

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level, Reopening)
1 Level = light 5-17 HCP, (4/5+ cards)
2 Level = VUL - sound, NOT VUL - may be light
Responses: we use some TRF in comp, 2/1 (if NAT) = NF, 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 = 12-17 HCP
JUMP OVERCALLS (Style: Responses: Unusual NT)
WK, 5+ cards, may have second suit - free
2NT = WK 55+ 2-lowest
DIRECT AND JUMP CUE BIDS (Style: Responses: Reopen)
1M - 2m = 55+MM (unless Precision, then 1♦♦ - 2♦♦ = NAT)
1M - 2M = Michaels
1m - 3m = PRE (if not 5-card ♦ suit)
1M - 3M = 7+ SOL suit, ASK stop
VS. NT (vs. Strong/Weak: Reopening: PH)
VS 13+NT: 2♦♦=MM, 2♦♦=5-♥/♦4+M, DBL=PEN
VS 14+NT: 2♦♦=MM, 2♦♦=6M 8-11 HCP, 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+MM, (2M)-3M=ASK stop
1) (2♦♦=MM)-4m=55+♥m
2) (2♦♦=MM)-P (2♥♦♦) P
(P) 4m=55+♥m
VS. ARTIFICIAL STRONG OPENINGS
(1♦♦) DBL=MM, 1NT=54mm, 2NT=55mm
(1♦♦) P (1♥♦♦) DBL=MM, 1NT=mm, same as above
(2mstr) DBL=MM, 2/3NT=mm, but over (2mstr) P (2♦♦) DBL=♦
OVER OPPONENTS TAKEOUT DOUBLE
Over 1m-(DBL) 1M=4+ cards F1, RDBL=F1, 2/3Om=INV+ w/ support
Over 1M-(DBL) RDBL=1+HCP, 1N=TRFs

LEADS AND SIGNALS

OPENING LEADS STYLE			
Suit	Lead	In Partner's suit	
3rd and low		same	
4th best		3/low	
NT		same	
Subseq	H/L thru Decl	same	
Other: If we've raised partner's suit, we lead 3rd w/ an honor and highest w/o			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), AK(+), asks for ATT	AK(+), asks for ATT	
King	AK(+), KQ(+), Kx asks for UDC	asks for UDC or unblock	
Queen	(A)QJ(+), Qx	KQ(+), QJ(+), AQJ(+), ATT	
Jack	J10(+), AJ10(+), KJ10(+), Jx	QJ(+), J10(+)	
10	109(+), 10x, H109(+)	same	
9	9x	9x, 9xx, 98x(x)	
Hi-x	xxSx, Sx, xxSxxx	Sxxx, 109Sxx	
Lo-x	xxS, xxxS,	HxxS	
SIGNALS IN ORDER OF PRIORITY			
Suit	Partner's Lead	Declarer's Lead	Discarding
1	HI = ODD	same	HI = ODD
2	S/P	same	S/P
3	HI = DISC		
1	HI = DISC	HI = ODD	HI = ODD
2	HI = ODD	S/P	HI = DISC
3	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, with Cue-bid = GF or 4M (44MM) INV+			
SPECIAL ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
DBL/RDBL = strong hand when from opener unless SUPP DBL/RDBL			
All DBLs of suits that OPP bid and support are game tries (3 in our S is COMP)			
1NT (2/3x) DBL = T/O			
PEN DBL = after RDBL, opening 2♥♦♦ PRE W/O			

WBF Convention Card



Category: GREEN

NCBO: BULGARIA

EVENT: All Events

PLAYERS: ISPOSKI Vendi

GEORGIEVA Eliza

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
NATURAL
Light Openings and Overcalls, 5-Card M
Free PRE, especially w/ passed partner.
Frequent use of NON-PEN doubles
1NT Opening = (14)15-17 HCP, may have 5M, 6m, SOL, AKQ
2/1: 2♦=FG NAT or BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♦♦ = 2♦♦ 1♦♦ = 4♦♦
2♦♦ = 18-19 HCP BAL or FG any, 2♦♦ = 54MM WK
2♥♦♦ = (5)6M WK
3NT = gambling, SOLm, no AK aside
(1M)-2M = MICHAELS, 1♦♦ = (1N)Nat, 2♦♦ = MM, 2♦♦ = 1M, 2M = 545m(4♦)
Cue-bid raises over 1M = 3-lit INV+, 2NT = 4-lit, INV+
1m-(2m=MM) 2♥♦♦ = 5-♦♦ INV+, while direct 3m = NAT, NF
1m-(2NT=lower 2-suit) = same, lower cue=lower undid suit INV+ etc, else NAT, NF
1♥♦♦ (2NTm) 3♦♦ = ♥lit INV+, 3♦♦ = 5+♥ INV+, 3♥♦♦ = NAT, NF
1♦♦ (2NTm) 3♦♦ = 5-♥ INV+, 3♦♦ = ♥lit INV+, 3♥♦♦ = NAT, NF
SPECIAL FORCING PASS SEQUENCES
We open 1M and partner forces with cue (lit showing) to the 4 level
1x-(DBL)-RDBL (any) 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 3rd position and may have only 4 cards in M

O A L E W N - K G	T A I C R T N A K I F O S	O M F M E G. D B L T H R U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	2	4♥	11-20 HCP UNBAL/12-14 BAL	2♣=5♣ or FG BAL; 2♦=5♦ or INV, 9-11 HCP; 2M=6M, WK 2NT=INV, BAL; 3♣=WK; 3M=SPL; 3NT=13-15 HCP	1♣-1♥: 1NT=12-14 HCP BAL, 2♣=(5♣=NF, 2♥/♦=4♦/6♦=5♦=17+ reverse, 2♥=4♥ 12-14, 2NT=FG, 3♣=6♦=15-17, 3♦=2.5 raise 4♥, 3♥=4♥ 15-17 UNBAL, 3NT=10 play, long 4♦=6♦=4♥ FG, 3♦/4♦=4♥ SPL♦/♦ S/T; 1♣-1♥: 3♦=SPL, FG 1♣-1♥x2(reverse): 2NT=WK any 5-7 HCP, else NAT, FG; 1♣(1♦): DBL=44MM	Same 2♣=less suit and more BAL w/ points, while 3♣=mixed
1♦	4	4♥	11-20 HCP, same as above	2♣=FG 5♣ or BAL; 2♦=FG, NAT; 2M=6M, WK; 2NT=INV, BAL; 3♣=5♦ or INV, 9-11 HCP; 3♦=WK 3M=SPL; 3NT=13-15 HCP	1♦-1M-2NT=FG, then 3♣=ASK (no SGL/SGL LMH), 3x=NAT; 1♦-1♥x2(reverse): 2z= =NAT FG, 2NT=8+ HCP FG, 3♣=WK any 5-7 HCP, 3x=NAT FG; 1♦-2♦: 2M=STOP in M (empty OM), 2NT=STOP in both M; After 1M(2M) we play TRF Leb	Same as above
1♥	5	4♦	5+♥ (10)11-20 HCP May be 4 cards in Ill-d POS	1NT=F1; 2♣=FG NAT or BAL; 2♥=7-9 HCP; 2♦=6♦+WK; 2NT=4+♥ FG+; 3m=4+♥ Bergen rev (3♣=INV/3♦=mixed) 3♥=4♥+WK; 3♦/4m=SPL 10-13 HCP; 3N=4333, 13-15 HCP c.o.g.; 4♦=NAT, TP	1♥-1♦: 2NT=FG, then 3♣=ASK (no SGL/SGL LMH), 3x=NAT; 1M-2N: 3♦=min, any shape then 3♦=BAL, 15+HCP ask (3♥/♦=NT=SGL LMH, 4x=cue), while 3♥/♦=NT=15+HCP SGL LMH; 3♦=BAL, 15+HCP then 3♥/♦=NT=SGL LMH, 4x=cue; 3♥/♦=NT=15+HCP SGL LMH; 4x=cue 18+HCP BAL; 1♥(DBL)-1♦=4+ cards F1; same as above ... 1♥(DBL): 2♦=TRF♦; 2♦=TRF♦; 2♥=3♦ INV+; 2N=4♦, INV+ 1M(DBL/suit): 3m♥(jump)=6x, WK	1N=NF; 2♣=Dury, 3+♥, INV 2N=4+♥, INV, any SGL 3m=6m, INV, good suit; 3♥=mixed; 3♦/4m=void as for 1♥ after 2♣
1♠	5	4♥	5+♠ (10)11-20 HCP May be 4 cards in Ill-d POS	same as above 3♥=SPL 10-13 HCP; 4♥=NAT, TP	1M(DBL/suit): 3m♥(jump)=6x, WK	2♦=ART, don't compete (BAL), 2♥/♦=NAT, compete (UNBAL)
1NT			(14)15-17 HCP may have 5M, 6m, 5422, SGL A, K, Q	2♣=STAY; 2♥/♦=TRF ♦/♦; 2♦=INV BAL w/o 4M or ♦; 2NT=♦; 3♣=PUP STAY 3♦=5♦+mm GF+; 3♥/♦=1♥/♦3OM54mm GF 4♦♦=TRF ♦/♦; 4♥/♦=NAT; 4NT=INV BAL	1NT-3♦: 3♦=may or may not have 4M, 3M=5M, 3N=no bid 1NT-(DBL): Pass(=sem)F to RDBL, RDBL=5+M, system on up to 2♦ incl. 1NT-(2/3x)-DBL=T/O; LEB 2NT RESP + 3-level TRFs after 1NT-(2x)	
2♣	0	4♥	18-19 HCP BAL or FG any	2♣=waiting;	2♣-2♦: 2♥=NAT or 23+HCP BAL, 2♦/3M=NAT, 2NT=18-19 HCP, 3M/4M=this is trump...	
2♦	0		54+MM WK	2♥=equal or longer ♥ also 2♥3♦81♥2♦; 2♣=3♦1♥82♦0♥ 2N=R; 3♦♦=FG NAT; 3M=TP; 3N=TP; 4M=TP	2♦-2♦: 2♥=NAT or 23+HCP BAL, 2♦/3M=NAT, 2NT=18-19 HCP, 3M/4M=this is trump...	
2♥	5		(5)6M 5-10 HCP	4♦♦=ST in ♥/♦	2♦-2NT: 3♣=min 54any (3M=TP), 3♦=min 55MM (3M=TP), 3M=4M5OM, 3N=max 55MM; 2♦-2NT-3♣3♦(R): 3M=5M4OM (4♦♦=S/T♥/♦ corresponding M);	
2NT			20-21(22) HCP BAL	2/3♦=NF/FG, NAT; 2NT=♥/♦ ASK; 3♦3♦=FG, NAT 4♦♦=ST in M; 4♥/♦=10 play, 4NT=mm	2♥-2NT: 3♣=5♥ (3♦=R then 3♥/♦=NT=any min(4♦♦)), 3♦=6♥ max w/ SGL (3♥=R then 3♦/3NT/4♦=SGL LMH); 3♥=6♥ min, 3♦=6♥ max w/o SGL	
				3♣=IMP STAY; 3♥/♦=TRF ♦/♦; 3♦=5♦+mm FG (4m sets the suit); 3N=TP; 4♦♦=6♥/♦ S/T; 4♥/♦=6♦♦ S/T (4NT=TP, 4♦/5♦=RKCBm); 4N=INV, BAL	2N-3♦: 3♦=1/2 4M (then 4♦=44mm S/T and 4♦=44MM TP), 3♥=no 4/5M (then 3♣=PUP 3N and 3N=5♦+♥), 3♣=5♦ (4m=NAT and 4♥=S/T♦), 3N=5♥ (4♦=S/T♥ and 4♦=TRF♥)	
3♦♦	6		PRE	3♥/♦♦=NAT F1; 3N=10 play; 4♥/♦=ST in m; 4M=TP	HIGH LEVEL BIDDING CUE = 1st&2nd equally; Exclusion (5-level jump only) = 41/30...; After RKCB first step = Q trump ASK, 5NT=K ASK, 6x=ASK for 3rd control (Q or xx) in this suit; Unserious 3NT(usually w/ 9+ major fit), Lighter doubles; Pass then pull is a S/T; When having a fit and probing for gameslam, we tend to bid naturally at 3-level, but cue-bid at 4-level and higher; 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;	
3♥/♦	6		PRE	same as above 4♦♦=ST in M		
3NT	✓		gambling, SOL m, no side A or K	3/4 seat=10 play		
4♦♦	7		PRE			
4♥/♦	7		PRE			
4NT	✓		65+mm	RKCB answers: 41/30/22+Q		
					RKCB-5NT=Even KC w/ a void, RKCB-6x=Odd KC w/ void in the suit, RKCB-6TS=Odd KC w/ void in higher suit	

HIGH LEVEL BIDDING

CUE = 1st&2nd equally. Exclusion (5-level jump only) = 41/30... After RKCB first step = Q trump ASK, 5NT=K ASK, 6x=ASK for 3rd control (Q or xx) in this suit; Unserious 3NT(usually w/ 9+ major fit); Lighter doubles: Pass then pull is a S/T; When having a fit and probing for gameslam, we tend to bid naturally at 3-level, but cue-bid at 4-level and higher; 6 in a previously bid suit = proposition to play; After Q trump ASK, min return in our trump suit = no Ctr, slam in our trump suit = Ctr but nothing in reserve, new suit at 6-level = Ctr w/ K in the bid suit (or Q if AK were already shown), 5NT = Ctr 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