♣/4♦/4♥/4♠ = TRFs ♥/♠/♣/♦, S/T	2NT-3♣ -3♥ no 4/5M -? 3♠ = auto to 3NT, 3NT = 5♣4♥; 2NT-3♣-3♦ shows 4 th major 2NT - 3♦ - 3♥ - 3♠ = 5♥, 4♠, FG+ 2NT - 3♥ - 3♠ - 4♥ = (55)+MM , GF	COMP: NEG DBLs
3♣-3♠		6		0-10 points, (3 rd 0-14) depends on VUL/POS	New suit = NAT, F1 except 3m+1 see (1,2); any game = NAT, to play; 4♣ (after 3♦/♥/♠) / 4♦ (after 3♠) = PRE RKCB	(1) 3♣ - 3♦ - 3♥ (auto) different hands (2) 3♦ - 3♥ - 3♠ (auto) different hands	COMP: TRFs after DBL (RDBL starts TRFs) All DBLs are Pen
3NT	×			7+ AKQ in a m & max side Q	4♣ = P/C;		
4♣		7		7+♥, 8.5-9 tricks			
4♦		7		7+♠, 8.5-9 tricks			
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-Q/1+Q/2-Q/2+Q/3-Q/3+Q; Pass-Double Inv.	
4NT	×			(65)+ minors	5♥ = RKCB ♣; 5♠ = RKCB ♦	PRE RKCB : 0/1-Q/1+Q/2-Q/2+Q/AK 6 th /7th; R2D2	
5m		7		PRE, depends on VUL/POS	5♦ (after 5♣) = RKCB; 5♥ (after 5♦) = RKCB	Cue-bids (1 st + 2 nd round equally); SPLINTERS ; Relay bids	
5M		6		NAT, 2 trump losers		WOODY (when 3-suits): 4♣ -> 4♦ (for S/T); 4♦ -> 4♥ (ES); 4♥/4♠/4NT = RKC L/M/H	
5NT	×			(55)+ minors, 2 losers		If not RKCB 1430, 4 NT = 2 places to play and 5NT = pick a slam (rarely GSF)	

