

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Simple L1 overcall = 5 (4) cards, 8 – 16 HCP
Simple L2 overcall = 5 cards, 10 – 16 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 17, stopper+ over a natural opening in both 2-nd and 4-th seat
4th balancing: 12-14 after 1m, system ON; 10-12 after 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
5+ cards non-vul / 6+ card vul,
strength varies depending on the vulnerability
2NT: (55)+ Lowest unbid suits
Reopen: 6+ cards, good hand, NF; 2NT=(18)19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1♣: NAT if 2+ (2♦ = 5+-5+ M),
5-5 M if 3+ (2♦ = Weak)
Over 1♦: if 3+ Both Majors (5+-5+); if Prec nat. 6+
Over M: Other Major + m (5+-5+)
Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
* = 5+m – 4M over strong NT / onesuiter 12+HCP over weak NT
2♣ = ♥ + ♠ over strong NT / ♣ and higher suit over weak NT
2♦ = one major over strong NT / ♦ and ♥/♠ over weak NT
2♥ = 5+ ♥ - 4+ ♣/♦ over strong NT / majors over weak NT
2♠ = 5+ ♠ - 4+ ♣/♦
2NT = ♣ + ♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M: DBL=T/O, LEBs; 4m=Leaping Michaels; 2NT – 15-17
Vs 2♦(Multi): DBL= 13-15 or STR; 2NT – 15-17
Cue-bid: Asks for stopper
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; 1/2 NT=mm; 2♦= NAT
Vs STR 2♣/♦: similar as Vs 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
TRFs if we open 1M
** - strength
Jump = fit + strenght in the bid suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4-th best, xx; xxx	2/4-th best, xx; xxx	
NT	2/4-th best, xx; xxx	2/4-th best, xx; xxx	
Subseq	highest	highest	
Other:			
King for count otherwise ATT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AKx+ (asks for ATT)	Ax+, AKx+ (asks for ATT)	
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+, Jx	
10	10x, 109(x)+, H10x+	10x, 109(x)+, H10x+	
9	9x, H98+, H9x+	9x, H98+, H9x+	
Hi-X	Hxx, xxx, x	Hxx, xxx, x	
Lo-X	xx , xxx(x); Hxxx(x)+	xx , xxx(x); Hxxx(x)+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count / attitude	count	attitude
Suit 2			
3			
1	Count / attitude	Smith	Smith
NT 2	Smith	Count	attitude
3			
Signals (including Trumps):			
High – Low = Discrg/Odd number; Low – high = Enrcg/even number			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light style, also reopenings			
Most of our doubles are TO			
except when partner cannot have 4 ♥/♠ or after our preempt			
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)			
DBL on direct SPL response = lead highest unbid suit			
Lightner DBLs on slams (and sometimes at games)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Bulgaria
PLAYERS: Nedelcho Zahariev – Sasho Bozhinov
EVENT: National Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural (5+♠, 5+♥, 4+♦, 2+♣)
Transfer responses to 1♣
2-over-1 Responses: GF
Light 3rd hand openings, light lead directing bids/doubles
Light preempts green vs. red
1NT Openings: 15-17 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong or weak 2♦
2♦ - 0-9 6c M or 24+NT or 4441 4- loser hand
2♥/♠ weak bicolor 5+ major 4+ unknown minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
After opponent overcall
1♣ - (1♦) - * = 4+♥; 1♣ - (1♦) - 1♥ = 4+♠; 1♣ - (1♦) - 1♠ = no 4♥/♠
xy-NT/xyz: 2♣ =s/o in ♦ or INV; 2♦ = GF;
Passed Hand: 2♣ xyz; 2♦ = NAT INV
PSYCHICS: almost never

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	☞	2	4♣	11-20 HP; May have 4/5 cards ♠ BH (5332,3344, (23)44) 11-14 or 18-20 pts	1♥/♠ - 4+♥/♠; 1♠ 6-10 BH or 5+♦ 8+HP can have 4; 2♣ - 4+♣ GF; 2♦/♥/♠ - 6-7 8- HP; 2NT - 11-12BH; 3♣ - 6+ inv; 3♦/♥/♠ - Splinter, GF; 3Nt = 13-15 BH; 4♦ - Splinter, void GF; 4♥/♠ - to play; 4NT - 6-5 minors preempt	Accepts TRF with 3 card support (may jump to 2NT with 18-19NT), on lvl 2 - 4 cards 11-14HP; on lvl 3 6 losers 3; on lvl 4 18-20 (42)25; 2NT 18-20 BH; 3NT 18-20 BH 4 cards fit; bid in other suit lvl 2 reverse 4-5 loser hand 15+ HP; lvl 3 on new suit Splinter GF; 4♣ - 6+♣/4 fit GF; lvl 3 on new suit Splinter void GF; sequence 1X-1Y-1NT - 2♣ (any inv or sign-off ♦); 2♦ any GF	* - TO or GF with own suit; new suit - nat, NF; jump - nat, weak
1♦	☞	4	4♣	11-20HP unbalanced hand	1♥/♠ - 4+♥/♠; 1NT - 5-10 BH; 2♣/♦ - 4+♣/♦ GF; 2♥/♠ - 6-7 8- HP; 2NT - 11-12BH; 3♣ - 6+ inv; 3♦ - 5+ inv; 3♥/♠/4♣ - Splinter, GF; 3Nt = 13-15 BH; 4♥/♠ - to play;	Natural in general, jumps are usually splinters 1♦ - 1♥/♠ - 1NT - 2♣ - inv 1♦ - 1♥/♠ - 1NT - 2♦ - GF	* - TO or GF with own suit; new suit - nat, NF; jump - nat, weak
1♥		5	4♣	11-20 HP	1NT - 5 + RF; 2♣ 5+♣ or BH GF; 2♦/♥ - 4+♣/♦ GF; 2♠/3♠/♦ inv+; 2NT - 4♥+ 8-13 HP; 3NT - 13-15 3 fit; 3/4♥ preempt 4/5+ ♥; 3♠/4♠/♦ Splinter, void GF;	Natural in general, jumps are usually splinters	* - TO or GF with own suit; new suit - nat, NF; jump - fit jump; 2NT - 4-5 ♥, invitational + hand
1♠		5	4♣	11-20 HP	Same as above	Natural in general, jumps are usually splinters	Same as above
1NT			4♣	15-17 BH [Note 1]	2♣ - stayman; 2♦/♥ = TRF; 2♠ - invite or ♣; 2NT - 6+ ♦; 3♠/♦ - minors weak/GF; 3♥ - 13(54); 3♣ - 31(54)	Mostly standard. Relays: 1NT - 2♣ - 2♦ - 2♠ / 1NT - 2♣ - 2♥ - 2♠ / 1NT - 2♣ - 2♠ - 3♣	* - TO; bid on L2 - nat, NF; 2NT - Lebensohl; bid on L3 - nat, GF
2♣	☞			Weak 2♦; 22-23 BH; 4- loser hand with major, 3- loser with minor	2♦ - wait bid sign off vs weak 2♦; 2♥/♠ natural F; 3♠/♠ natural F; 2NT - relay F	Any continuation on NF bids mean that we are with strong hand 2♣ - 2♦ (2NT 22-23 BH; 2♥/♠/3♠/♦ 4- losers 5+ in suit jumps are GF very good suit); 2NT - 3♣ = very weak 2♦; 3♦ = more constructive; 3NT = AK/AQ xxxx	
2♦	☞	0	4♣	2-9 6 ♥/♠; 24+ BH; (4441) or (5440) 4- loser hand [Note 2]	2♥ - pass/correct; 2♣ - inv vs ♥; 2NT - GF; 3♠/♦ - natural 3♥=P/C (to 3♠); 4♣=Ask for TRF, 4♦=	2♦ - 2NT (3♣ - any max; 3♦ - ♥, min; 3♥ - ♠, min; 3NT - 24+ BH; 4♣/♦/♥/♠ natural under short suit (4441 or 4450); 2♦ - 2♥ (2NT - 24+ BH; 3♣/♦/♥/♠ natural under short suit)	* - asks for real suit; new suit - nat, RF; 3/4♥ - pass/correct
2♥		4		5♥+ - 4+m, 4-9	2NT - relay; 3♣ - pass/correct in ♣-♦; 3♦ - 3-4 ♥, inv.; 3♥ - NF	2♥ - 2NT (3♣ = ♣; 3♦+ = ♦)	* - penalty; new suit - RF
2♠		5		5♠+ - 4+m, 4-9	2NT - relay; 3♣ - pass/correct in ♣-♦; 3♦ - 3-4 ♠, inv.; 3♥ - nat, GF; 3♠ - NF	2♠ - 2NT (3♣ = ♣; 3♦+ = ♦)	* - penalty; new suit - RF
2NT	☞			20-21 BH	3♣ - Puppet; 3♦/♥ - 5+ ♥/♠; 3♠ - at least 4-5 in minors ST; 3NT - 5♠ - 4♥; 4♣/♦ - natural, ST	2NT - 3♣ (3♦ - 1-2 4M, 3♥/♠ - 5M, 3 NT- no M)	
3♣/♦/♥/♠		6		Preempt, acc to VUL	3♦ over 3♣ and 4♣ over 3♦/♥/♠ - slam try; new suit - nat, GF; fit - NF		
3NT				AKQxxxx in minor	4/5♣ - pass/correct; 4♦ - slam try	High Level Bidding	
4♣/♦	☞	0		Namyats	Step below the real suit = slam try, rest nat. NF	Roman Key Card Blackwood (RKCB); Exclusion RKCB, DOPI/ROPI/DEPO	
4♥/♠		7		Preempt in ♥/♠	4NT = RKCB; new suit = cue-bid	Splinter bids	
4NT	☞			6/5 минори			

Note 1. Opening 1 NT

Opening 1NT shows 15-17 (good 14/bad 18). May be semi-balanced, especially if opener may have a difficult rebid after opening 1 in a suit.

Responses to 1NT :

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Invitational OR ♣
- 2NT: ♦
- 3♣: Both minors, weak
- 3♦: Both minors, game forcing
- 3♥: 3 cards (5+4+ minors)
- 3♠: 3 cards (5+4+ minors)
- 3NT Natural
- 4♣: Transfer to 4♥
- 4♦: Transfer to 4♠
- 4NT: Quantitative invite to 6NT
- 5NT: Quantitative to 7NT

Note 2. Opening 2♦ multi

0-9 HCP with a 6-card major (may have 5-card especially green vs red) OR a strong NT (24+), GF OR 4-4-4-1, GF

Responses:

- 2♥ = Pass/correct
- 2♠ = Pass/correct
- 2NT = F1
 - 3♣ = any maximum - 3♦ - ask for suit GF
 - 3♦ = minimum with ♥
 - 3♥ = minimum with ♠
 - 3♠ = 4441
 - 3NT = 24+
 - 4♣ = 4414
 - 4♦ = 4144
 - 4♥ = 1444
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass/correct
- 3♠ = Asks for major length (at least 5-2 in the majors)
- 4♣ = Asks for transfer to opener's major
- 4♦ = Slam try with minor(s)
- 4♥ = Natural, to play
- 4♠ = Natural, to play

If opener is strong:

- 2♦ - 2♥
 - 2NT = 24-26 HCP, GF
 - 3♣ = 4=4=1=4, GF
 - 3♦ = 4=4=4=1, GF
 - 3♥ = 1=4=4=4, GF
 - 3♠ = 4=1=4=4, GF
 - 3NT = 27-28
- 2♦ - 2♠
 - 2NT = 24-26 HCP, GF
 - 3♣ = 4=4=1=4
 - 3♦ = 4=4=4=1
 - 3♥ = = ♥, not maximum
 - 3♠ = 4=1=4=4, GF
 - 3NT = 1=4=4=4, GF
 - 4♥ = ♥, maximum