

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide range, usually 5 cards, but sometimes 4 (usually with offshape)
(1x)-pass-(pass)- 1NT=11-14 hcp BAL or semiBAL;
Jump2M/3m=12-14 hcp, 6-7 cards
2NT=18-20 hcp, BAL or semiBAL
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(14)15-17(18), system on;
11-14 in reopening position, BAL/sBAL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Usually pre-empting, depends on VUL and POS;
Un2NT=lowest 2 unbidden
1x)-pass-(1y)-1NT=bicolour in the other 2 suits
Reopen: jump2NT=18-20 hcp, BAL/sBAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels=highest unbidden + one of the lower ones
Jump CUE=ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS STR 1NT(14+): DBL=5+m4M, 2♣=both majors 4+4+, 2♦=1M;
2M=M+m, 5+4+; 2NT=both minors;
VS WK 1NT (13-): DBL=15+ hcp, 2♣=both majors, 2♦=5+♥
2♥=5+♠, 2♠=5+♣, 2NT=both minors, 3♣=5+♦
REOPEN vs WK: DBL=15+, 2♣=both majors, 2NT=both minors
VS WK 1NT after PASS: as VS STR 1NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O or STR; STD overcalls;
(3♣): 4♣=♦+M 5+5+; 4♦=M+M 5+5+; (3♦)-4♦=MM; (3♦)-4♣=NAT
(2M)-4m=m+O/M, at least 55; (2♦)-4♣=♠+M, at least 55
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Suction: any bid shows unicolor in the next suit or bicolor in the next
two suits, bid in spades shows mixed bicolor; in use after 1/2♣-1/2♦;
Example: (1♣)-3♥=♠ or ♣+♦; (2♣)-P-(2♦)-2♠=♠+♦ or ♥+♣;
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1M-(DBL): 1♠=4+♠, F1; 1NT/2♣/2♦=trf to ♣/♦/♥;
Trf to 2M=good raise; 2M=weak raise; 2NT=4+ fit, INV+;
(double)jump suit=suit+fit; 1♥-(DBL)-3♦/1♠-(DBL)-3♥=mixed raise

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> or 4 <sup>th</sup>	Same	
NT	ATT	Same	
Subseq	2 <sup>nd</sup> or 4 <sup>th</sup> (ATT rarely)	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Same	
King	AKQ, AKJ, KQ(J)+, KQT	Same	
Queen	QJ(T); KQT	Same	
Jack	KJT, JT	AJT, KJT, JT	
10	HTx, HT9+, T9	Same	
9	H9x	Discouraging	
Hi-X	xXx	Discouraging	
Lo-X	xX, xxxX	Encouraging	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, low=even	Same	O/E, odd=ENC
Suit 2	LAV, STD	Same	Count, low=even
3	ENC, low=ENC		
1	As above	As above	As above
NT 2	As above	As above	As above
3	As above		
Signals: Mainly count; first discard is always o/e, afterwards count;			
in cashing positions – ATT (rev); SMITH=HIGH like			
vs NT contract on King lead, when dummy has 2 minus card – ATT (rev)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Depends on VUL and POS, usually not soundly; balancing responses;			
Reopening DBLs are 8+ hcp			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Take-out			
3-card SUPP DBLs & RDBLs (up to 2M)			
4-card SUPP DBLs (up to 3M-1)			
Negative			
Action			
Rosenkranz RDBL			

<b>W B F CONVENTION CARD</b>
<b>EVENT:</b> 53 <sup>rd</sup> European Bridge Team Championships
<b>NCBO:</b> Bulgaria
<b>CATEGORY:</b> BLUE
<b>PLAYERS :</b>
Stefan Skorchev Borislav Popov
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision club; 5-card majors; 1♦=2+ cards; 14-16/15-17 1NT
2♣=♠s or ♣s+M ; 2♦=3-suiter, short ♦
2M=weak, 6+ cards
2/1=GF unless repeated
Many transfer bids in competitive
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣=16+ points or an equivalent, any shape (17+ hcp if BAL)
1♦=11-15 hcp, 2+♦
1st/2nd: 1NT=14-16 hcp, may have 5M /6m/singleton top honour
3rd/4th: 1NT=15-17 hcp, may have 5M /6m/singleton top honour
2♣=11-15 hcp, 6+♣ or 5+♣4M
2♦=11-15, 3-suiter, short ♦
2M=weak M , 6+ cards in 1st/2nd/3rd POS
2M=6+ cards, 10-13 hcp in 4th POS
1st/2nd: 2NT=20-21 hcp, may have 5M /6m/singleton top honour
3rd/4th: 2NT=21-22 hcp, may have 5M /6m/singleton top honour
<b>SPECIAL FORCING PASS SEQUENCES</b>
When the interference is under the bid we are forced to;
In powerful auction, when we have shown strength
<b>IMPORTANT NOTES</b>
When we get doubled on 1NT – pass=NF,
RDBL=transfer to minor, system on
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	×			16+ hcp or equivalent, any shape; 17+ hcp if BAL	1♦=0-7, any; 1♥=8-11, any; 1♠/NT/2♣/♦/♥=NAT, 12+; 2♠=(4441), 12+; 3♣/♦/♥/♠=KQJxxxx, no side values	1♣-1♦-1M=4+M, F1, longer m possible 1♣-1♦-2♥=GF/(semi)BAL or GF/5+m4M 1♣-1♦-2♠=semiGF, unicolor in any suit 1♣-1♦-3♣/3♦=NAT, GF, no 4M 1♣-1♦-3♥/3♠=5+5+mm weaker/stronger	
1♦	×	2		11-15 hcp, 2+ cards	1M=4+, F1; 1NT=NF; 2♣=3+♣, GF; 2♦=5+♦, GF 2♥=5♠4♥, weak; 2♠=INV BAL or WK/INV mm 2NT=PRE in 1m or GF with 4M, wants to declare		
1♥		5		11-15(16) hcp, 5+ cards	2♠=4+♥, INV; 2NT=4+♥, GF, R; 3♣=3♥, 9-14; 3♦=4+♥, INV ; 3♥=PRE; 3♠=a/VOID; 4♥=0-15		2M=6-10 hcp, 6M-4OM 2♣=drury; 2NT=MAX pass, 4 fit
1♠		5		11-15(16) hcp, 5+ cards	2NT=4+♠, INV; 3♣=4+♠, GF, R; 3♦=3♠, 9-14; 3♥=4+♠, INV; 3♠=PRE; 3NT=a/VOID; 4♠=0-15		As above; 3m=6+, INV; 3♥=mixed raise
1NT				1st/2nd: 14-16, 3rd/4th: 15-17 balanced, may have 5M/6m/singleton top H	Stayman; 4-way xfers, 2♠=INV w/o 4M or TRF to ♣; 2NT=asks 5M or 5m (max) 3♣=♦; 3♦=♥+♠, INV Game/Slam 3M=singleton; 5-4/5-5 ♣+♦; 4♣=MM, Game only	1NT-2♣: 2NT=min, 3♣=max	
2♣	×	5		11-15 hcp, 6+♣ or 5+♣4M	2♦=R; 2M=5+, CONST, NF; 3M=INV; 3♦=MM 2NT=WK/STR rs in ♣ or M/MM, GF; 3♠=GD rs		
2♦	×	0-1		11-15 hcp, 4=4=1=4, 4=4=0=5, 3=4=1=5, 4=3=1=5	2M/3♣=to play; 2NT=R; 3M/4♠=INV; 3♦/4♦=both majors INV/GF; 3NT/4M/5♠=to play	2♦-2NT-?: 3♣=11-13 any (can't be 4405), 3♦=13-15, 4414/4405; 3M=13-15, 4M3OM15	<- 3NT=11-13, 4405
2♥		6		5-10 hcp, 6+♥ -1st/2nd/3rd POS 10-13 hcp, 6+♥ - 4th POS	After weak 2♥: 2♠=5+♠, CONST, NF; 2NT=R; 3♣/3♦/3♠=5+ cards, GF; 3♥=COMP	<- After 4th POS: 2NT=fit, INV; other=V+fit	
2♠		6		5-10 hcp, 6+♠ -1st/2nd/3rd POS 10-13 hcp, 6+♠ - 4th POS	As above		
2NT				1st/2nd 20-21; 3rd/4th 21-22; may have 5M/6m/singleton top HON	3♣=puppet stayman; 3♦3♥3♠4♣4♦4♥=trf; 3NT=5♠4♥, NF; 4♠=5+♠5+♦; 4NT=quandy		
3♣-♠		(6)7		Classical pre-empt	New suit=F1; 3♣-4♦/3♥♠-4♠=RKCB	After RKCB: 1st=0kc, 2st=1, 3st=1+Q, 4st=2	<- 5st=2+Q
3NT	×			Gambling AKQxxxx any w/o stopper	4♣=P/C; 4♦=relay, ask for SPL; 4M=NAT NF		
4♣	×			Long ♥s, about 8½ tricks			
4♦	×			Long ♠s, about 8½ tricks			
4♥		7		Preempt, depends on VUL/POS		<b>HIGH LEVEL BIDDING</b>	
4♠		7		Preempt, depends on VUL/POS		RKCB 1403 – if opps interfere below our suit – D0P1/R0P1; 5♠=puppet to 5NT	
4NT	×			55+♣+♦, 3 losers, no void		RKCB 1403 – if opps interfere in/above suit – DEPO; 5♠=puppet to 5NT	
5m	×	(7)8		PRE		ERKCB 0314 – if opps interfere – DOPE/ROPE	
5M	×	(7)8		NAT, 2 trump losers		5NT=1. Pick a slam 2. RKCB (if 4NT wasn't available) - 6♣=even KC; 6♦=odd	
5NT	×			55+♣+♦, 2 losers, no void		1st and 2nd-round cue-bids Last train	
						After Major is agreed in GF auction – 3NT=non-serious	