

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)
1 Level = light (8-15)HCP, 5-4-4 cards; 1♦ - O/C 1M - p-1NT=13+HCP, any shape
2 Level = (8-15)HCP, 5+cards
Responses: New suit = NF; INV cue-bid; 2NT = NAT, when 2nd opp passes;
2N = limit raise 4+fit when 2nd opp bids; jump shift=SPL, INV+; jump raise=WK;
Balancing seat: =5+suit, (1-1-1-1)HCP
1m-p-1M-p-1NT=13+HCP, any shape, F1
1NT OVERCALL (2nd/4th Live; Responses: Reopening)
Direct seat = 5+om 4M/5+om 4OM, (8-20)HCP or (19-21)HCP, semi-BAL
1M - 1NT - 2♦ = P/C; 2♦ = NAT; 2M = 13+HCP; 3♦ = P/C, WK; 2NT = GT w/
3+ SUPP in both ms; 3♦ = SPL; 3outrM = 4+ SUPP, WK; 3M=GT in our M
Balancing seat: 1NT = (8-11)HCP, semi-BAL
Sandwich NT = 5+om w/ 4OM; 12 HCP
JUMP OVERCALLS (Style: Responses: Unusual NT)
5 + WK (to intermediate VUL);
Responses: New suit = NF; 2NT=(R) ask for SGL, raise=WK
2NT = (5-5)ms
Balancing seat = 6+ suit, (11-14)HCP
DIRECT AND JUMP CUE BIDS (Style: Responses: Reopen)
1m - 2m = 5+om/5+M, (7-11)HCP or 16+
1M - 2M = Michaels (7-11) HCP or 16+
1M - 3M = 7+ SOL suit, asking for stopper
1m - 3m = 7+ SOL suit, asking for stopper (if 3+om) or PREEMPT (if 3-)
VS. NT (vs. Strong/Weak; Reopening, PH)
2♦ = 6+cards any suit; 2♦ = Both Ms; 2M=5+M/ 4+M;
2NT=(5-5)+ ms; 3 suit = 6+ WK;
DBL = PEN if 1NT<14 HCP or DBL = 4♦/ 5+om if 1NT>=14+HCP
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL thru 3♦; 3 NT = to play
LEB 2NT RESP; 2♥ - p - DBL - p - 2NT = NAT, NF
2NT=(16-18)HCP, semi-balance, PUP
2♦(M/S) - 2♥ = 5♦/ 4♦♦, 2♦ = 5♦/ 4♦♦;
4♥♦ - 4NT = (5-5)+2 -sutter; (1 known suit) - 3 suit = ask for stopper;
4m = 5+om/5+M, leaping; 2m - 4m = 5/5+Ms;
4♦ (after opening 2♦, 2 NT, ... 3♦, 3NT - W/K w 1 unknown suit) = 5/5+ Ms;
VS. ARTIFICIAL STRONG OPENINGS
1♦ STR - DBL = ♦, 2♦=(5-4)ms
1♦ STR - DBL = ♦;
1NT = 5+om w/ 4M
2NT = (5-5)ms
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = NF; 1♦ - DBL = WK, jump shift; 2NT - (5-5)ms; RDBL-10+ HCP
1M-DBL - 1NT = (8-10)HCP w 3+ SUPP; 2NT - 4+ SUPP, INV+; 3M-WK;
RDBL - 10+ any shape, jump shift - SPL, INV+

LEADS AND SIGNALS

OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th best	same	
NT	4th best	same	
Subseq	4th best	same	
LEADS			
	Vs. Suit	Vs. NT	
Lead			
Ace	AK, AKx, AKJx	AKx, AKJx	
King	AKx, KQx, AKJx	AKJx, KQ98, KQx	
Queen	QJx	QJx, KQTx, KQ98, KQx, AQJx,	
Jack	JTx, AJTx, KJTx, Jx	same	
10	T9x, Tx, HT9x	same + AQ19x	
9	9x, H98x	same	
Hi-x	Sx, xSx, xSxx, xSxxx	Sx, xSx, xSxS, xSxSx	
Lo-x	Hxs, Hxxs	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 HI = ODD	HI = ODD	Lo=encourage
	2 HI = HI Suit	HI = HI Suit	
	3 Lo=encourage		
NT	1 HI = ODD	HI = ODD	Lo=encourage
	2 Lo=encourage	HI = HI Suit	
	3		
Smith echo from both sides vs. NT - HI encourages			
DOUBLES			
TAKEOUT DOUBLES (Style, Response; Reopening)			
thru 3♦			
Light style			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
SUPP DBL thru 2♥			
NEG DBL thru 2♠			
RESP DBL thru 3♦			
MAX O/C DBL			
COMP DBL, Cooperative DBL, card - showing DBL			
PEN DBL = O/C in FG, after RDBL, after fit, O/C over 1NT, 2NT,			
after 2, ♠, PRE, W/O			
1♦, 1NT, 3-LEVEL O/C-DBL --- pass=no unbal(6+; 5/4+) distribution, (2+card in O/C,			

WVD Convention Card



Category: BLUE
 NCBO: Bulgaria
 EVENT: All
 PLAYERS: Ilko Bonev
 Vasil Batov

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision ♦, 1♦ = 16+ HCP, F Opening;

5-card Ms, 2/1 = FG; Light Openings O/C, PRE, T/O DBL, OPT (cooperative) DBL

1♦ = 1♦♦, (10-15)HCP; 1♥♦ = 5+♥♦, (10-15)HCP; 1M - 1NT = F1

1NT = (15-17)HCP, could be semi-balanced; 4 TRF

2♦ = 5+♦ w/ 4M or 6+♦, (10-15)HCP

2♦ = MULTI; 2♥♦ = 5+♥♦ and 5+om (NVUL 4+), (4-9)HCP

2NT = (21-22)HCP, BAL; PUP

3NT = Gambling = 7-card SOL m, w/o outside stopper (A or K)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♦ = 16+ HCP

1♦ = 1♦♦, (10-15)HCP

2♦ = 5+♦ w/ 4M or 6+♦, (10-15)HCP

2♦ = MULTI, 6+ (5) M, (4-9) HCP or 2♦+ HCP, semi-BAL

2♥♦ = 5+♥♦ and 5+om (NVUL 4+), (4-9)HCP

1NT overall over 1 m = 5+om w/ 4M, (8-20)HCP or (19-21)HCP, semi-BAL

1NT overall over 1 M = 5+om w/ 4OM, (8-20)HCP or (19-21)HCP, semi-BAL

3NT = Gambling in a m

1m-2m overall = 5+om/5+M, (7-11)HCP or 16+

4m overall over 2♦ and up = 5+ om/5+ M

SPECIAL FORCING PASS SEQUENCES

after RDBL, FG, we bid game VUL - opp NVUL at 5th level

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: Rare

OF 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100	OF 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1	0	STR 16+ HCP	1= (0-7)HCP; 1=, 2=, 3= 5+cards; 8+HCP; FG; 2NT= (11-12)HCP; 1=, 2=, 3= 5+cards; F1; Now: 3, 4= STR w/ 3+ SUPP; 3= NEG or (5-7)HCP w/ 4=	after bid 3NT, 2NT= (5-7)HCP BAL; New suit = 5+cards; (5-7)HCP; 4, 5= 3+SUPP, WK	
1	1	(10-15)HCP, w/o 5M	1=, 2=, 3= 4+cards; F1; 1NT = (7-10)HCP, could be semi-BALL	1= -1M; 1NT-2= Checkback; 1= -1M-Jump shift= SPL; 1= -1M-2NT=6+ max; SUPP DBL	1= -1M=pass if light open
1	2	(11-14)HCP, BAL	2NT= (11-12)HCP, could be semi-BAL; 2=, 3= 5+cards; WK	1= -DBL -RDBL=10+ HCP, F to 1NT; 1= -O/C 2=, 3= 2NT= NAT; 3 in suit = 5+cards; NF	
1	3	(10-15)HCP	1=, 2=, 3= 4+cards; 1NT= F1; (0-13)HCP; 1=, 2= 4+cards; FG	1= -3level O/C -DBL=cooperative; 10+HCP; 1= -O/C 1= -DBL -raise2= -2NT=GOOD-BAD	
1	4	5+ w/ (10-15)HCP	2= = (8-10)HCP w/ 3+ SUPP; 3= = 4+ SUPP, WK	1= -DBL -RDBL=10+ HCP, F to 1NT; After RDBL, every DBL are PEN; 1= -DBL -3= WK	1= -1NT = pass if light open
1	5	5+ w/ (10-15)HCP	2NT = (9-11)HCP w/ 4+ SUPP; INV+; 4NT = RKC; 3041	1= -DBL -1NT = (8-10)HCP w/ 3+ SUPP; 1= -O/C 1= -DBL -raise2= -2NT=GOOD-BAD	
1	6	5+ w/ (10-15)HCP	2=, 3=, 4= -SPL; INV+; 4= = < 13 HCP; 4=, 5=, 6= = to play	1= -DBL -New suit=NAT; NF; 1= -DBL -JS=SPL; INV+; 1= -DBL -2NT=4+ SUPP; INV+	
1	7	5+ w/ (10-15)HCP	same as above; 4=, 5= = void; 4+ = (10-13) HCP; 4= = to play; 5=, 6= = to play	1= -1NT -2=, 3= = 3+ cards; 1= -1NT-2= -3= 6+ w/ INV; 1= -O/C 2= -3=, 4= = 5+ suit, NF	1= -1NT = pass if light open
1	8	5+ w/ (10-15)HCP	4= = to play; 5=, 6= = to play	1= -O/C 2= -2NT= (9-11) HCP w/ 4+ SUPP; INV+; 1= -O/C -5= = to play	
1	9	(15-17)HCP, BAL	2= = STAY; 2=, 3=, 4= NT = TRF to 3=, 4=	1= -O/C 2= -3=, 4= = SPL; INV+; 1= -3level O/C -DBL=cooperative; 10+HCP no fit	
1	10	5M or 6m are possible	3=, 4=, 5= = 6+ suit; 2 H, NF	1NT -O/C -DBL =PEN; 1NT -3level O/C -DBL =cooperative; 7+ HCP;	
1	11	could be semi - BAL	4= = (5-5)M; singleton; FG; 4=, 5= = to play	1NT -TRF to m - 3m - New suit = singleton	
1	12	could be singleton H	4NT = INV BAL; 4= = Gerber	1NT -TRF to m - 3m - New suit = singleton	
1	13	5+ w/ 4M or 6+ (10-15)HCP	2= = (R); 2=, 3= = 5+cards; NF; 2NT = PUP to 3=	2= -2NT -3= -New suit = 6+ cards; INV; 2= -DBL -RDBL = 10+HCP, F to 2=	
1	14	5+ w/ 4M or 6+ (10-15)HCP	3= = 3+ SUPP; INV	2= -2= -2NT = 6+ (13-15)HCP w/o 4M; 2= -2= -3= = 6+ (10-12)HCP w/o 4M	
1	15	5+ w/ 4M or 6+ (10-15)HCP	3=, 4= = SPL; FG; 4=, 5= = to play; 5= = to play	2= -2= -2M -2NT = INV; BAL; 2= -2= -2M; 2NT -3= = NF; 2= -2= -2= = (R); FG	
1	16	6 (5+ in 1st pos NVUL) M; (4-9)HCP	2=, 3= = P/C; 3= = NAT; NF; 3= = 3+3+M; INV;	2= -2NT -3= = max; 2= -2NT -3= -3= = FG; 2= -O/C -DBL =PEN;	
1	17	or 25+HCP semi-BAL	2NT = (R); 3= = WK; P/C; 3= = P/C;	2= -O/C -3= = NAT; NF; 2= -O/C -3= = INV; 3+M; 2= -O/C DBL -pass = ;	
1	18	MULTI	3 NT = to play; 4=, 5=, 6= = to play; own suit	2= -O/C DBL -RDBL = SOS; 2= -O/C DBL -2 M= own suit; NF; 2= -2= -2 NT = STR NT;	
1	19	5+ w/ 4M or 6+ (10-15)HCP	2NT = (R); asking for m; New suit = 6+ cards; NF;	2M -2NT -3m -3M; 4m = INV; 2M -O/C DBL -RDBL = points; STR; pass F both hands;	
1	20	(4-9)HCP	2M -3M = WK; 4= = WK; P/C; 4=, 5=, 6= = to play;	2M -O/C -DBL = PEN; 2= -2= -3= -4= = SPL; 2= -4= = SPL;	
1	21	(21-22)HCP, could be semi-BAL	3= = PUPP STAY; 3= = TRF	2NT -3= -Now: 3= = 1 or 2 4th Ms; 3=, 4= = 5cards; 3NT = any hand w/o 4M	
1	22	5M or 6m are possible	3= = (5-4)ms; F1; 4=, 5=, 6= = to play	2NT -3= -Now: 3NT=to play; 4=, 5= = 4+M	
1	23	could be singleton H	4NT = Blackwood; 4=, 5= = 6+ cards; FG;		
1	24	Gambling = SOL m,	4, 5, 6= P/C; 4= = asking for a singleton; 4=, 5= = 6+ cards; NAT	Blackwood -CUE BIDS -Pass forcing; 1NT -4= = Gerber; JS in other suit to 5 level (after fit SPL/2 suits) = RKC; w/ void	
1	25	w/o outside stopper (A or K)	3NT -4= -4NT=SGL in om; 3NT-DBL-RDBL-STR, P=to play	RKC = 3041; After response -bid at min level = asking for Q trump; 5NT = asking for specials Ks;	
1	26	WK PRE	New suit = NAT; FG; 4=, 5=, 6= = to play; DBL = PEN	6 in suit = asking for 3rd control (Q or xx) in this suit	
1	27	VUL = -2	3m-4om=asking for a singleton; 3m-4om-4NT=singleton in om	POD1 -ROMAN (PASS = 3 or 0 aces; DBL = 4 or 1 aces; Cheapest suit = 2 A w/o Q trump; Second ch suit = 2 A w/ Q trump)	
1	28	9 tricks over 7/8 respectively	DBL = PEN; 4= = asking for a singleton and points	1= -4NT -5= -5= = 0 Aces-pass; 3 Aces-cue answer for Q; 1 st step=no Q; other = K+Q; 6= = Q; no K;	
1	29	(8-15)HCP, < 5 CTRL	4= -4= = same; 4= -4= -5 suit= singleton; 6 suit= void + max;	1= -2= -3= -5= = RKC; () w/ void; 1= -1= -2= -3= -5= = RKC; () w/ void	
1	30	WK PRE; VUL = -2	DBL = PEN; 4= -4= = to play	Jump raise to 5 level = trump; INV; Jump raise to 5NT = Josephine	