

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC CONVENTION CARD	
OVERCALLS	OPENING LEADS STYLE			Category	Blue
1M: 5-15		Suit	NT	NCBO	BULGARIA
1S=4+F1, 1N=F1, 2Cue/2N/3Cue/3M=3/4/mixed/PRE, 4m=SPL	General	3/5	4th best	EVENT	All Events
JS New Suit=Inv, New Suit=F1 or TRF	Pd's suit	3/5	3/5	PLAYERS	Nanev-Gunev
2nd level: 9-16	Middle of game	2/4-small from xx...9x	2/4-small from xx...9x	GENERAL APPROACH AND STYLE	
2m: 2N=R ask range, 2M=4M F1, 1st free step=5OM, JS M=Inv		STR 10 Vs AJx dummy	STR 10	PRECISION CLUB	
2M: 2N=R ask range, Cue=Fit, NS=F1 or TRF, 4m=SPL	General	Rusinow	Rusinow	1C=16+ any or power hand 13+	
1NT OVERCALL	A	Ax+, AK blk	AK+	1D=0+ cards 10(9)-15	
Live: 15-17, System On	K	AKx+	STR combination	1M=5+ cards 10(9)-15	
Balanced: 11-14, System On	Q	KQx+	KQ+	2C=6C 9-15 or 5C4M 10-15	
DIRECT CUE and JUMP OVERCALLS	J	QJx+	QJ+	1N: NV:1st&2nd=13-15, Rest seats or VUL=14-15	
(1M): 2M=OM+C, 2N=OM+D, JS=PRE	10	J10x+, HJ10+	J10+, HJ10+	2N=18-19	
(1m): 2D=MM, 2N=om+H, JS=PRE	9	109x+, H109+, 9x	109+, H109+, 9x	! Light openings 1st position - 1D/1M/2C !	
(1D, Precision)-2D=NAT	1st trick: STD Count			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1C)-2C=Nat overcall	We lead Rusinow except: Pd's suit (5+), Dummy's suit (5+), Slams, PRE and lead his or side suit, middle of game			2D="1M" 5+ 3-9	
JUMP CUE	NT: Rev Smith			2H=MM 54+ 3-9	
(1C)-3C=PRE	SIGNALS IN ORDER OF PRIORITY			2S=5Sp5m 3-9	
(1D)-3D=6D 13-16, (1D, Precision)-3D=PRE		SUIT	NT	3x=PRE	
(1M)-3M=55mm 13+	1	Low=Even or Enc	Low=Even or Enc	3N=STR "4M"	
Reopen: 2Cue=FG any hand, 3Cue=MM or mm	2	STD S/P	STD S/P	4m=PRE	
VS.NT	3	---	---	4M=PRE	
DBL=Points or STR hand, 2C=MM, 2D="1M", 2M=5M4m,	Signals priority - Count, Suit preference, Attitude			4N=mm	
2N=5M5m STR, 3C=mm NF, 3N=mm, Rest=Nat					
VS. PREEMPTS	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
3C: 4C=D+M, 4D=MM	TAKE OUT DOUBLES			Reverse in FG situation: Pass=PEN or STR, DBL=Intention	
3D: 4C=C+M, 4D=MM	Most low level DBLs are T/O or COMP			COMP over 6 level+: DBL=STOP, Pass=ok	
3H: 4H=S+m	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
3S: 4S=H+C	Lead directing DBL			LEB and TRF in many situations	
VS. ARTIFICIAL STRONG OPENING	Support DBL/RD			Relays sequences after 1M-2C, 1C-1H/S/N	
1C: DBL=MM, 1N=mm, 2N=55MM, 3N=mm, Rest=Nat	Game try DBL			PSICHICS	
2C/D: DBL=Suit, Cue=MM, 2/3N=mm, Rest=Nat				Non convention leads and signals	
OVER OPPONENTS DOUBLE				Psychics bid with long fit, Open 3m with 5 cards 1st pos FAV	
1D: RD/1H=H/S, 1S=TRF 1N, 1N/2C=TRF C/D, 2D=6M WK, Sys on				light openings 1st/3rd position, very light overcalls 1st level	
1M: RD=10+, 1N-2UnderM=TRF's, 2M=WK, Sys On					
2C: RD=10+, 2D=5D NF, Sys On					

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	Y	0	4H	16+ any, posible upgrade with 14(13)	1D=0-7, 1H=5S or 12+ Bal, 1S=5H or 8-11 Bal 1N=5H 12+, 2C=5D, 2D=5C, 2H=5C4D/6C4D 2S=55mm, 2N/3C/3D/3H=4441 SGL H/S/C/D 3S=AKQ(7) any suit	1C-1D 1H=ART, 1S/2m=NAT NF, 1N=16-17, 2H=5H4S 16-19 2S=5S5m FG or 4S6m FG or 6S STR NF, 2N=20-21 3C=mm Inv, 3D=MM FG, 3H=MM Inv, 3S=mm FG	Sys on
1D	Y	0	4H	Precision style 10(9)-15	1M=4+ F1, 1N=NF, 2C=3+ FG, 2D=4+ FG 2H=5S4H WK, 2S="1m WK" or "Inv 3N" 2N=mm WK, 3m=Inv, 3M=PRE, 4m=6m5H	1D-1M-1N 2C=ART: Any Inv or SOFF D/C 2D=ART FG	2m=6(5)m NF Sys on
1H	No	5	4H	10(9)-15	1S=4+, 1N=F1, 2C=Relays FG ask for shape 2D=3H 10-13, 2H=5-9, 2N=4H Inv or Any Void 13+ 2S/3m=6 Inv, 3H=mixed, 3S=7S Shape 3N/4C/D=Void S/C/D 10-12, 4H=wide range	1S-1N 2C=Multimeaning 2D=4D 2H=4H, up to 13 2N=6S max 3m=5S max 3H=5S good minimum 3S=Shape	1N=NF =>Sys On 2C=3Fit max 2D/H=Nat 5+ Sys on
1S	No	5	4H	10(9)-15	1N/2C/2S/2N/3C/3D/3S=Same "1H" 2D=5+H SOFF-Inv, 2H=3S 10-13 or 6H FG 3H=7H Shape Inv, 3N/4C/D=Void H/C/D 10-12 4H=SOFF, 4S=wide range		
1N	No	2	4H	13-15 NV 1/2 14-15 NV 3/4 14-15 VUL all seats SGL H is ok	2C=STAY NF, 2D=TRF 4+H (4 if Inv), 2H=TRF 5S 2S=Ask range or 6C, 2N=mm WK or 6D, 3C=54mm FG, 3D=5H4S Inv, 3M=55mm short M 4C/D=PUP 4H/S, 4M=SOFF, 4N=QUANT	1N-2C 2D=No 2H=4H, 2S=4S, 2N=44 3C/D=5H/S	Sys on
2C	No	5	4H	6C or 5C4M 10(9)-15	2D=@ 9+ 2H=F1, 2S=NF 2N=PUP 3C: WK Clubs or FG 6D 3C=8-10, 3D=55MM Inv+ 3H/S=6 Inv, 4C=PRE 4D=Any Void, 4M=SOFF, 4N=RKCB	2C-2D 2H=4H or 6322 max or 6331 max or 7222 max 2S=4S, 2N/3C=6C bad/good minimum 3D=6C4M FG (3H=R -> 3S=4H, 3N=4S) 3H/S=6C4D FG short H/S 3N=7C FG	2H=NF 2N=WK fit or SOFF D Sys on
2D	Y	0	Spec	6(5)M 3-9	2H/3H/4H=p/c 2S=Ask @ 2N/3C=6C/D SOFF+ 3D=6S Inv+, 3S=SOFF 4C=TRF suit, 4D=TRF 6+H	2D-2S 2N/3C=5H/S 3D/H=6H/S min 3S/N=6H/S max	Sys on
2H	Y	4	PEN	54 MM NV 55 MM VUL-NV 5H4+S VUL-VUL	2N=Ask @ 3C/D=Nat NF 4C/D=Trump FG	2H-2N 3C=55 any =>3D=R =>max/med/min 3D/H=54/45 min 3S/N=54/45 max	Sys on
2S	Y	5	PEN	5Spades+5minor 3-9	2N=Ask @, 3/4C=p/c, 3D=TRF 6H SOFF+ 3H=GT in Spades, 4D=mini KCB for Spades 4H=SOFF, 4N=Ask m	2S-2N 3C/3D=5C/D min 3H/3S=5C/D FG 3N/4C=6C/D FG	Sys on
2N	No	2	4H	18-19 sgl H is ok	3C=PUP STAY 3D/H=TRF 5H/S 3S=mm 4C/D/H/S=ST H/S/C/D	2N-3C 3D=1/2 "4M" 3H=No 3S/3N=5S/H	Sys on
3x	No	6	PEN	6+ cards 3-9	3C: 3D=PUP 3H, 3M=F1, 4D=MM 3D: 3H=PUP 3S, 3S=F1, 4C=MM 3H: 3S=FG, 4C=ST H, 4D=PUP 4H 3S: 4C=PUP 4D, 4D=ST S, 4H=SOFF	HIGH LEVEL BIDDING CUE style: 1st&2nd round CTRL LIGHTNER: inquires a non-standard lead RKCB=14,03,2,2+Q Ex=0,1,2 mini KCB=0,1,1+Q,2 PoDe Others: Jump 5N=Pick up Slam or Josephine	
3NT	Y	0	PEN	STR 4H/S	4C=ST (4D/N=RKCB H/S), 4D=Bid your suit PFS 4H=p/c, 4S=SOFF I know suit, 4N=RKCB, 5m=Cue		
4m	No	7	PEN	7(6)m PRE	4D/5C=mini KCB, 4N=SOFF		
4M	No	7	PEN	7(6)M PRE	4S=SOFF, 5m=Cue, 5H=SOFF 4N=mini KCB		