

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-st level=5+(4) cards, 7-15 HCP; 1/1 resp=F1; 1NT=9-12 HCP; Cue=F1;
simple raise=up to 9 HCP; 2/1 resp=NF; JS=6+ inv; jump raise=PRE;
2NT over 1M=limit raise+
2-nd level=5+ cards, 10-15 HCP; Cue=FG; 2/2=NF; 3/2=F1
Reopening: 5+, 7-14 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th live=15-18 HCP, system on
Reopening=11-14 HCP, no stopper promised, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, 5+cards 2nd level, 6+ cards upwards;Resp: NAT, NF; values+fit by PH
(1M)-2N=55+ oM+♦; (1m)-2N=55+ om+♥ str; (1m)-2♦=55+MM;
(1♦ART)-2♥/NT=55+MM weak/strong
Reopening: 6+ 11-14 HCP;2NT=18-20 HCP bal
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1M)-2M=55+ oM+♣;(1♣)-2♣=NAT; (1♦)-2♦=55+ MM; (1♦ART)-2/3♦=NAT
(1m)-3m=55+ om+♠ str; (1M)-3M=55+ mm str
Resp: NT/Cue=strong fit; new suit=NF
(1m)-P-(1M):2m=6+ NAT; 2M=6+ NAT; 2NT=55+ others
VS. NT (vs. Strong/ Weak; Reopening; PH)
VS. WNT: 2♣=44+ MM; 2♦=1M weak; 2M=5+NAT 13-15 HCP; 2N=55+ Mm str
VS. SNT: 2♣=44+ MM; 2♦=6+M; 2M=5+ 4+m; 2N=55+ Mm str
3x=6+ weak VS. SNT/constr VS. WNT; Dbl=PEN VS. WNT/SNT
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles, 4m=leaping and non-leaping 2-suiters Mm
4♦=55+ MM over m PRE
2/3N=NAT, 4N=2-suiter
JS=constructive, 6+ cards
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣: DBL=MM, NT=mm, others NAT
(1♣)-P-(1♦)-Dbl=MM
Vs. 2♣♦: Dbl=♣♦
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: Rdbl=any 6-7 HCP; suits/NT=NAT FG
After 1♦: Rdbl+=TRF
After 1M: Rdbl=10+ HCP;1N/2x=TRF; system on from 2M+1 up

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/low	3rd/low	
NT	2nd/4th best	3rd/low	
Subseq	same	same	
Other: low from xx vs. NT			
LEADS			
	Vs. Suit	Vs. NT	
Ace	A(x), AK, AK(x)	AKx(x), Ax(x)	
King	AK(x), Kx, KQ(x)	KQ(x), KQ10(x), AKJ(x), KQJ(x)	
Queen	Qx, QJ(x)	QJ(x), KQ109(x),AQJ(x)	
Jack	Jx, J10(x), KJ10(x)	Jx, J10(x), KJ10(x), AJ10(x)	
10	10x, 109(x), H10x, H109(x)	10x, 109(x), H10x, H109(x)	
9	9x, H9x	9x, H9x, H98(x)	
Hi-x	Sx, xxSx,xxSxxx	xSx, xSxS(x)	
Lo-x	xxS, xxxS	xS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Hi=odd	same	same
Suit	2 Hi=disc	S/P	S/P
	3 S/P		
	1 Hi=odd	Hi=odd	Hi=odd
NT	2 Hi=disc	S/P	S/P
	3 S/P		
Other:1)U/D Smith echo vs. NT 2)S/P or count in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
1)light 1st level, sound upwards, mostly major-orientated;Resp:limit bids, Cue=F1			
2)most low-level Dbls are T/O			
3)Reopening=T/O 8-14 HCP or 15+ HCP any			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support Dbl/Rdbl, Lightner Dbl, Responsive Dbl, Snapdragon Dbl,			
Cooperative Dbl, Competitive Dbl, Inv Dbl, SOS Rdbl, 1-st control Rdbl			
(1N weak)-P-(2x ART)-Dbl=points			
Over opps PEN Rdbl Pass is free up to lvl2, JS is pre			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>BLUE</u>
NCBO: <u>BULGARIA</u> EVENT: <u>ALL</u>
PLAYERS: <u>JULIAN STEFANOV</u>
<u>VLADIMIR MIHOV</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1♣=17+ HCP bal/15+ HCP unbal, mostly NAT responses
1♦=0+♦,10-15 HCP
5-card M, 10-15 HCP
1NT=(13)14-16 HCP
2/1=FG, new suit in competitive bidding=NF
Light openings if unbalanced, generally aggressive style, random PRE
All HCP adjusted according to playing strength
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣=17+ HCP bal/15+ HCP unbal
1♦=0+♦,10-15 HCP
2♣=6+♣/5+♣ 4+M,10-15 HCP
2♦=MULTI 6+M, 3-9 HCP, 6+♦ 9-12 HCP 4th seat
2♥=(54)+ MM, 3-9 HCP; 2♠=54+ ♠m, 3-9 HCP; 6+M, 9-12 HCP 4th seat
3x=PRE, 6+ cards, 3-10 HCP; can be very weak at FAV
3N=AKQxxxx in a m, no side A/K
4x=PRE, 6+ cards, vul dependent
4N=65+ mm weak
SPECIAL FORCING PASS SEQUENCES
In game forced and strong sequences: 4- lvl=good hand, 5+ lvl=slam interest
Pass and pull is strong
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB in competitive bidding
PSYCHICS: Rare
Used in: bids w/o points/promised shape



OPENING	TICKET	ARTIF	MINOR OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥		17+ HCP bal/15+ HCP unbal	1♦=0-7 HCP;1♥/♠/2♣/♦=5+ 8+ HCP;1N=10-14 bal; 2♠=(4441) 2♥=8-9 bal; 2N=15+ bal; 3x=7+ 5-7 HCP	After 1st lvl overcall Dbl=6-7 HCP, suit=FG. After 2+ lvl overcall any bid=FG	same
1♦	✓	0	4♥		10-15 HCP if unbal 11-13 HCP if bal	1♥/♠=4+ F1;1N=7-10 HCP bal; 2♣/♦=4+,FG;3♣/♦=6+, inv 2♥=54+MM inv; 2♠=bal inv/m wk; 2N=mm; 3M=PRE;4m=TRF	1♦-1M-1x-2♣=♦ weak or ART inv;1♦-1M-1x-2♦=ART FG	1/1 and 2/1=NF; 2N=54+ mm
1♥		5	4♦		5+♥, 10-15 HCP	1♠=4+(3), F1; 1NT=SF; 2♣/♦=2/5+ FG; 2♥=3(4) fit, 7-10 HCP JS=6+ inv;2N=lim raise+;3M=mixed raise; 3M+=SPL void	After intervention: TRF after Dbl; Cue=3rd fit, lim raise+, 2N=4+ fit, lim raise+	2♣=Drury, 2/1=NF, 1N=NF
1♠		5	4♥		5+♠, 10-15 HCP	same as above		
1 NT			3♠		(13)14-16 HCP, offshape OK (SGL honour,5th M,6th m,5422)	2♣=STAY; 2♦=NT=TRF;3♣=PUP STAY; 3♦=mm FG 3♥/♠=(4441) short oM FG; 4♣/♦=TRF M	T/O Dbls after intervention; 2x=NF; 2N+=TRF	
2♣		5	4♥		10-15 HCP,5+♣ 4+M/6+♣	2♦=ART ASK;2♥/♠=5+NF;3♣=wk; 3♦=MM; 3♥/♠=6+inv 2N=inv+ ASK	T/O Dbls after intervention	
2♦	✓	0			MULTI 6+M, 3-9 HCP 6+♦, 9-12 HCP 4th seat	2/3♥=P/C; 2/3♠=NAT; 2N=ask;3♣/♦=NAT NF; 4m=ask;4M=NA	PEN Dbls after intervention over PRE openings	new suit promises fit
2♥		4			(54)+ MM, 3-9 HCP 6+♥, 9-12 HCP 4th seat	2♣=NF;2N=ask;3m=NF; 3♥/♠=PRE		
2♠		5			54+ ♠m, 3-9 HCP 6+♠, 9-12 HCP 4th seat	2N=ask; 3/4♠=P/C; 3♦=♥; 3♥=inv ♠; 3♠=PRE		new suit promises fit
2 NT					19-20 HCP, offshape OK	3♣=PUP STAY; 3♦/♥=TRF; 3♠=mm FG; 4x=TRF+1 ST	T/O Dbls after intervention	
3 bids		6			PRE, 6+ cards, 3-9 HCP	new suit=F1 VUL/NF NV; 4♣ (4♦ over 3♣)=S/T		new suit promises fit
3NT	✓				7-card SOL in m, no A/K	4♣=P/C;4♦=ASK;4M=to play, 4N=bid your suit; 5/6m=P/C		
4♣		7			7+♣, random PRE	4♦=S/T; 4M=to play; 4N=RKCB		
4♦		7			same as above	5♣=S/T		
<b>HIGH LEVEL BIDDING</b>								
4♥/♠		7			7+, random PRE could be constructive 3rd/4th seat	4♠=to play; new suit=Cue; 4N=RKCB	RKCB(1403);XRKCB (102); ASK for specific K; Mixed Cues; D0P1/R0P1;Pass-forcing; 5N=pick-a-slam;non-serious 3NT	
4NT	✓				65+ mm weak	5♥/♠=RKCB ♣/♦		