

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card			
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE					
Light 1st level : 7-15 (1sp may be even 5pc), Sound 2nd level	Lead	in Partner's Suit		Category : Blue			
Responses : 1/1 forcing , 2/1 NF , 2/2 NF , 3/3 forcing	Suit	2nd/4th	2nd/4th	Country: Bulgaria			
Response 3/2 is forcing over P bid and NF over OPP bid	NT	2nd/4th	2nd/4th	Event: ALL EVENTS			
	Subseq	2nd/4th	2nd/4th	Players: Vladimir Marashev - Ivan Tsonchev			
	Other:			SYSTEM SUMMARY: 1cl = 16+PC; 1di = 0+cards 10-15 PC; 1M= 5+cards 10-15PC			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS		GENERAL APPROACH AND STYLE				
Direct : 15-17(18) system on	Lead	Vs.Suit	Vs. NT	STRONG Club, Preparatory 1di			
Balancing:11-15 system on;Jump to 2NT=18-20 syst. on(3c=STAY)	Ace	asking ATT or S/P	asking ATT or S/P	Aggressive opening bids			
Sandwich NT : 15-17(18) system on	King	K(x), KQ(x), AK(x): asking Count	AKJX(x), KQJ/T(x)+, KQ(x)				
	Queen	Q(x) , QJ(x) +	QJ(x) +, AQJ(x) + , KQT9(x)				
	Jack	J(x) , JT(x) +, KJT(x) +	J(x) , JT(x) +, HJT(x) +				
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T(x),T9xx(xx)(even count),HT9(x)	T(x), T9xx , T9xxxx, HT9(x) +				
1-Suit: weak (3-10 pc) ,Fav may be very aggressive	9	9, T9x(xx)(odd count), H9x, H98(x)	9, T9x(xx)(odd count),H9x,H98	1NT Openings:	14-16 (1st & 2nd) ; 15-17 (3rd & 4th)		
(2M weak)-4m =5OM+5m STR; (2x STR)-4m = NAT preempt	HI-x	xSx, HSx, xxxSx, HxxSx, HxxSxx	xSx, HSx, xxxSx, HxxSx, HxxSxx	2 OVER 1 Responses:		FG	
(1cl NAT 2+) -2di=MM 55 ; (1di Prec)-2he=MM(45+either way)5-11	Lo-x	xS, xxxS, HxxS	xS, xxxS, HxxS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Reopening: INTERMEDIATE (12)13-16PC 6+	SIGNALS IN ORDER OF PRIORITY			1cl = STRONG (14)16+ pc			
Jump to 2NT in reopening = 18-20		Partner's Lead	Declarer's Lead	Discarding	1di = 0+cards , 10-15pc		
DIRECT and JUMP CUE BIDS (Style;Responses;Reopening)	Suit:1st	HI = ODD	HI = ODD	HI = ODD	2cl= 6+c or 5c/4M ; 10-15pc		
(1M) - 2M= Michael's 5+OM, 5+m 7+pc	2nd	HI = DISC	HI = HIGH SUIT	HI = HIGH SUIT	2di= Weak 2di , NVUL may be 5 cards		
(1m NAT 3+) - 2m = 5+s , 5+other , 7+pc	3rd	HI = HIGH SUIT			2he= weak 2he , NVUL may be 5 cards		
(1di Prec)-2di=5+d,10-16;(1cl NAT 2+only)-2cl=5+c,10-16	NT: 1st	HI = ODD	Rev.Smith (vs.3NT)	Rev.Smith (vs.3NT)	2sp =Weak 2sp , NVUL may be 5 cards		
JUMP CUE=Ask stop if OPPS have shown 3+,otherwise=NATWeak	2nd	HI = DISC	HI = ODD	HI = ODD	2N=21-22 (1st & 2nd) ; 22-23 (3rd & 4th)		
VS. NT(vs. Strong / Weak; Reopening;PH)	3rd	HI = HIGH SUIT	HI = HIGH SUIT	HI = HIGH SUIT			
DBL=T/O over minor or very STR ; 2cl=MM ; vs Strong :2di= one M ;	Signals (including Trumps):HI = HIGH SUIT , HI = ODD						
2M=5+M,4+m ; 2NT= mm ; vs. Weak : 2D/2M =NAT 11+PC							
Reopening : DBL=(43)or 44MM or very STR; 2cl=MM , 2x=NAT	DOUBLES						
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES(Style;Responses;Reopening)						
Leaping Michaels at 4 level after weak opening(raise):	All DBL's up to level of 3sp are for T/O except :						
(3M) -4m = 5OM+5m STRONG (4-losers); (2M)-P-(3M)-4m = 5OM+5m STRONG	a/ 1x - (DBL)- RDBL . Now all DBL's are PEN ; b/ after a penalty pass						
LEB after(WK2x)-DBL-(P);Jump O/C=Intermed.6+(13-17pc)	c/ in FG situations : 1cl - FG Response or 2/1 situations if no jump overcall			SPECIAL FORCING PASS SEQUENCES			
3NT-to play,not necessarily BAL, may be based on long suit	d/ after a 2di opening or higher and OPPS overcall			(1NT)-DBL- (PASS/Escapes) -PASS (Forcing to 2he or DBL)			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1di - (DBL) - RDBL = Forcing to DBL or 1NT			
(1cl Precision) - DBL = MM	SUPP DBL = 3 cards in P suit . If above 1NT then not MIN			Reaching 4M even VUL is not creating FORCING PASS SITUATION			
(1cl Precision) - Pass - (1di) - DBL=MM	DBL in Cuebid situations at 3rd level (only!) : Pass =enc , DBL=disc			1c-(5x) - creates forcing pass situation			
(2cl STR) - DBL =MM	ROSENKRANTZ RDBL = A or K in P suit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENTS' TAKE OUT DOUBLE							
1/1 = 4+ F1 , 2/1 = 5+NF				Psychics: RARE			
1M-(DBL):TRF Responses ; 2NT = 4+ cards SUPP INV+							
RDBL=10+ , Forcing to 1NT or DBL. Now all DBL's are PEN							

OPEN	TIC K IF ART	MIN NO. OF CARDS	NEG. DBL. THR	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1c	x	0		16+ any or 5-losers	1d=0-7any; 1h= a/ 8-12any (except 5+s); b/ 5+h 13-14 ; 1s=5+s 8+; 1N=13+BAL ; 2m=5+m 13+; 2h = 5+h 15+	1c-1d-1h=F1 (a/ BAL ; b/ he ; c/ two suiter 20-23 ; d/ 44(05) 16+;	1c-1h=NAT ; 1c-2h= SGL h 8-10 4144 ; 1c-2s= SGL s 8-10 1444
					2s=(1444) SGL M 13+ ; 2N=MM 5-7 ; 3c = SGL c 4441 13+ ; 3d=SGL d 4414 13+	e/ 44(41) 20+)	After 1 level O/C : Dbl =5-7 any, 2cue = 8+BAL ; 3cue=4441 SGL opps suit: Jump Shift= 5-7
1d	x	0		0+d , 10-15	1d- 2m=FG ; 1d-2h=5s4h (5-10), 1d-2s=a/ BAL INV no 4M ; b/55+mm ; 1d-2NT = 6+m weak , 1d-3m= 6+m INV	1d-1M-1N-2c : a/ S/O any or b/ INV 4M6+m ; 1d-1M-1N-? : 2d= FG any ; 2M= INV unbal ; 2NT= INV; 3m=55INV	
						1d-1h-? : 2s=4card supp. UNBAL MAX ; 2NT=6+d, 0-2h ; 3d= 6+d 3h; 3c=55mm; 3h=4 card supp UNBAL MIN	
1h		5		5+h, (9)10-15	1N=F1 , 2c=FG 5+cl or BAL ; 2d=FG 5+di, 2h=(8)9-11, 2s=SPL sp or di S/T; 3c= SPL cl S/T ; 3d= Mixed raise (6- 10pc, 4 fit) ; 3M=PRE(0-7) , 3N = (4333) 12-14 ; 4x= VOID	1h-1N-? :2c=(1+); 2d=4+ ; 2h=6+; 2N=6h(bad suit) 14-15; 3m=55 MAX; 3h=6+h good suit MAX	2c=DRURY (2d=11-13, 2M=weak, 2x/3x= G/T long suit) ; 3c=NAT 6+c ; 2N=4+SUPP UNBAL, 3d/3OM=SPL
1s		5		5+s, (9)10-15	1N=F1 , 2c=FG 5+cl or BAL ; 2d/h=FG NAT 5+, 2s=(8)9-11, 3c=SPL cl or he S/T; 3d= SPL di S/T ; 3h= Mixed raise(6-10); 2N= (3)4+supp FG+; 3M=PRE(0-7) , 3N = (4333) 12-14 ; 4x= VOID , 1s-4h=VOID	1s-1N-? :2c=(2+); 2d/2h=4+ ; 2s=6+; 2N=6s(bad suit) 14-15; 3m/3h=55 MAX; 3s=good suit MAX	2c=DRURY (2d=11-13, 2M=weak, 2x/3x= G/T long suit) ; 3c=NAT 6+c ; 2N=4+SUPP UNBAL, 3d/3OM=SPL
1 NT				14-16 (15-17 3rd/4th) semibal; SGL H , 6m, 5M, 5-4 possible	2c=STAY; 2d/h =TRF maybe 4 cards only; 2s=a/ INV no 4M ; b/ 55mm ANY STR ; 2NT=a/ PUPPET FG no slam interest ; b/ S/T 6+m; 3c=44(41)SGL m , 3d=(41)44 SGL M, 3M = SGL(54mm)	1N-2c-2x-? : 2N=TRFc, 3c=TRFd,3d=second STAY, 3M=Smolen 1N-2d-2h-? : 2s=4s 4-5h INV, 2N=4-5hINV,3m=NAT FG, 3h=INV; 3s/4m= SPL 1N-2d-2h-2N-? : 3c=want to play 4h if RESP has 5; 3d=4333) MAX	
2c		5		10-15 ; 6+c or 5c/4M	2d=R; 2M=NAT NF; 2NT=a/weak w/3+c ; b/ FG+ w/6+ suit ; c/ 55MM INV or S/T ; 3c= INV	2d(R): 2M=4M; 2NT=6+c MAX; 3c=6+c MIN; 3d=6c4dMAX,3M=6- 5	
					3x=NAT 6+INV	2d(R)-2M: 2N=PUP to 3c; 3c=INV (4OM); 3d=5+FG; 3M=INV;4d=SPL ; 2d(R)-2N: 3c=FG ask SGL;3d/3M=FG NAT	
2d	x			1st/2nd: MULTI weak 2M (3- 9pc); 3rd NAT 5+cards, 0- 13PC; 4th NAT,6+, 12-16PC	2M/3M=P/C ; 2N=R INV+ ; 3m=INV	2d-2N-? : 3c=MAX ; 3d=MIN he ; 3h=MIN sp ; 2d-2N-3c-3d @ -? : 3h=s , 3s=h ; 2d-2N-3d-3h=NF	
2d (1st seat Fav)	x			1st Fav : weak 2M 5-6 cards 7-10pc	2M/3M=P/C ; 2N=R INV+ ; 3m=INV	2d-2N-? : 3c=6 cards ; 3d=5 cards he ; 3h=5 cards sp ; 2d-2N-3c- 3d @ -? : 3h=s , 3s=h ; 2d-2N-3d-3h=NF	
2h	x	5		1st/2nd :MM(54) 4-9pc : 3rd: NAT 5+he, 0-13PC; 4th: NAT 6+he,12-16PC	2N=R INV+ ; 3c= INV w/33 or 44MM, 3d= NON INV w/33 or 44MM; 3M=NON INV	2N@-? : 3c=MIN ; 3d/3h=MAX TRF for 5M ; 3s=MAX 55	
2h (1st seat Fav)		5		1st Fav : weak 2h 5-6 cards 0-7pc	2N=R INV+ ; 3m= NF but constructive ; 3h= NON INV	2N@ - ? : 3c=5 cards MIN, 3d= 5 cards MAX, 3h=6cards MIN, 3s= 6 cards MAX	
2s	x	5		1st/2nd: 5sp, 5+m 4-10pc; 3rd: NAT 5+sp, 0-13PC ; 4th: NAT 6+sp, 12-16 PC	2N=R INV+ ; 3c=P/C ; 3d=INV + w/sp SUPP; 3h=NAT NF but constructive ; 3s=NON INV	2s-2N -? : 3c/3d=NAT MIN ; 3h/3s= MAX cl/di respectively	
s (1st seat Fav)		5		1st Fav : weak 2s 5-6 cards 0-7pc :	2N=R INV+ ; 3m/3h= NF but constructive ; 3s= NON INV	2N@ - ? : 3c=5 cards MIN, 3d= 5 cards MAX, 3h=6cards MIN, 3s= 6 cards MAX	
2 NT				21-22 1st/2nd, 22-23 3rd/4th	3c=PUP,3d/h=TRF; 3s=(54)+mm ; 4c/d=he/sp , 4h=cl, 4s=di	2N-3c-?:3d=any 4M, 3h=no 4M, 3s=5s , 3N=5h	
3c		6		NAT Pre	3d =(almost auto to 3h) ; 3M=F1 ;3N=to play ; 4M=to play	3d(almost auto to 3h) =a/ INV h (pass) ; b/INV s(3s) ; c/Hx in c (3N) ; d/ S/T c(4c); e/both M (4d); f/ 5-6M w/cl SUPP (4M)	
3d/3M		6		NAT Pre	4c=S/T in the suit of the OPENER	High Level Bidding	
3 NT				Gambling (1st Fav may be AQJ or AKJ)	4c=P/C;4d=ASK SGL , 4M=to play , 4N=ASK for extras	RKCB 4130 , excl RKCB (responce :0,1,2) , DOPI , 5NT can be RKCB if 4NT is not available	
4x		6		NAT Pre			