

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; 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 ; some jump shifts 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: 10-14 after 1m , system ON 11-15(16) after 1M, 2♣=range ask : 2♦/♥/♠=11-13 ; 2NT=14-15(16) -> 3♣= re-ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
After 1X, Simple jump : PRE (NV) , INT (V) 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♣(2/3+♠) : 2♣=NAT, 2♦=MM; vs. 1M : 2M=OM+m Vs 1♦ (Precision) : 2♦ = NAT ; 2♥ = MMs (Weak);3♦= MMs (STR) JUMP CUE: ask for stopper with solid suit after open. 1M REOPEN: CUE= (5-5) + any, INT+; JUMP CUE =same
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT: DBL=♣ + M; 2♣=MM; 2♦=♦ + M; 2M= NAT ; 2NT=mm; 3x=NAT
Vs Weak NT: DBL=PEN; 2♣=MM; 2♦=♦ + M; 2M= NAT ; 2NT=mm; 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 ; 4m=Leaping Michaels 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; 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 1♦ /1M/2M; after 3x TRFs starts w/ RDBL 1♦ - (DBL) - ? RDBL=♥, 1♥=♠,1♠=NT,1NT=♣ NF,2♣=♦, NF+ 2♦ =♣ FG, 2M= 5+♠-4+♥ NF/INV, 2NT=♣ WK, 3♣=mm NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	STD	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 asks for count against 5-level and higher contract			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AKx+,AKQ+	ASK for ATT : Ax+, AKx+	
King	KQ+, AK+	ASK for Unblock or Count	
Queen	QJ+	ASK for ATT: QJ+ or KQ+	
Jack	J10+	J10+	
10	10x, 109(x)+, HJ10+	10x, 109(x)+, HJ10+	
9	9x, H98+, H109+	9x, H98+, H109+	
Hi-X	xx, xxx, xxxx(x)	xx, xxx, xxxx(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			
Trick 2 S/P vs NT, unless count needed.			
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 level . 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 PLAYERS: Tenyu Tenev- Grozdan Rusinov
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= 14-16(1&2),15-17(3&4) could have 5M,6m,SGN 2♣ =10-15 6+♣, can be 5 cards in 3 rd
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = (5-4)+MM , 0-11 HCP 1/2/3 seat (4 th seat NAT) 2♥/2♠ = NAT, 5+M, weak (can be very weak NV) 3x= random NAT PRE 3NT= 7+ SOL 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 openings 1M/2♣)
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♥ = 8-11any,no 5♠; 1♠=NAT,5♠, 8+; 2♣/2♦/2♥ = NAT, 5+, 12+; 2♠=12+,4441 any; 1NT/2NT=12-14/15+ BAL; 3♦ = any solid 6-7 suit 3♣=5♣ (044) , 8-11; 3♥/3♠/3NT=5♦ (044), 8-11	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♠ - ? 2NT Relay	COMP: After 1/2 Level O/C : Pass = 0-5 or trap ; DBL=5-7 any; CB/ jump CB= FG, ask stoper , 3suiter; New Suits=NAT, FG
1♦	×	0	4♠	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 up to INV;3♦/3M=NAT, PRE	1♦ - 1M - 1♠/1NT - ? 2♣ = TRF Relay to 2♦ 2♦ = FG Relay @; 2NT= TRF ♣ (WK or FG)	Passed hands 2m=NAT, 5+, NF
1♥		5	4♠	10-15 HCP, 5+♥ 4+♥ and/or light (3&4)	1NT=SemiF/F; 2/1=FG (2♠ = ♣/ BAL,2♦ = 5+♦) 2♠=♠+FIT♥ (after 1♥); 3m/3♥(if 1♠) =NAT INV;	1M - 2♣ - ? 2M=6+M 1M - 2NT@ - ? ART rebids	PH :1NT NF 2♣ = Drury , 2♠=4+FIT, extras
1♠		5	4♥	10-15 HCP, 5+♠ 4+♠ and/or light (3&4)	2 NT = INV+ w/ 4(3)+M; 3M=PRE/mixed; 3NT= 3fitM (4333) ; 3♠/4m/4♥=SPLs; 4M=wide range	1♥ - 1♠ - 2NT(max, 6♥ - 3♠ or SPL in m) - ? 3♣ = Relay@; 3♦ = TRF Relay to 3♥	PH: 1NT NF 2♣ = Drury , 2NT=4+FIT, extras
1NT			4♠	14-16 HCP(1&2),15-17(3&4) may have 5M 6m or sing	Stayman; 2♦/♥=TRFs; 2♠=TRF♣/BAL; 2NT= TRF♦; 3♠ = asks 5M; 3♦=(5-5)+ mm, FG; 3♥/♠ = single M(54) mm,FG; 4♣=22(54) slam try; 4♦/♥ = TRF to 4♥/♠; 4♠=(32)44 slam try	1NT - 2♣ - 2♦ - ? Smolen, delayed TRF 1NT - 2♣ - 2M - ? 3oM=slam try M 1NT - 2♣ - ? 2 NT=MIN; 3♣=MAX	COMP : NEG DBLs Rubensohl
2♣		6	4♠	10-15 HCP, 6+♣ 5+(3 seat)	2♦=Relay;2M=NAT,F1; 2NT=weak/STR w/ FIT♣; 3♣=TRF ♦; 3♦=(55)MM, INV+;3♥/♠=NAT,INV+	2♣-2♦@ - 2/3X ? some Relay bids	COMP : 2NT/3♣ (from RESP)= NAT after DBL/Overcall
2♦	×			(54)+MM, 0-11 HCP	2♥=P/C; 2♠ = NF; 2 NT = Relay; 3♣ = TRF to 3♦ 3♦ = PRE w/ 3-3 MM or FG w/♦;4♣ = RKCB ♥+♠	2♦ - 2 NT - ? 3♣ = min (54), 3♦ = min (55), 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 strats TRFs)
2NT			4♠	19-21 HCP(1&2),20-22(3&4) may have 5M 6m or sing	Stayman; 3♦/♥=TRFs; 3♠=(5-4) mm, FG ; 4♣/4♦/4♥/4♠ = TRFs ♥/♠/♣/♦, S/T	2NT - 3♣ - 3♦ - ? 3M (Smolen); 2NT - 3♦ - 3♥ - ? 3♠=(55)+ MM , FG+ 2NT - 3♥ - 3♠ - ? 4♥=(55)+ MM , NF	COMP : NEG DBLs
3♣-3♠		6		PRE, depends on VUL/POS	New suit=NAT,F1; 3NT/any game=NAT, to play; 4♣(after 3♦/♥/♠) / 4♦ (after 3♣)= PRE RKCB	3♣ - 3♦ - 3♥ (auto) different hands 3♦ - 3♥ - 3♠ (auto) different hands	COMP : TRFs after DBL (RDBL starts TRFs)
3NT	×			SOL M(1&2),3&4seat to play	4♣ = p please TRF your M; 4♦ = ask; 4♥=P/C		
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)	
4NT	×			(65)+ minors	5♥ =RKCB ♣;5♠=RKCB ♦	PRE RKCB : 0/1-Q/1+Q/2-Q/2+Q/AK 6 th /7 th ; 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		5 NT with jump is usually “pick a slam”, rarely GSF	