

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level, Reopening)

1 Level = light, 7-16 HCP, (4)5+ cards

2 Level = VUL - sound ; NOT VUL - may be light

Responses: we use some TRF in comp, 2/1 (if NAT) usually NF when major but

F1 when minor, 3-level usually FG

Reopening: All jumps = 6+ cards 12-16 HCP, 2NT = 18-20 HCP

1NT OVERCALL (2nd/4th Live; Responses: Reopening)

NAT 15-18 HCP, system on

Reopening: 1NT = 12-16 HCP, system on

JUMP OVERCALLS (Style: Responses: Unusual NT)

WK, 5+ cards, may have second suit - free

2NT = WK 55+ 2-lowest

VUL vs. NONVUL 3m = AKQxxxx or alike (AQJxxxx + A/K)

DIRECT AND JUMP CUE BIDS (Style: Responses: Reopen)

1m - 2m = 55+MM

1M - 2M = Michaels

1m - 3m = PRE (if not 5-card ♦ suit)

1M - 3M = 7+ SOL suit, ASK stop (or both m, very STR)

VS. NT (vs. Strong/Weak, Reopening: PH)

Over 13-NAT: 2♦ = MM, 2♦ = 6+ M, 2♥♦ = 5+♥♦/4+m, DBL = PEN

Reopening: DBL = 44/45 MM 12+HCP, 2♦=55+MM, any = NAT

Over 14-NAT: 2♦ = 44+ MM, 2♦=WK M, 2♥♦ = 11-15 HCP NAT, DBL = PEN

VS. PREEMPTS (Doubles: Cue-bids: Jumps, NT bids)

T/O DBLs up to 4♥: NT bids = NAT, LEB 2NT RESP + 3-level TRFs

(2M)-4m=55+ mOM, (2M)-3M=ASK stop/55+ mm (or ASK stop if 2M=5M4+m)

1) (2♦Multi)-4m=55+♥m

2) (2♦Multi)-P-(2♥)-P

(P) -4m=55+♥m

VS. ARTIFICIAL STRONG OPENINGS

(1♠tr): DBL = ♦, 1♥♥=TRF, 1♠=any O/C 1-2 suiter, 1NT=MM, 2♠=NAT,

2♦=5♦5m, 2♥=5+♥, 2♦=6♦, 2N=mm

(1♠tr)-P-(1♥neg): DBL = ♦, 1M=NAT, same as above

(2mslr): DBL/2M=NAT, 2N=MM, 3N=mm; same over (2mslr)-P-(2♦)

OVER OPPONENTS TAKEOUT DOUBLE

Over 1M-(DBL): 1M=4+ cards F1, RDBL=11+HCP, 1NT=NAT, 2♦..2♥ = TRF

LEADS AND SIGNALS

OPENING LEADS STYLE

Suit	Lead	In Partner's suit
Suit	generally 3d and low	same
NT	ATT	same
Subseq	H/L thru Decl	same

Other :

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+) AK(+) asks for S/P	AKx(+) asks for ATT
King	AKx(+) KQx(+) Kx asks for CT	asks for CT or unblock
Queen	(A)QJx(+) Qx	(A)QJx(+) Qx, KQx(+) asks ATT
Jack	J10x(+) AJ10x(+) KJ10x(+) Jx	same
10	109x(+) 10x, H109x(+) H10x	same
9	9x, H98x(+) x	same
Hi-x	xxSx, Sx, xxSxxx	not so good suit
Lo-x	xxS, xxxS	good suit

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	HI = ODD	same	Odd/Even
2	S/P	same	S/P
3	HI = DISC	HI = ODD	HI = ODD
1	HI = DISC	HI = ODD	Odd/Even
2	HI = ODD	S/P	HI = DISC
3	S/P	S/P	S/P

DOUBLES

TAKEOUT DOUBLES (Style: Response: Reopening)

Light (9+HCP) if proper (ex: 4441) distribution in any position

Natural responses, based on balance

Cue-bid = GF or 4M (44MM) INV+

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE)DOUBLES

DBL/RDBL = strong hand when from opener

All DBLs of suits that OPP bid and support are game tries (3 in our S is COMP)

1NT-(2/3x)-DBL = T/O

At 3+level DBL of OPPs cue-bid shows interest in another suit. At 2-level, DBL = "they look my bid"

PEN DBL = after RDBL, opening 2♥♦, PRE: WJO

WBF Convention Card



Category: GREEN

NCBO: BULGARIA EVENT: All Events

PLAYERS: ISPORSKI Vlado

TRENDAFILOV Rumen

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL

Light Openings and Overcalls, 5-Card M and frequent TRF responses

Free PRE, especially w/ passed partner;

Frequent use of NON-PEN doubles

1NT Opening = (14)15-17 HCP, may have 5M, 6m, SGL A/K/Q

2/1: 2♦=any FG; 2♥=TRF; 2♥=1)TRF over 1♦, 2) = FIT, 5-8 HCP over 1♥

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♦ = 2♦ usually BAL, 1♦=4+♦ (usually UNBAL or good ♦)

2♦ = 18-22 HCP BAL, 2♦ = FG any or 22+ HCP BAL, 2♥♦ = (5)6 M WK

2N/3♦ = ♦♦ PRE or 55+♦♦8♦, 4-Losers, 15+HCP

3♦ = ♦ PRE or 55+♦♦, 4-L, 15+HCP, 3♥ = ♦ PRE or 55+♦♦8m, 4-L, 15+HCP

3♠ = gambling - SOLm, no A/K aside

3NT = strong 4M opener, 4NT = 65+mm, WK

(1M)-2M = MICHAELS, 1♠♦-(1NTnat): 2♦ = MM, 2♦ = 1M, 2M = 5M5m(4♦)

Fit Jumps at L4; Cue-bid raise over 1M = 3-fit INV+, 2NT = 4+fit, INV+

(3NT gamb): 4♦♦ = 54+45+♥/♦

1m-(2m=MM): 2♥♦ = 5+♦♦ FG, while direct 3m = NAT, NF

1m-(2NT=lower2-suiter)-same: lowercue=lowerunbidsuit FG etc, else NAT, NF

1♥♦-(2NTmm): 3♦ = ♥fit INV+, 3♦ = 5+♦ FG, 3♥♦ = NAT, NF

1♦-(2NTmm): 3♦ = 5+♥ FG, 3♦ = ♦fit INV+, 3♥♦ = NAT, NF

1♥♦-(1NTnat): 2♦ = 5+♦, 2♦ = 3-fit INV+, 2♥♦ = NF, 2♦ = NF, NAT

1♦-(1NTnat): 2♦ = 5+♦, 2♦ = 6+♥♦, 2♥♦ = 3-fit INV+, 2♦ = NF

SPECIAL FORCING PASS SEQUENCES

We open 1M and partner forces with cue/F1 (fit-showing) to the 4-level

We open 1M, pard forces with 2NT/cue(fit) to the 3-level and OPP reach 5-level

1x-(DBL)-RDBL-(any)-Pass = RF, (1NT)-DBLpen-(2♦♦)-Pass = RF

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After reaching 3NT in invitational or jammed sequence, RDBL means that there is SMTH wrong/insufficient

PSYCHICS: Rare. We practise light openings in Ill-d position and may have only 4 cards in M

OPENING		TICKET	OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	2	4♥	11-20 HCP UNBAL/12-14 BAL		1♥/♥ = 6+ HCP, 4♥/♥, 1♠ = (3/4+♦, 1NT = 6-10 HCP 2♣=5+♣ or FG BAL; 2♦=6M, 8-10 HCP; 2♥=5♦&4♥, WK 2♠=11-12 HCP, BAL, no 4M; 2NT=WK♣ or FG BAL (4M) 3♣=NAT, INV; 3M=SPL M, 5+♠4♦; 3NT=13-16 HCP 1M=4+ F1; 1NT=6-10 HCP BAL; 2♣=FG 5+♣ or BAL; 2♦=FG, NAT; 2♥=5♦&4♥, WK; 2♠=11-12 HCP, BAL no 4M 2NT=WK♦ or FG BAL(4M); 3♣=NAT, INV; 3M=SGL M 1NT=6-10 HCP NF; 2♣=any FG Relay; 2♦=TRF (9-12 HCP 3-fit); 2♥ = 5-8 HCP w/ 3-fit; 2♠=6+♣ INV; 3♥ = 4+fit WK 2NT=4+♥ mixed/limit raise 6-11 HCP; 3M=6+♥, INV 3♣=4+♥ any SPL 10-14 HCP; 3N=3♥, 14-16 HCP (semi)BAL same as above 2♦=TRF (5+♥ WK or INV; may have 55+♥m INV) 3♥=4+♣ any SPL 10-14 HCP; 3N=3♠, 14-16 HCP (semi)BAL 2♣=STAY; 2♦/♥=TRF ♥/♠ (4+M if INV) 2♠=INV BAL w/o 4M or WK ♦ or 54+mm WK/GF 2NT=WK xx ASK; 3♣=NAT WK; 3♦/♥/♠=4441 m/♥/♠ GF 4♣/♠=TRF ♥/♠, 4♥/♠=NAT; 4NT = INV BAL 2♦=4+♥/any INV- hand; 2♥=4+♦; 2♠=BAL INV+6+♥ FG+; 2NT=44+MM; 3♣=PUP STAY; 3♦=any SSOL+ suit 3♥/♠=3-1♥/♠(54); 3NT=to play; 4♣/♠=TRF ♥/♠ 2♥=4+ HCP FG; 2♠=0-3 HCP; 2NT=NAT, 3+ controls 3x=5+ suit w/ 2TH	1♠-1♥=3♥ UNBAL, 1♠=4♣ UNBAL, 1NT=12-14 HCP BAL, 2♠=(5)6+♣ NF, 2♦/♠=4♦/♠85+♣ 16+ reverse, 2♥=4♥ 12-14, 2NT=FG, 3♣=6+♣ 15-17, 3♦=2.5 raise 4♥, 3♥=4♥ 15-17 UNBAL, 3NT=to play, long ♣, 4♣=6+♣&4♥ FG, 3♣/4♣=4♥ SPL ♠/♠ S/T, 4♥=to play 1♣-1x-2x(rev): 2x+1=WK any 5-7 HCP, else NAT, FG; 1♦-1x-2NT=FG, then 3♣=ASK, 3x=NAT; 1♥-1♥: 1♣=4♣ UNBAL, 1NT=12-14 HCP may have 4♣, 1♦-2NT-3♣=ASK, 3♣=min, 3♥/♥N=SGL LMH; 1♦-1x-2x(reverse); 2x= NAT FG, 2NT= 8+ HCP FG, 3♣=WK any 5-7 HCP, 3x=NAT FG; 1♥-2♣: 2♦=min, 2♥=OM, 2♠=15+ 6+♥ any SGL or ♣, 2NT=BAL, 3m=♣, 3♥/♥N=6+♥ no 1♥-2♥: 2♣=any INV, 2/3x=long suit S/T, 3♥=PRE, 3NT=P/C; 1♥-1♥-2m-2/3Om=55+ NF 1♥-(DBL)-1NT/2♣= TRF ♠/♠; 1♥-(DBL)- 2♥ = 3-fit INV+ 1♥-(DBL)-1♠ = 4+ cards F1; FJs at 4-level; 1♥-4x=void, 9-13 HCP same as above 1♠-1NT: 3♣/♥/♥=55+ 13-15 HCP 5L; 1♠-4m=void, 9-13 HCP 1♠-1NT-2♣(F1): 2♦=8-10 HCP; 1♠-1NT-2♣-2♦: 2♥=4♥ 17-20 HCP, 3♥=6+♣ FG 1♠-2♦-2♥: 2♣=Tx♣ INV, 2NT=INV BAL, 3m=55+♥m INV, 3♥=6+♥ INV 1NT-(2/3x)-DBL=T/O; LEB 2NT RESP + 3-level TRFs after 1NT-(2x) 1NT-(DBL): Pass=F to RDBL, RDBL=5+♥m, system on up to 2♣ incl. 1NT-(2♣): DBL=STAY, system on up to 2♣ incl.; 1NT-(2♥=1M): DBL/2♥=TRF ♠/♠ 1NT-2♦/♥-(DBL): 2♥/♠=may or may not have fit w/ ♠/♥ STOP, RDBL=fit w/o ♠/♥ STOP 2♣-2♦: 2♥=18-19 HCP, 2♣=20-22 HCP 4/5; 2N=20-22 HCP no 4/5; 2♣-2♥: 2♣=18-19 HCP no 4; 2N=20-22 HCP no 4; 3♣=bad/good 20-22 HCP 4♣, 3♣=18-19 HCP 4♣ 2♣-2♥: 2N=18-19 HCP, 3♣N=+/- 20-22 HCP; 2♣-2♥-2♥/♠: 3♣=5M FG, 3♥=6+M INV+ NAT, NT structure, PUP STAY, TRF	Same	
HIGH LEVEL BIDDING								
CUE = 1st&2nd equally; Exclusion (5-level jump only) = 0/1/2/2+Q/3...; After RKCB first step = Q trump ASK, 5NT=K ASK, 6x = ASK for 3rd control (Q or xx) in this suit; Kickback; Unserious 3NT(usually w/ 9+ major fit); Lightner doubles; Pass then pull is a slam try; When having a fit and probing for game/slam, we tend to bid naturally at 3-level, but cue-bid at 4-level and higher. 5♣=PUP 5N (usually), then 6x=Q ASK; 6 in a short suit = ASK for an important Q; 6 in a previously bid suit = proposition to play; After Q trump ASK, min return in our trump suit = no Qtr, slam in our trump suit = Qtr but nothing in reserve, new suit at 6-level = Qtr w/ K in the bid suit (or Q if AK were already shown), 5NT = Qtr w/ some values. RKCB-5NT=Even KC w/ a void; RKCB-6x=Odd KC w/ void in the suit; RKCB-6T/S=Odd KC w/ void in higher suit								